

PostGIS 3.6.3 ☒☒☒☒☒☒

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Abstract

PostGIS 是 PostgreSQL 数据库的 GIS(地理信息系统) 扩展。PostGIS 使用 GiST 和 R-Tree 索引, GIS 数据存储在 PostgreSQL 数据库中。



PostGIS 3.6.3 版本发布。



PostGIS 是 PostgreSQL 数据库的 GIS(地理信息系统) 扩展。PostGIS 使用 GiST 和 R-Tree 索引, GIS 数据存储在 PostgreSQL 数据库中。
<https://postgis.net>

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.

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- [Boundless](#)
 - [Cadcorp](#)
 - [Camptocamp](#)
 - [Carto](#)
 - [Crunchy Data](#)
 - [City of Boston \(DND\)](#)
 - [City of Helsinki](#)
 - [Clever Elephant Solutions](#)
 - [Cooperativa Alveo](#)
 - [Deimos Space](#)
 - [Faunalia](#)
 - [Geographic Data BC](#)
 - [HighGo](#)
 - [Hunter Systems Group](#)
 - [INIA-CSIC](#)
 - [ISciences, LLC](#)
 - [Kontur](#)
 - [Lidwala Consulting Engineers](#)
 - [LISAssoft](#)
 - [Logical Tracking & Tracing International AG](#)
 - [Maponics](#)
 - [Michigan Tech Research Institute](#)
 - [Natural Resources Canada](#)
 - [Norwegian Forest and Landscape Institute](#)
 - [Norwegian Institute of Bioeconomy Research \(NIBIO\)](#)
 - [OSGeo](#)
 - [Oslandia](#)
 - [Palantir Technologies](#)
 - [Paragon Corporation](#)
 - [Postgres Pro](#)
 - [R3 GIS](#)
 - [Refractions Research](#)
 - [Regione Toscana - SITA](#)
 - [Safe Software](#)
 - [Sirius Corporation plc](#)
 - [Stadt Uster](#)
 - [UC Davis Center for Vectorborne Diseases](#)
 - [Université Laval](#)
 - [U.S. Census Bureau](#)
 - [U.S. Department of State \(HIU\)](#)
 - [Zonar Systems](#)
-

Chapter 2

PostGIS 安装

本章介绍 PostGIS 的安装与使用。

2.1 安装

本章介绍 PostGIS 的安装与使用。

```
tar -xvzf postgis-3.6.3.tar.gz
cd postgis-3.6.3
./configure
make
make install
```

PostGIS 安装后，PostGIS 安装与使用指南 (Section 3.3) 介绍了 PostGIS 安装与使用指南 (Section 3.4) 的相关内容。

2.2 编译与安装

Note

本章介绍 OS 安装 PostgreSQL/PostGIS 安装与使用指南。本章，本章介绍 OS 安装 PostgreSQL/PostGIS 安装与使用指南。



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 或 [PostGIS Windows download site](#) 安装与使用指南。1~2 安装与使用指南 [very bleeding-edge windows experimental builds](#) 安装与使用指南。安装与使用指南 PostGIS 安装与使用指南。

The PostGIS module is an extension to the PostgreSQL backend server. As such, PostGIS 3.6.3 *requires* full PostgreSQL server headers access in order to compile. It can be built against PostgreSQL versions 12 - 18. Earlier versions of PostgreSQL are *not* supported.

Refer to the PostgreSQL installation guides if you haven't already installed PostgreSQL. <https://www.postgresql.org/docs/12/installation.html>.

Note

GEOS 依赖于 PostgreSQL 的 C++ 支持库。安装 PostgreSQL 时，请确保启用了 C++ 支持。



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

安装 PostgreSQL 时，请确保启用了 C++ 支持库。安装 PostgreSQL 时，请确保启用了 C++ 支持库。安装 PostgreSQL 时，请确保启用了 C++ 支持库。

PostGIS 依赖于 PostgreSQL 的 C++ 支持库。安装 PostgreSQL 时，请确保启用了 C++ 支持库。

2.2.1 安装

PostGIS 的源代码可以从 <https://download.osgeo.org/postgis/source/postgis-3.6.3.tar.gz> 下载。

```
wget https://download.osgeo.org/postgis/source/postgis-3.6.3.tar.gz
tar -xvzf postgis-3.6.3.tar.gz
cd postgis-3.6.3
```

或者，您可以使用 `postgis-3.6.3` 子目录中的 `postgis-3.6.3` 子目录。

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

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

安装 `postgis-3.6.3` 子目录。

```
./configure
```

2.2.2 依赖项

PostGIS 依赖于 PostgreSQL 12 - 18。安装 PostgreSQL 时，请确保启用了 C++ 支持库。

依赖项

- PostgreSQL 12 - 18。A complete installation of PostgreSQL (including server headers) is required. PostgreSQL is available from <https://www.postgresql.org> 18 .
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 依赖于 ANSI C 编译器。安装 gcc 时，请确保启用了 C++ 支持库。
- GNU Make (make)。PostGIS 依赖于 GNU make。安装 make 时，请确保启用了 C++ 支持库。
- 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 3.14+ 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_GeomFromGML and ST_GeomFromKML). LibXML2 is available for download from <https://gitlab.gnome.org/GNOME/libxml2/-/releases>.
- JSON-C 0.9 . JSON-C  ST_GeomFromGeoJson  GeoJSON  . JSON-C  <https://github.com/json-c/json-c/releases/> .
- GDAL, version 3+ is preferred. This is required for raster support. <https://gdal.org/download.html>.
- .  PostgreSQL .   <http://trac.osgeo.org/postgis/ticket/635> .



- Section 2.1 `shp2pgsql` uses `GTK` (GTK+2.0, 2.8+ `GTK`). <http://www.gtk.org/>.
- SFCGAL, 1.4.1 or higher is required and 2.1+ is needed to be able to use all functionality. SFCGAL can be used to provide additional 2D and 3D advanced analysis functions to PostGIS cf Chapter 8. And also allow to use SFCGAL rather than GEOS for some 2D functions provided by both backends (like `ST_Intersection` or `ST_Area`, for instance). A PostgreSQL configuration variable `postgis.backend` allow end user to control which backend he want to use if SFCGAL is installed (GEOS by default). Nota: SFCGAL 1.2 require at least CGAL 4.3 and Boost 1.54 (cf: <https://sfcgal.org>) <https://gitlab.com/sfcgal/SFCGAL/>.
- In order to build the Section 12.1 you will also need PCRE 1 or 2 <http://www.pcre.org> (which generally is already installed on nix systems). Section 12.1 will automatically be built if it detects a PCRE library, or you pass in a valid `--with-pcre-dir=/path/to/pcre` during configure.
- To enable `ST_AsMVT` `protobuf-c` library 1.1.0 or higher (for usage) and the `protoc-c` compiler (for building) are required. Also, `pkg-config` is required to verify the correct minimum version of `protobuf-c`. See [protobuf-c](#). By default, Postgis will use `Wagyu` to validate MVT polygons faster which requires a `c++11` compiler. It will use `CXXFLAGS` and the same compiler as the PostgreSQL installation. To disable this and use GEOS instead use the `--without-wagyu` during the configure step.
- `CUnit`(`CUnit`). `CUnit`. <http://cunit.sourceforge.net/>
- `DocBook`(`xsltproc`) `DocBook`. `DocBook` <http://www.docbook.org/> `DocBook`.
- `DBLatex`(`dblatex`) `PDF` `DBLatex`. `DBLatex` <http://dblatex.sourceforge.net/>-`DBLatex`.
- `ImageMagick`(`convert`) `ImageMagick`. `ImageMagick` <http://www.imagemagick.org/>.

2.2.3 ☒ ☒

Makefile Makefile

./configure

PostGIS 9.5.0, PostgreSQL 9.5.0. **./configure** options, see the **configure** script.

```
XXXXXXXXXXXXXXX. XXXXX --help XX --help=short XXXXXXXX  
XXXXXX.
```

--with-library-minor-version Starting with PostGIS 3.0, the library files generated by default will no longer have the minor version as part of the file name. This means all PostGIS 3 libs will end in `postgis-3`. This was done to make `pg_upgrade` easier, with downside that you can only install one version PostGIS 3 series in your server. To get the old behavior of file including the minor version: e.g. `postgis-3.0` add this switch to your configure statement.

--prefix=PREFIX PostGIS 安装目录 SQL 安装目录。安装 PostgreSQL 安装目录。



Caution

安装 PostgreSQL 时，请确保安装的是 12 版本。PostgreSQL 12 版本安装指南：<http://trac.osgeo.org/postgis/ticket/635>。

--with-pgconfig=FILE PostgreSQL 安装目录 PostgreSQL 安装目录 `pg_config` 文件。PostGIS 安装目录 PostgreSQL 安装目录 `pg_config` 文件 (**--with-pgconfig=/path/to/pg_config**)。

--with-gdalconfig=FILE GDAL 安装目录 GDAL 安装目录 `gdal-config` 文件。PostGIS 安装目录 GDAL 安装目录 `gdal-config` 文件 (**--with-gdalconfig=/path/to/gdal-config**)。

--with-geosconfig=FILE GEOS 安装目录 GEOS 安装目录 `geos-config` 文件。PostGIS 安装目录 GEOS 安装目录 `geos-config` 文件 (**--with-geosconfig=/path/to/geos-config**)。

--with-xml2config=FILE LibXML 是进行 GeomFromKML/GML 过程所需的库。它通常是在你安装了 libxml 的情况下找到的，但如果不是或你想使用特定版本，你将需要指向 PostGIS 安装目录 `xml2-config` 文件以启用软件安装来定位 LibXML 安装目录。使用此参数 (**--with-xml2config=/path/to/xml2-config**) 来手动指定一个 LibXML 安装，PostGIS 将针对其进行构建。

--with-projdir=DIR Proj4 安装目录 PostGIS 安装目录 Proj4 安装目录 (**--with-projdir=/path/to/projdir**)。

--with-libiconv=DIR iconv 安装目录

--with-jsondir=DIR JSON-C 安装目录 MIT-JSON-C 安装目录，PostGIS 安装目录 `ST_GeomFromJSON` 安装目录。PostGIS 安装目录 JSON-C 安装目录 (**--with-jsondir=/path/to/jsondir**)。

--with-pcredir=DIR PCRE 安装目录 BSD-PCRE 安装目录，`address_standardizer` 安装目录。PostGIS 安装目录 PCRE 安装目录 (**--with-pcredir=/path/to/pcredir**)。

--with-gui GUI 安装目录 (GTK+2.0 安装目录)。shp2pgsql-gui 安装目录 shp2pgsql-gui 安装目录。

--without-raster 禁用 raster 支持。

--without-tiger 禁用 tiger geocoder 支持。

--without-topology 编译时禁用 topology 支持。

--with-gettext=no PostGIS 安装目录 `gettext` 安装目录，安装目录 `gettext` 安装目录。PostGIS 安装目录 `gettext` 安装目录 <http://trac.osgeo.org/postgis/ticket/748>。安装目录 `gettext` 安装目录。PostGIS 安装目录 `gettext` 安装目录 GUI 安装目录/安装目录。

--with-sfcgal=PATH 指定 PostGIS 的 sfcgal 库的路径。PATH 是 sfcgal-config 脚本返回的路径。

--without-phony-revision Disable updating postgis_revision.h to match current HEAD of the git repository.

Note

PostGIS 的 SVN 仓库，包含最新的源代码。

**./autogen.sh**

运行 **configure** 脚本，生成 PostGIS 的 Makefile。

运行 **tar** 命令解压 PostGIS 的源代码，运行 **configure** 脚本，运行 **./autogen.sh** 脚本。

2.2.4 编译

运行 Makefile 编译 PostGIS 的源代码。

make

运行 **make** 命令，编译 PostGIS 的源代码。

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 的源代码。包含 PostGIS 的源代码 (cheat sheet) html 文件。运行 **xsltproc** 命令，生成 doc 文件夹中的 topology_cheatsheet.html, tiger_geocoder_cheatsheet.html, raster_cheatsheet.html, postgis_cheatsheet.html 4 个 HTML 文件。

运行 **pdf** 命令，生成 PostGIS / PostgreSQL Study Guides 的 PDF 文件。

make cheatsheets

2.2.5 PostGIS Extensions 安装

PostgreSQL 9.1 的 PostGIS 扩展安装。

运行 **function descriptions** 命令，生成 docbook 文件。

make comments

运行 **tar** 命令解压 PostGIS 的源代码，运行 **tar** 命令解压 comments 文件。

运行 PostgreSQL 9.1 的 extensions 命令，安装 PostGIS 的扩展。

```
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 PGHOST. Refer to [psql environment variables](#)

extension 安装 OS 安装 PostGIS 安装。 PostGIS binaries 安装。

extension 安装 PostgreSQL 安装 PostgreSQL / share / extension 安装 extensions 安装 PostGIS 安装。

- extension 安装 extension 安装. postgres.control, postgres_topology.control.
- extension 安装 /sql 安装. postgres 安装 share/extension 安装 extensions/postgis/sql/*.sql, extensions/postgis_topology/sql/*.sql

Once you do that, you should see postgres, postgres_topology as available extensions in PgAdmin -> extensions.

psql 安装。

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

name	default_version	installed_version
address_standardizer	3.6.3	3.6.3
address_standardizer_data_us	3.6.3	3.6.3
postgres	3.6.3	3.6.3
postgres_raster	3.6.3	3.6.3
postgres_sfcgal	3.6.3	
postgres_tiger_geocoder	3.6.3	3.6.3
postgres_topology	3.6.3	

(6 rows)

extension 安装, installed_version 安装。 postgres extension 安装。 PgAdmin III 1.14 安装 extensions 安装。

extension 安装 pgAdmin extension 安装 sql 安装 postgres extension 安装:

```
CREATE EXTENSION postgres;
CREATE EXTENSION postgres_raster;
CREATE EXTENSION postgres_sfcgal;
CREATE EXTENSION fuzzystmatch; --needed for postgres_tiger_geocoder
--optional used by postgres_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 安装完成后，您可以通过以下命令验证安装。

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

List of installed extensions

```
-[ RECORD 1 ]-----
Name          | postgis
Version       | 3.6.3
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       | 3.6.3
Schema        | tiger
Description   | PostGIS tiger geocoder and reverse geocoder
-[ RECORD 4 ]-----
Name          | postgis_topology
Version       | 3.6.3
Schema        | topology
Description   | PostGIS topology spatial types and functions
```

Warning



spatial_ref_sys, layer, topology 等扩展在 PostGIS 3.6.3 版本中已不再支持。如果您使用的是 PostGIS 3.6.3 版本，请确保您的数据库中没有安装这些扩展。PostGIS 2.0.1 版本中，srid 扩展已不再支持。如果您使用的是 PostGIS 2.0.1 版本，请确保您的数据库中没有安装这些扩展。extension 扩展在 PostgreSQL 中已不再支持。如果您使用的是 PostgreSQL 9.5 版本，请确保您的数据库中没有安装这些扩展。

PostGIS 3.6.3 版本中，postgis_upgrade_22_minor.sql, raster_upgrade_22_minor.sql, topology_upgrade_22_minor.sql 等脚本已不再支持。

```
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 验证

验证 PostGIS 是否安装成功，您可以通过以下命令。

make check

PostgreSQL 9.5 版本中，您可以通过以下命令验证 PostGIS 是否安装成功。

**Note**

PostgreSQL, GEOS, 以及 Proj4 安装路径, 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 安装时, 需要设置 **--with-pgconfig** 选项. 安装 PostgreSQL 时, 需要设置 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 与 address_standardizer 均需要 PostgreSQL 10.5 及以上版本 (installcheck) 通过。安装时请确保环境变量设置正确。注意：安装 PostGIS 3.6.3 时，请执行 make install 命令。

address_standardizer 安装：

```

cd extensions/address_standardizer
make install
make installcheck

```

安装完成：

```

===== 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 数据加载器, 安装 PostgreSQL 的 PostGIS 扩展 `fuzzystrmatch`、`address_standardizer` 和 `address_standardizer`。

```

cd extensions/postgis_tiger_geocoder
make install
make installcheck

```

安装和测试:

```

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

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

```

2.2.7 安装

PostGIS 安装和配置。

make install

安装 `--prefix` 选项指定 PostgreSQL 的安装目录。

- `loader` (loader) 文件 [prefix]/bin 目录。
- `postgis.sql` SQL 脚本 [prefix]/share/contrib 目录。
- PostGIS 库文件 [prefix]/lib 目录。

运行 `postgis_comments.sql`, `raster_comments.sql` 和 `make comments` 脚本，安装完成后，运行 `sql` 脚本。

make comments-install



Note

xsltproc 是运行 `postgis_comments.sql`, `raster_comments.sql`, `topology_comments.sql` 脚本所必需的。

2.3 安装 Tiger Geocoder

`address_standardizer` 是 PostGIS 2.2 版本引入的。它依赖于 `libaddressstandardizer`。安装 `libaddressstandardizer` 的说明在 Section 2.1 中。

运行 **Normalize Address** 是 PostGIS 2.2 版本引入的 Tiger Geocoder (geocoder) 的扩展。它依赖于 `libaddressstandardizer`。Section 2.4.2 中介绍了它。它依赖于 `libaddressstandardizer` (building block) 的扩展，它依赖于 `libaddressstandardizer`。

运行 `PCRE` 是必需的。PCRE 是正则表达式引擎。PCRE 的官方网站是 <http://www.pcre.org>。Section 2.2.3 中介绍了 PCRE 的安装。运行 `--with-pcre=/path/to/pcre` 或 `/path/to/pcre` 是 PCRE 的库。运行 `--with-pcrelib=/path/to/pcrelib` 或 `/path/to/pcrelib` 是 PCRE 的 include 文件。

运行 `PostGIS 2.1` 版本引入的 `address_standardizer` 扩展。运行 `CREATE EXTENSION address_standardizer;`。

运行 `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 `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 或者 任何支持 SQL 的数据库客户端。在 PostGIS 安装完成后，运行以下 SQL 语句。
`fuzzystrmatch` 扩展是必需的。

```
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;
```

在 `postgis_tiger_geocoder` 扩展安装完成后，运行以下 SQL 语句：

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

`tiger.loader_platform` 表中的 `tiger.loader_variables` 表包含以下信息：

3. 运行以下 SQL 语句：

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

运行结果如下：

address	streetname	streotypeabbrev	zip
1 Devonshire Pl			02109

4. `tiger.loader_platform` 表包含以下信息：

运行以下 SQL 语句（约定）：`debbie` 表包含以下信息：

```
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` 表包含以下信息：`pg`, `unzip`, `shp2pgsql`, `PSQL` 表包含以下信息：`declare_sect` 表包含以下信息：

`loader_platform` 表包含以下信息，`loader` 表（common case）包含以下信息：

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_lookuptables 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 上, 将 tiger_loader_variables 文件复制到 PC 上的 gisdata 目录中。在 Linux 上, 将 TIGER 数据文件复制到 /usr/share/postgis 目录中。在 Mac 上, 将 tiger_loader_variables 文件复制到 staging_fold 目录中。

7. 在 gisdata 目录中, 将 staging_fold 目录中的 temp 文件复制到 /usr/share/postgis 目录中。在 Linux 上, 将 TIGER 数据文件复制到 temp 目录中。

8. Then run the **Loader_Generate_Nation_Script** SQL function make sure to use the name of your custom profile and copy the script to a .sh or .bat file. So for example to build the nation load:

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

9. Run the generated nation load commandline scripts.

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

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

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

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

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

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

This will only have data if you marked zcta5 to be loaded

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

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

11. By default the tables corresponding to bg, tract, tabblock20 are not loaded. These tables are not used by the geocoder but are used by folks for population statistics. If you wish to load them as part of your state loads, run the following statement to enable them.

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

Alternatively you can load just these tables after loading state data using the **Loader_Generate_Census_**

12. For each state you want to load data for, generate a state script **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. 切换到 GIS 数据目录。

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

15. 为 TIGER 数据表 (统计) 安装缺失索引。

```
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 安装 TIGER 数据

本节介绍如何安装 TIGER 数据。TIGER 数据是用于地址标准化的。它包含 address_standardizer 表，Section 2.3 中提到的。TIGER 数据是用于地址标准化的。它包含 address_standardizer 表，Section 2.3 中提到的。

postgis_tiger_geocoder 表包含 TIGER 数据。它包含 Normalize_Address 表。它包含 Page_Normalize_Address 表。它包含 TIGER 数据。它包含 rules table (tiger.pagc_rules), gaz table (tiger.pagc_gaz), lex table (tiger.pagc_lex) 表。

2.4.3 Required tools for tiger data loading

本节介绍加载 TIGER 数据所需的工具。它包含 Drop_State_Tables_Generate_Script 表。

加载 TIGER 数据所需的工具：

- 安装 unzip 工具。
Unix 系统上，使用 `unzip` 命令。
Windows 系统，使用 7-zip 工具，地址：<http://www.7-zip.org/>。

- PostGIS 安装 shp2pgsql 工具
- 使用 `wget` 在 Unix/Linux 系统上下载。

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_Nation_Script` 脚本。该脚本将生成一个 loader 脚本。该脚本将生成一个 loader 脚本。该脚本将生成一个 loader 脚本。

安装 `Install_Missing_Indexes` 脚本：

```
SELECT install_missing_indexes();
```

安装 `Geocode` 脚本。

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` 表。使用 SQL 脚本 `Drop_Nation_Tables_Generate_Script`。

```
SELECT drop_nation_tables_generate_script();
```

使用 SQL 脚本。

使用 `SELECT` 语句加载 `nation` 表。使用 `Loader_Generate_Nation_Script` 脚本。

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

unix/linux

```
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。

- [illegible]

```
SELECT version();
```

```
RPM ██████████ rpm ████████████████████████: rpm -qa | grep postgresql
```

2. PostgreSQL.

```
SELECT postgis_full_version();
```

PostgreSQL, Proj4 GEOS

1. `pg_config.h` `PGSQL_VERSION`, `PGSQL_VERSION` and `PGSQL_VERSION`.

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 空间数据库

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-3.5/

# 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 "3.6.3";
ALTER EXTENSION postgis_topology UPDATE TO "3.6.3";
```

If you get an error notice something like:

```
No migration path defined for b'...'b' to 3.6.3
```

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 "3.6.3" 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 "3.6.3next";
ALTER EXTENSION postgis_topology UPDATE TO "3.6.3next";
```



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-3.6.3/*_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 (地理) 数据库

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 对浮点精度没有要求。精度为 1E-8 或更高。

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。弧的半径是正数，表示弧的曲率。如果半径为 0，则表示直线段。CIRCULARSTRING 的坐标可以是 2D、3D、3DM、3DZ 或 4D。CIRCULARSTRING 的精度是 1E-8 或更高。

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

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

4.1.2.2 CompoundCurve

COMPOUNDCURVE (compound curve) 是由一个或多个弧组成的曲线。每个弧由三个点定义。弧的半径是正数，表示弧的曲率。如果半径为 0，则表示直线段。COMPOUNDCURVE 的坐标可以是 2D、3D、3DM、3DZ 或 4D。COMPOUNDCURVE 的精度是 1E-8 或更高。

```
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 组成的多边形。每个 COMPOUNDCURVE 由三个点定义。弧的半径是正数，表示弧的曲率。如果半径为 0，则表示直线段。CURVEPOLYGON 的坐标可以是 2D、3D、3DM、3DZ 或 4D。CURVEPOLYGON 的精度是 1E-8 或更高。

PostGIS 1.4 支持 CURVEPOLYGON。

```
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 数据类型, 存储曲线, 由一个或多个曲线组成。

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

4.1.2.5 MultiSurface

MULTISURFACE 数据类型, (面) 由一个或多个面组成。

```
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 与 WKT

OpenGIS 规范定义了两种数据格式: Well-Known Text (WKT) 和 Well-Known Binary (WKB)。WKT 与 WKB 是两种不同的数据格式。

WKT(Well-Known Text) 是一种文本格式。WKT SRS 是 WKT 的变体:

- 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 0,0 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 0,0 0),(1 1,2 1,2 2,1 2,1 1)), ((-1 -1,-1 -2,-2 -2,-2 -1,-1 -1)))
- GEOMETRYCOLLECTION(POINT(2 3),LINESTRING(2 3,3 4))
- 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 规范定义了两种数据格式:

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 国际化 OGC 国际化 (国际化 WKB/WKT 国际化 EWKB/EWKT 国际化). 国际化. 国际化 OGC 国际化 PostGIS 国际化 国际化. 国际化!

国际化 (WKT) 国际化:

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

PostGIS 提供了多种几何类型，包括点、线、面、多面体、曲面、三角形、四面体等。

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

PostGIS 提供了多种几何类型，包括点、线、面、多面体、曲面、三角形、四面体等。

```
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 (Geography) 与几何数据类型 (Geometry) 类似，但它是基于地球曲率的。地理数据类型使用球面几何 (Spherical Geometry) 来计算距离和面积。

PostGIS 提供了多种地理数据类型，包括点、线、面、多面体、曲面、三角形、四面体等。

PostGIS 提供了多种地理数据类型，包括点、线、面、多面体、曲面、三角形、四面体等。

PostGIS 提供了多种地理数据类型，包括点、线、面、多面体、曲面、三角形、四面体等。

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 地理数据类型

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. POINT Z, M 或 ZM 数据类型支持 Z 和 M 维度的点。LINESTRINGM 数据类型支持 3 维度的线串。POINTZM 数据类型支持 3 维度的点。SRID 修饰符限制空间参考系统 SRID 到一个特定的数字。如果省略，SRID 默认为 4326 (WGS84 大地测量)，所有计算都使用 WGS84。
- 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 数据类型:

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

- POINT: 2D 数据类型:

```
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 数据类型:

```
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 3.6.3 国际化。PostGIS 3.6.3 国际化。PostGIS 3.6.3 国际化。

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

4.3.2 PostGIS 地理数据类型

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
-----
0101000020AD100000000000000000C05EC000000000000004140
```

```
-- NAD27 lon/lat
SELECT 'SRID=4267;POINT(-123 34)::geography;
       geography
-----
0101000020AB100000000000000000C05EC000000000000004140
```

```
-- 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.

地理数据类型支持多种坐标系。地理数据类型支持多种坐标系，包括 WGS84 (SRID=4326)、NAD83 (SRID=4269)、NAD27 (SRID=4267) 等。地理数据类型支持多种坐标系，包括 WGS84 (SRID=4326)、NAD83 (SRID=4269)、NAD27 (SRID=4267) 等。

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

地理数据类型支持多种坐标系。地理数据类型支持多种坐标系，包括 WGS84 (SRID=4326)、NAD83 (SRID=4269)、NAD27 (SRID=4267) 等。地理数据类型支持多种坐标系，包括 WGS84 (SRID=4326)、NAD83 (SRID=4269)、NAD27 (SRID=4267) 等。

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```
-- 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 地理数据类型支持多种坐标系。地理数据类型支持多种坐标系，包括 WGS84 (SRID=4326)、NAD83 (SRID=4269)、NAD27 (SRID=4267) 等。地理数据类型支持多种坐标系，包括 WGS84 (SRID=4326)、NAD83 (SRID=4269)、NAD27 (SRID=4267) 等。

```
-- 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
```

4.3.3 性能调优与故障排除

本章提供了关于如何优化 PostGIS 性能以及解决常见问题的指南。首先，我们讨论了一些基本的性能调优技巧，包括调整数据库配置、优化查询以及使用索引。然后，我们介绍了一些常见的故障排除方法，包括检查日志、使用诊断工具以及寻求社区帮助。

本章还包含了一些关于如何监控数据库性能以及如何识别和解决性能瓶颈的讨论。最后，我们提供了一些关于如何备份和恢复数据库的建议，以确保数据的安全性和完整性。

- 本章提供了关于如何优化 PostGIS 性能以及解决常见问题的指南。首先，我们讨论了一些基本的性能调优技巧，包括调整数据库配置、优化查询以及使用索引。然后，我们介绍了一些常见的故障排除方法，包括检查日志、使用诊断工具以及寻求社区帮助。
- 本章还包含了一些关于如何监控数据库性能以及如何识别和解决性能瓶颈的讨论。最后，我们提供了一些关于如何备份和恢复数据库的建议，以确保数据的安全性和完整性。
- 本章还包含了一些关于如何监控数据库性能以及如何识别和解决性能瓶颈的讨论。最后，我们提供了一些关于如何备份和恢复数据库的建议，以确保数据的安全性和完整性。

本章还包含了一些关于如何监控数据库性能以及如何识别和解决性能瓶颈的讨论。最后，我们提供了一些关于如何备份和恢复数据库的建议，以确保数据的安全性和完整性。

4.3.4 常见问题 FAQ

1. 如何安装 PostGIS？
本章提供了关于如何安装 PostGIS 的指南。首先，我们讨论了如何安装 PostgreSQL 数据库，然后介绍了如何安装 PostGIS 扩展。我们还提供了一些关于如何配置数据库以及如何测试安装是否成功的建议。
2. 如何创建和查询地理数据？
本章提供了关于如何创建和查询地理数据的指南。首先，我们讨论了如何创建地理数据类型，然后介绍了如何使用 SQL 查询地理数据。我们还提供了一些关于如何优化查询性能以及如何使用索引的建议。
3. 如何计算地理距离和面积？
本章提供了关于如何计算地理距离和面积的指南。首先，我们讨论了如何使用 SQL 计算地理距离，然后介绍了如何使用 SQL 计算地理面积。我们还提供了一些关于如何优化计算性能以及如何使用索引的建议。
4. 如何验证地理数据的完整性？
本章提供了关于如何验证地理数据的完整性的指南。首先，我们讨论了如何使用 SQL 验证地理数据的完整性，然后介绍了如何使用诊断工具来识别和解决完整性问题。我们还提供了一些关于如何备份和恢复数据库的建议，以确保数据的安全性和完整性。

4.4 Geometry Validation

PostGIS 是符合开放地理空间联盟（OGC）简单要素规范（Simple Features specification）的。该标准定义了地理数据的基本概念，包括 *simple* 和 *valid*。这些定义允许我们验证地理数据的完整性，并确保其在不同的 GIS 系统中能够正确地显示和处理。

Simple Features geometry model to represent spatial objects in a consistent and unambiguous way that supports efficient computation. (Note: the OGC SF and SQL/MM have the same definitions for simple and valid.)

4.4.1 Simple Geometry

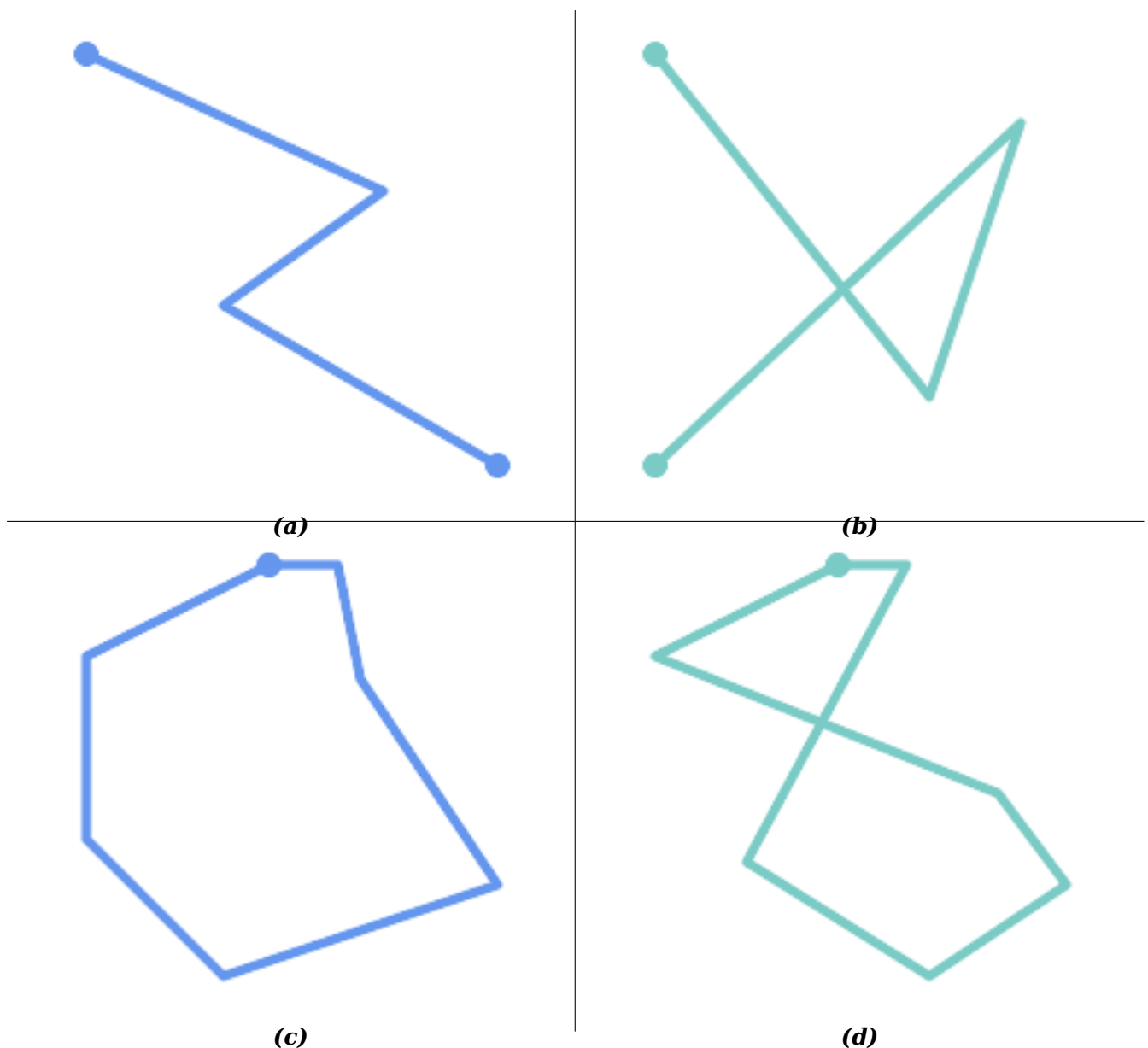
A *simple* geometry is one that has no anomalous geometric points, such as self intersection or self tangency.

POINT 0 个坐标轴上的点。

MULTIPOINT 个坐标轴上的点 (POINT) 个坐标轴上的点 (个坐标轴上的点) 个坐标轴上的点。

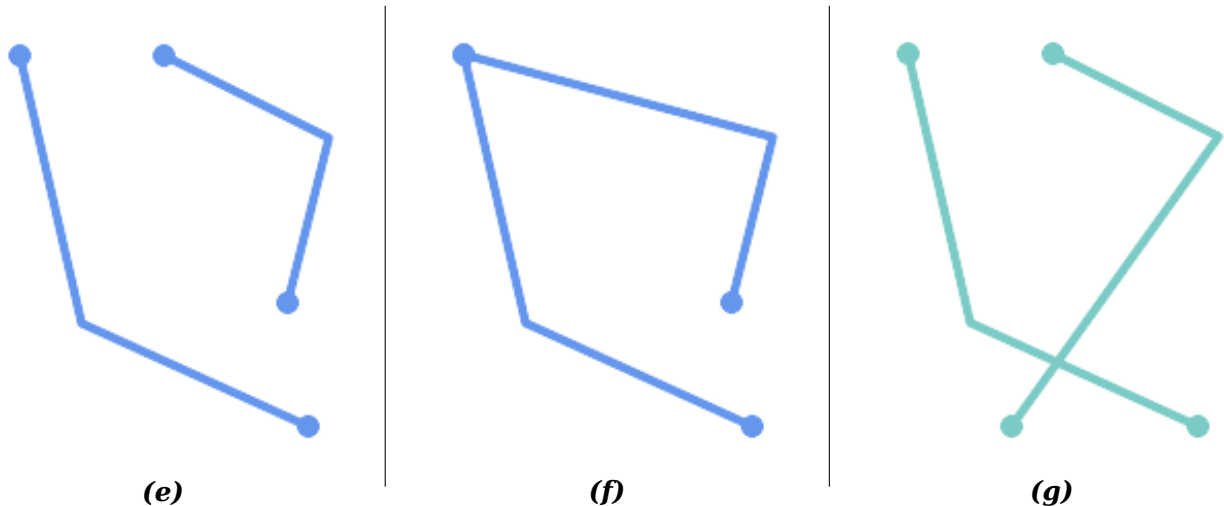
A LINESTRING is *simple* if it does not pass through the same point twice, except for the endpoints. If the endpoints of a simple LineString are identical it is called *closed* and referred to as a Linear Ring.

(a) and **(c)** are simple LINESTRINGs. **(b)** and **(d)** are not simple. **(c)** is a closed Linear Ring.



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 **MULTILINESTRING**s. **(g)** is not simple.



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**.

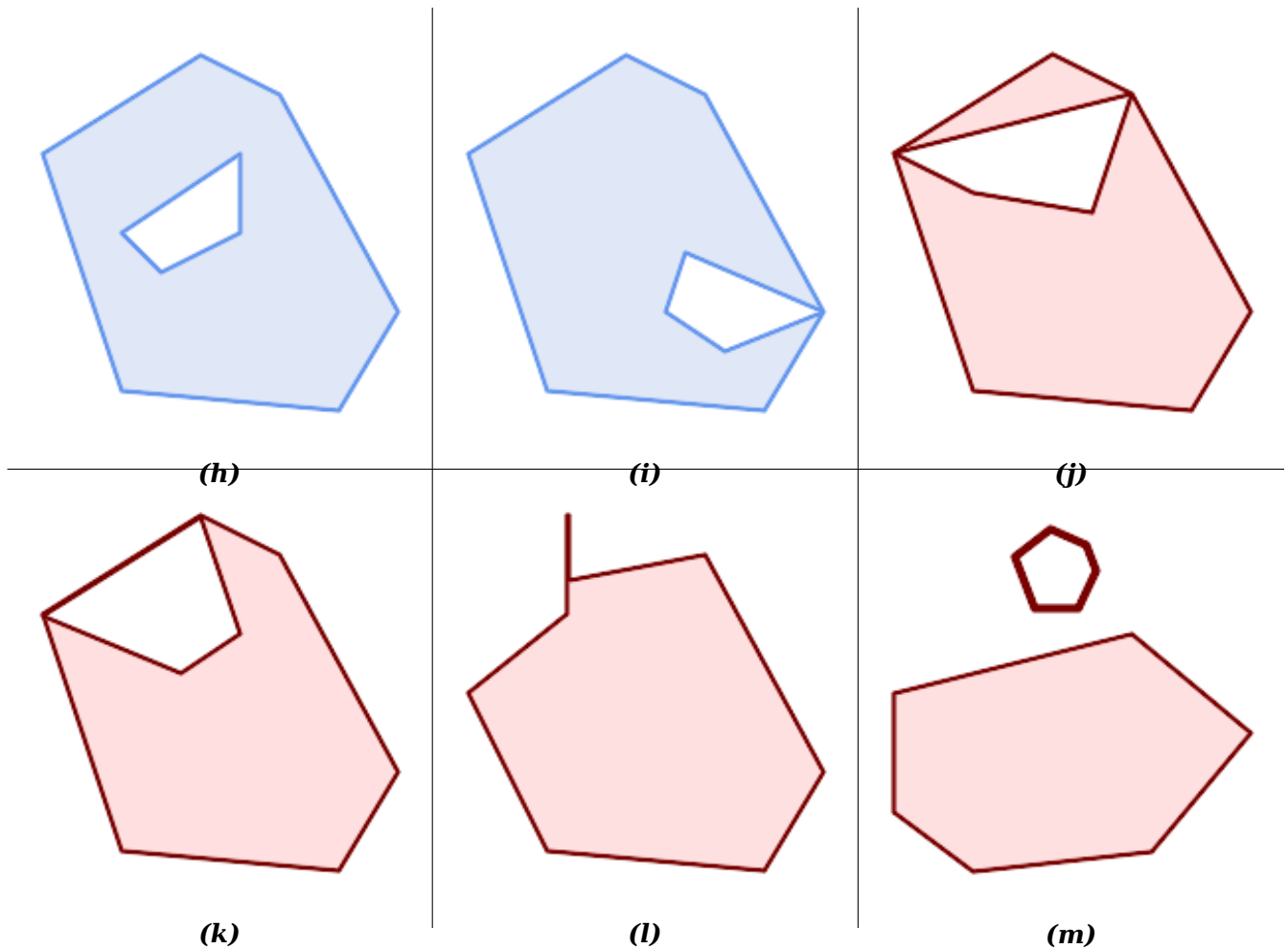
4.4.2 Valid Geometry

Geometry validity primarily applies to 2-dimensional geometries (**POLYGON**s and **MULTIPOLYGON**s). 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)

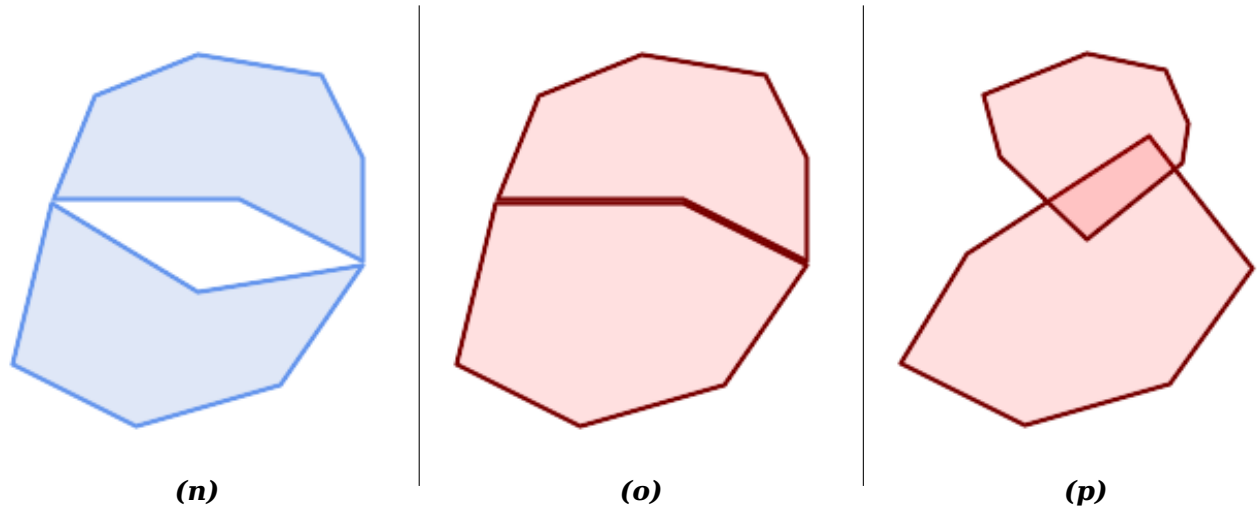
(h) and **(i)** are valid *POLYGON*s. **(j-m)** are invalid. **(j)** can be represented as a valid *MULTIPOLYGON*.



A *MULTIPOLYGON* is *valid* if:

1. its element *POLYGON*s 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 坐标系

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 表结构:

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

列名:

srid 空间参考系统 (SRS) 的 ID。

auth_name 权威名称。如果为 "EPSG"，则 AUTH_NAME 列将包含 EPSG 代码。

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) 表示的 SRS 定义。

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

For a discussion of SRS WKT, see the OGC standard [Well-known text representation of coordinate reference systems](#).

proj4text PostGIS 存储的 proj4 字符串。PROJ4TEXT 列包含 SRID 对应的 proj4 字符串。

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

有关 proj4 字符串的更多信息，请访问 <http://trac.osgeo.org/proj/>。spatial_ref_sys.sql 文件中包含 EPSG 到 SRTEXT 和 PROJ4TEXT 的映射。

When retrieving spatial reference system definitions for use in transformations, PostGIS uses the following strategy:

- If auth_name and auth_srid are present (non-NULL) use the PROJ SRS based on those entries (if one exists).
- If srtext is present create a SRS using it, if possible.
- If proj4text is present create a SRS using it, if possible.

4.5.2 SPATIAL_REF_SYS 自定义坐标系

PostGIS 的 `SPATIAL_REF_SYS` 表存储 `proj` 文本定义, 每个定义都包含 SRID 3000 的自定义坐标系。例如, 使用 `proj4` 定义 `SRID=3000` 的坐标系, 其定义如下:

在 `SPATIAL_REF_SYS` 表中插入自定义坐标系, 使用 <http://spatialreference.org/> 查找 SRID 值。

例如, 使用 `SRID=3000` 定义 `4326 - WGS 84 Long Lat`, `4269 - NAD 83 Long Lat`, `3395 - WGS 84 World Mercator`, `2163 - US National Atlas Equal Area`, 使用 `NAD 83` 或 `WGS 84 UTM` (带; zone) 定义。UTM 坐标系使用 `6` 个不同的带。

使用 `SRID=3000` (自定义) 定义非地球坐标系。例如, 使用 `SRID=3000` 定义 `SPATIAL_REF_SYS` 表, 使用 ESRI 定义的 `spatialreference.org` 查找 SRID 值。

You can even define non-Earth-based coordinate systems, such as **Mars 2000**. This Mars coordinate system is non-planar (it's in degrees spheroidal), but you can use it with the `geography` type to obtain length and proximity measurements in meters instead of degrees.

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 几何数据类型

4.6.1 创建几何表

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**:

- **POINT**, **LINESTRING**, **POLYGON**, **MULTIPOINT**, **MULTILINESTRING**, **MULTIPOLYGON**. 使用 `Z`, `M` 或 `ZM` 指定三维或四维几何。例如, 使用 `'LINESTRINGM'` 指定 3 维几何, 使用 `'POINTZM'` 指定 4 维几何。
- 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);
```

4.6.2 The GEOMETRY_COLUMNS VIEW

OpenGIS “SQL/MM (Simple Features Specification for SQL)” 定义了 GIS 数据，包括几何数据类型、坐标系、SRID 等。OpenGIS 定义了 GEOMETRY_COLUMNS 视图。

```
\d geometry_columns
```

View "public.geometry_columns"

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

该视图包含以下列：

f_table_catalog, f_table_schema, f_table_name 包含表的全名。" f_table_catalog " 包含数据库名。" f_table_schema " 包含模式名。" f_table_name " 包含表名。PostgreSQL 数据库模式名包含在双引号中。" f_table_name " 包含表名。PostgreSQL 数据库模式名包含在双引号中。

f_geometry_column 包含几何列名。

coord_dimension 包含坐标维数 (2, 3, 4 等)。

srid 国际化 ID, SPATIAL_REF_SYS 国际化 (foreign key) 国际化。

type 国际化. POINT, LINESTRING, POLYGON, MULTIPOINT, MULTILINESTRING, MULTIPOLYGON, GEOMETRYCOLLECTION 国际化 XYM 国际化 POINTM, LINESTRINGM, POLYGONM, MULTIPOINTM, MULTILINESTRINGM, MULTIPOLYGONM, GEOMETRYCOLLECTIONM. 国际化 "GEOMETRY" 国际化。

4.6.3 geometry_columns 国际化

AddGeometryColumn() 国际化, SQL 国际化 (bulk insert) 国际化. 国际化, 国际化 geometry_columns 国际化. PostGIS 2.0 国际化, 国际化 typmod 国际化.

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

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

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

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

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

-- If your points are 3D points or 3M points,
-- then you might want to create an nd index instead of a 2D index
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);
```

PostGIS 3.6.3 安装与配置, 安装与配置 PostGIS 3.6.3 typmod 安装与配置
geometry_columns 安装与配置. typmod 安装与配置
安装与配置.

```
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 安装与配置

```
\d pois_ny;
```

安装与配置. typmod, 安装与配置.

```
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 安装与配置.

```
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
```

-- 安装与配置

```
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 安装与配置, 安装与配置.

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

PostGIS 安装与配置, 安装与配置
安装与配置:


```

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 (安装) 安装与使用

安装与使用, 安装与使用 GIS 安装与使用。安装, 安装 SQL 安装与使用 shapefile 安装与使用 PostgreSQL 安装与使用。

4.7.1 SQL 安装与使用

安装与使用, PostgreSQL 安装与使用 (formatted) SQL 安装与使用。Oracle 安装与使用 SQL 安装与使用, SQL 安装与使用 SQL "INSERT" 安装与使用 (piping) 安装与使用。

安装与使用 (安装与使用 roads.sql) 安装与使用:

```

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 安装与使用 PostgreSQL 安装与使用。

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

4.7.2 shp2pgsql: ESRI shapefile 安装与使用

shp2pgsql 安装与使用 ESRI shapefile 安装与使用, PostgreSQL 安装与使用 SQL 安装与使用。安装与使用 (command line) 安装与使用。

- n DBF 格式。将 shapefile 转换为 DBF 格式。将 shapefile 转换为 DBF 格式。
- G (x/y/z) 指定 WGS84 坐标 (SRID=4326) 的地理坐标。
- T <tablespace> 指定 PostgreSQL 表空间。-X 指定主键 (primary key) 的索引类型，-I 指定 GiST 索引类型。
- X <tablespace> 指定主键 (primary key) 的索引类型，-I 指定 GiST 索引类型。
- Z When used, this flag will prevent the generation of ANALYZE statements. Without the -Z flag (default behavior), the ANALYZE statements will be generated.

以下命令将 shapefile 转换为 PostgreSQL 数据库：

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

UNIX 管道 (pipe) 命令：

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

4.8 使用 SQL 加载数据

SQL 加载 shapefile 数据到 PostgreSQL 数据库。SQL 加载数据到 PostgreSQL 数据库。

4.8.1 SQL 加载数据

以下命令将 shapefile 数据加载到 PostgreSQL 数据库：

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

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

(6 rows)

以下命令将 shapefile 数据加载到 PostgreSQL 数据库：

ST_Intersects This function tells whether two geometries share any space.

= 以下命令将 shapefile 数据加载到 PostgreSQL 数据库。

SQL 语句如下，"ST_GeomFromText()" 函数用于将文本转换为几何对象。该函数需要两个参数：SRID 和几何文本。SRID 为 312。该函数返回一个几何对象。

```
SELECT road_id, road_name
FROM roads
WHERE roads_geom='SRID=312;LINESTRING(191232 243118,191108 243242)::geometry;
```

该语句将返回所有与指定几何对象相交的道路名称。

To check whether some of the roads passes in the area defined by a polygon:

```
SELECT road_id, road_name
FROM roads
WHERE ST_Intersects(roads_geom, 'SRID=312;POLYGON((...))');
```

该语句将返回所有与指定多边形相交的道路名称。该语句使用了 "map frame" 坐标系。

"&&" 运算符，用于 BOX3D 对象。该运算符用于检查两个几何对象是否相交。该运算符返回一个布尔值。

Using a "BOX3D" object for the frame, such a query looks like this:

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

该语句将返回所有与指定 BOX3D 对象相交的道路名称。该语句使用了 SRID 312。

4.8.2 安装与使用

pgsql2shp 是一个用于将 PostgreSQL 数据库中的地理数据导出为 shapefile 的工具。该工具需要安装 PostgreSQL 和 shapelib 库。

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

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

该工具支持以下选项：

- f <filename> 指定输出文件的名称。
- h <host> 指定数据库主机名称。
- p <port> 指定数据库端口号。
- P <password> 指定数据库密码。
- u <user> 指定数据库用户名。
- g <geometry column> 指定要导出的几何列名称。shapefile 只能存储一个几何列。
- b 指定要导出的几何类型。该选项可以用于指定几何类型的精度（非）或指定几何类型的坐标系（cast）。

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 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 索引

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 索引是一种基于范围的索引，它存储了表中所有几何体的边界框。与 GiST 索引不同，BRIN 索引的索引项只包含一个边界框，而不是所有几何体的详细描述。这使得 BRIN 索引的索引项非常小，但同时也意味着它只能提供粗略的搜索性能。对于需要精确搜索的场景，BRIN 索引可能不是最佳选择。

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;
```

“ 索引 ” 索引 GiST 索引

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

PostGIS 2D 索引。PostGIS 2.0 引入 `n` 维索引，`brin_geometry_inclusion_ops_3d`：

```
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

“`brin_gist`” `GiST` 索引：

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

PostGIS 2D 索引。PostGIS 2.0 引入 `n` 维索引，`brin_geometry_inclusion_ops_3d`：

Currently, only “inclusion support” is provided, meaning that just the `&&`, `~` and `@` operators can be used for the 2D cases (for both `geometry` and `geography`), and just the `&&&` operator for 3D geometries. There is currently no support for kNN searches.

An important difference between BRIN and other index types is that the database does not maintain the index dynamically. Changes to spatial data in the table are simply appended to the end of the index. This will cause index search performance to degrade over time. The index can be updated by performing a `VACUUM`, or by using a special function `brin_summarize_new_values(regclass)`. For this reason BRIN may be most appropriate for use with data that is read-only, or only rarely changing. For more information refer to the [manual](#).

To summarize using BRIN for spatial data:

- Index build time is very fast, and index size is very small.
- Index query time is slower than GiST, but can still be very acceptable.
- Requires table data to be sorted in a spatial ordering.
- Requires manual index maintenance.
- Most appropriate for very large tables, with low or no overlap (e.g. points), which are static or change infrequently.
- More effective for queries which return relatively large numbers of data records.

4.9.3 GiST

SP-GiST stands for “Space-Partitioned Generalized Search Tree” and is a generic form of indexing for multi-dimensional data types that supports partitioned search trees, such as quad-trees, k-d trees, and radix trees (tries). The common feature of these data structures is that they repeatedly divide the search space into partitions that need not be of equal size. In addition to spatial indexing, SP-GiST is

used to speed up searches on many kinds of data, such as phone routing, ip routing, substring search, etc. For more information see the [PostgreSQL manual](#).

As it is the case for GiST indexes, SP-GiST indexes are lossy, in the sense that they store the bounding box enclosing spatial objects. SP-GiST indexes can be considered as an alternative to GiST indexes.

GIS 索引是用于加速空间数据查询的。SP-GiST 索引是 GiST 索引的一种变体，它使用包围盒来近似存储空间对象。SP-GiST 索引可以被认为是 GiST 索引的替代方案。SP-GiST 索引是“有损”的，因为它们存储的是包围盒，而不是精确的空间对象。在 PostgreSQL 中，SP-GiST 索引通常用于加速点、线、多边形等空间对象的查询。

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

SP-GiST 索引是 2D 索引。PostGIS 2.0 版本中，SP-GiST 索引支持 3D 数据。在 PostgreSQL 中，SP-GiST 索引通常用于加速点、线、多边形等空间对象的查询。

```
CREATE INDEX [indexname] ON [tablename] USING SPGIST ([geometryfield] ↔
    spgist_geometry_ops_3d);
```

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

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

An SP-GiST index can accelerate queries involving the following operators:

- <<, &<, &>, >>, <<|, &<|, |&>, |>>, &&, @>, <@, and ~=, for 2-dimensional indexes,
- &/&, ~=, @>>, and <<@, for 3-dimensional indexes.

There is no support for kNN searches at the moment.

4.9.4 性能调优

在 PostgreSQL 中，SP-GiST 索引通常用于加速点、线、多边形等空间对象的查询。在构建索引后，有时强制 PostgreSQL 收集表统计信息会有所帮助，这些信息用于优化查询计划。

SP-GiST 索引可以加速涉及以下运算符的查询：

- Examine the query plan and check your query actually computes the thing you need. An erroneous JOIN, either forgotten or to the wrong table, can unexpectedly retrieve table records multiple times. To get the query plan, execute with **EXPLAIN** in front of the query.
- Make sure statistics are gathered about the number and distributions of values in a table, to provide the query planner with better information to make decisions around index usage. **VACUUM ANALYZE** will compute both.

You should regularly vacuum your databases anyways. Many PostgreSQL DBAs run **VACUUM** as an off-peak cron job on a regular basis.

- 通常, 数据库系统默认使用 **SET ENABLE_SEQSCAN=OFF** 来禁用顺序扫描。这通常是一个好的做法, 因为它可以防止数据库系统使用低效的扫描方法。然而, 在某些情况下, 顺序扫描可能是更优的选择。例如, 当查询涉及大量的数据, 或者当查询涉及大量的连接时, 顺序扫描可能会比索引扫描更快。在这种情况下, 你可以使用 **SET ENABLE_SEQSCAN=ON** 来启用顺序扫描。
- 数据库系统默认使用 (cost) 来估计扫描的成本, postgresql.conf 中的 random_page_cost 参数控制着这个成本。默认情况下, random_page_cost 的值是 4。如果你希望数据库系统使用顺序扫描, 你可以将 random_page_cost 的值设置为 1。这通常是一个好的做法, 因为它可以防止数据库系统使用低效的扫描方法。然而, 在某些情况下, 顺序扫描可能是更优的选择。在这种情况下, 你可以使用 **SET random_page_cost=#** 来设置 random_page_cost 的值。
- If **SET ENABLE_SEQSCAN TO OFF;** does not help your query, the query may be using a SQL construct that the Postgres planner is not yet able to optimize. It may be possible to rewrite the query in a way that the planner is able to handle. For example, a subquery with an inline SELECT may not produce an efficient plan, but could possibly be rewritten using a LATERAL JOIN.

For more information see the Postgres manual section on [Query Planning](#).

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**.

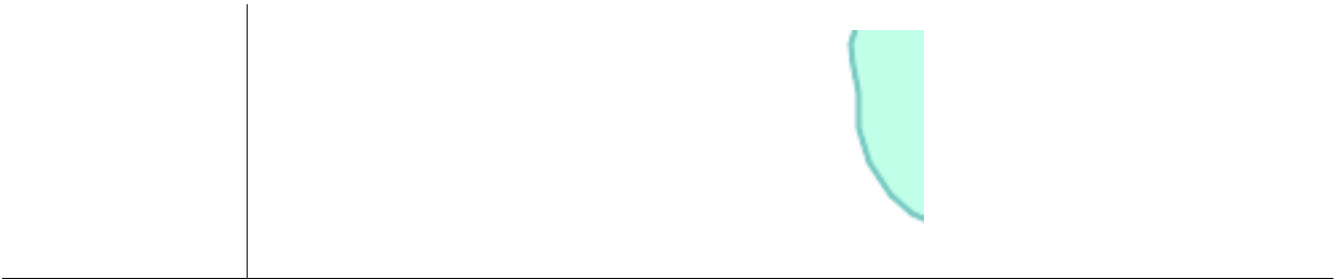
For a geometry g the *Interior*, *Boundary*, and *Exterior* are denoted using the notation $I(g)$, $B(g)$, and $E(g)$. Also, $dim(s)$ denotes the dimension of a set s with the domain of $\{0, 1, 2, F\}$:

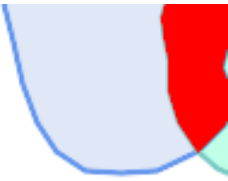
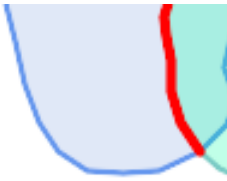
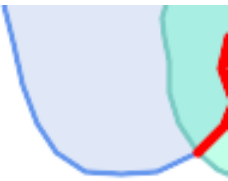
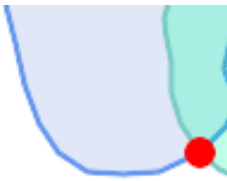
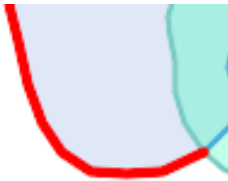
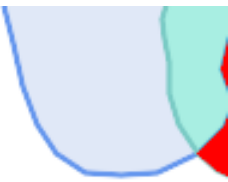
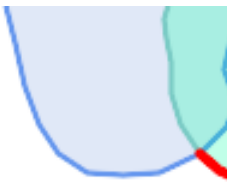
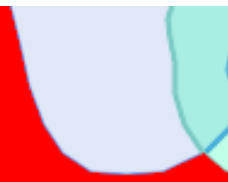
- 0 => point
- 1 => line
- 2 => area
- F => empty set

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

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

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



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

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

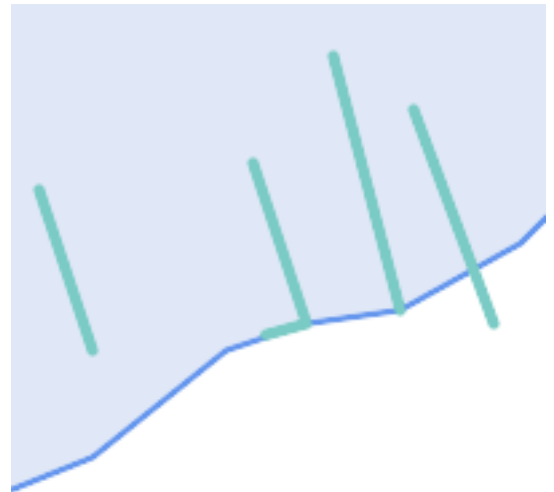
In some cases the named spatial relationships are insufficient to provide a desired spatial filter condition.



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
gid	integer	Unique ID
name	character varying	Road Name
geom	geometry	Location Geometry (Linestring)

The definition of the `bc_municipality` table is:

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

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

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

```
SELECT sum(ST_Length(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

6.1.1 ☐ ☐ ☐ ☐ ☐

1. The TOAST algorithm is used to compress the data. The TOAST algorithm is a lossless data compression algorithm that uses a combination of Huffman coding and arithmetic coding to compress data. The TOAST algorithm is used to compress the data into a single file. The TOAST algorithm is used to compress the data into a single file. The TOAST algorithm is used to compress the data into a single file.

~~~~~  
~~~~~ "EXPLAIN ANALYZE" PostgreSQL ~~~~~  
~~~~~ PostgreSQL ~~~~~:  
<http://archives.postgresql.org/pgsql-performance/2005-02/msg00030.php>

### 6.1.2 ☐ ☐ ☐ ☐

1. 在配置文件中添加以下配置项，并设置其值为 `on`。
 

```

        # 在配置文件中添加以下配置项，并设置其值为 on
        SET enable_seqscan TO on;
        
```

[illegible]

```
SELECT AddGeometryColumn('myschema','mytable','bbox','4326','GEOMETRY','2');
UPDATE mytable SET bbox = ST Envelope(ST Force2D(geom));
```

```
geom column bbox && [column]:
```

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

`mytable`, mytable `trigger` `bbox` " " . `trigger` `bbox` `UPDATE`

## 6.2

1. 在 PostgreSQL 中，使用 `CREATE CLUSTER` 命令可以创建新的集群。

PostgreSQL & PostGIS GiST indexes are not supported. GiST indexes on NULL values are not supported.

```
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 `isnull()`, `isna()` "not null" `notnull()`, `notna()`:

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

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

### 6.3

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

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

[illegible]

```

CREATE TABLE IF NOT EXISTS test (
  geom GEOMETRY,
  name VARCHAR(255) WHERE (geom IS NOT NULL AND
  ST_Dimension(geom) > 2)
) ENGINE=InnoDB;

```

# Chapter 7

## PostGIS Reference

PostGIS is a spatial database, PostGIS is a spatial database.

**Note**

PostGIS is a spatial database, PostGIS is a spatial database. Spatial Type (ST) is a spatial database, PostGIS is a spatial database. ST\_ is a spatial database, PostGIS is a spatial database.

### 7.1 PostgreSQL PostGIS Geometry/Geography/Box

#### 7.1.1 box2d

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

box3d is a spatial database, postgis is a spatial database. ST\_3DExtent is a spatial database, box3d is a spatial database.

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    |  |
| geometry |  |

几何

Section 13.7

7.1.2 box3d

box3d — The type representing a 3-dimensional bounding box.

几何

box3d 数据类型由 6 个浮点数字段组成，表示 3D 边界框的轴对齐边界。ST\_3DExtent 函数返回 box3d 类型的值。

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

box3d objects have a text representation which looks like BOX3D(1 2 3,5 6 5).

几何类型

几何类型由 6 个浮点数字段组成，表示 3D 边界框的轴对齐边界。

|          |    |
|----------|----|
| 几何类型     | 几何 |
| box      | 几何 |
| box2d    | 几何 |
| geometry | 几何 |

几何

Section 13.7

7.1.3 geometry

geometry — geography 数据类型，用于存储地理数据。

几何

geography 数据类型由 6 个浮点数字段组成，表示 3D 边界框的轴对齐边界。

All spatial operations on geometry use the units of the Spatial Reference System the geometry is in.

几何类型

几何类型由 6 个浮点数字段组成，表示 3D 边界框的轴对齐边界。

|               |               |
|---------------|---------------|
| geometry_dump | geometry_dump |
| box           | geometry      |
| box2d         | geometry      |
| box3d         | geometry      |
| bytea         | geometry      |
| geography     | geometry      |
| text          | geometry      |

§§

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 数据类型用于表示具有大地测量（椭球体）坐标系统的空间特征。

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

§§§§

地理数据类型用于表示具有大地测量（椭球体）坐标系统的空间特征。

|          |          |
|----------|----------|
| geometry | geometry |
| geometry | geometry |

注意

Section 4.3, Section 4.3

## 7.2 安装与使用

### 7.2.1 AddGeometryColumn

AddGeometryColumn — 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, varchar column\_name, integer srid, varchar type, integer dimension, boolean use\_typmod=true);

注意

schema\_name 是数据库名。srid 是 SRID 值。type 是几何类型，可以是 'POINT'、'POLYGON' 或 'MULTILINESTRING'。search\_path 是搜索路径。SRID 是 SRID 值。

**Note**  
注意: 2.0.0 版本 geometry\_columns 表在 PostgreSQL 12 中不再存在。在 PostgreSQL 12 中，使用 WGS84 POINT 类型时，需要指定 SRID。例如: ALTER TABLE some\_table ADD COLUMN geom geometry(Point,4326);  
注意: 2.0.0 版本。在 PostgreSQL 12 中，使用 use\_typmod 参数时，需要指定 typmod 值。Section 4.6.3 安装与使用。

**Note**  
注意: 2.0.0 版本。在 PostgreSQL 12 中，使用 typmod 参数时，需要指定 typmod 值。Section 4.6.3 安装与使用。



- ✔ 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.

```

xxx: 2.0.0 xx. use_tymod xxxxxxxx. xxxxxxxxxx typmod xxx
xxx.

```



```
-- 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.
postgres=# \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     |



DropGeometryColumn, DropGeometryTable, Section 4.6.2, Section 4.6.3

### 7.2.2 DropGeometryColumn

DropGeometryColumn — □□□□□□□□□□□□□□□□□□□□□□.

## Synopsis

```
text DropGeometryColumn(varchar table_name, varchar column_name);
text DropGeometryColumn(varchar schema_name, varchar table_name, varchar column_name);
text DropGeometryColumn(varchar catalog_name, varchar schema_name, varchar table_name, var-
char column_name);
```



```

XXXXXXXXXXXXXXXXXXXXXXXXXXXX. schema_name X geometry_columns XXXXXXXXXXXXXXXXXXXX f_table_schema
XXXXXXXXXXXXXXXXXXXXXXXXXXXX.

```

- ✔ 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.



Note!

### Note

注意: 2.0.0 版本, 删除了 `geometry_columns` 表, 删除了 `ALTER TABLE` 语句.



```
SELECT DropGeometryColumn ('my_schema','my_spatial_table','geom');
-----RESULT output -----
dropgeometrycolumn
-----
my_schema.my_spatial_table.geom effectively removed.

-- In PostGIS 2.0+ the above is also equivalent to the standard
-- the standard alter table. Both will deregister from geometry_columns
ALTER TABLE my schema.my spatial table DROP column geom;
```

函数

[AddGeometryColumn](#), [DropGeometryTable](#), Section 4.6.2

### 7.2.3 DropGeometryTable

DropGeometryTable — 删除 geometry\_columns 表。

#### Synopsis

```
boolean DropGeometryTable(varchar table_name);
boolean DropGeometryTable(varchar schema_name, varchar table_name);
boolean DropGeometryTable(varchar catalog_name, varchar schema_name, varchar table_name);
```

函数

geometry\_columns 表。: 当前 schema 的 pgSQL current\_schema() 函数。



#### Note

PostGIS 2.0.0 版本。 geometry\_columns 表。 DROP TABLE 语句。

函数

```
SELECT DropGeometryTable ('my_schema','my_spatial_table');
----RESULT output ---
my_schema.my_spatial_table dropped.

-- The above is now equivalent to --
DROP TABLE my_schema.my_spatial_table;
```

函数

[AddGeometryColumn](#), [DropGeometryColumn](#), Section 4.6.2

### 7.2.4 Find\_SRID

Find\_SRID — Returns the SRID defined for a geometry column.

#### Synopsis

```
integer Find_SRID(varchar a_schema_name, varchar a_table_name, varchar a_geomfield_name);
```





## 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);
```

注意

`UpdateGeometrySRID`, `geometry_columns` 和 `geometry_columns` `srid` 列在 SRID 兼容的 PostgreSQL 版本中。对于 schema-aware postgresql 安装，使用 `current_schema()` 代替。

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

✓ This method supports Circular Strings and Curves.

注意

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)
\.
```

使用 `UpdateGeometrySRID` 设置 SRID 为 4326:

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

使用 DDL 设置 SRID:

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

对于 PostgreSQL 11 及以上版本，使用 `unknown` 类型，DDL 如下。PostGIS 3.6.0 及以上版本支持此操作。

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

注意

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

## 7.3 几何构造器 (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);
```

**注意**

Collects geometries into a geometry collection. The result is either a Multi\* or a GeometryCollection, depending on whether the input geometries have the same or different types (homogeneous or heterogeneous). The input geometries are left unchanged within the collection.

**Variant 1:** accepts two input geometries

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

**Variant 3:** aggregate function accepting a rowset of geometries.



### Note

If any of the input geometries are collections (Multi\* or GeometryCollection) ST\_Collect returns a GeometryCollection (since that is the only type which can contain nested collections). To prevent this, use **ST\_Dump** in a subquery to expand the input collections to their atomic elements (see example below).



### Note

ST\_Collect and **ST\_Union** appear similar, but in fact operate quite differently. ST\_Collect aggregates geometries into a collection without changing them in any way. ST\_Union geometrically merges geometries where they overlap, and splits linestrings at intersections. It may return single geometries when it dissolves boundaries.

1.4.0 新增。ST\_MakeLine 新增。ST\_MakeLine 新增。



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



This method supports Circular Strings and Curves.

**相关链接**

Collect 2D points.

```
SELECT ST_AsText( ST_Collect( ST_GeomFromText('POINT(1 2)'),
                          ST_GeomFromText('POINT(-2 3)') ));
```

```
st_astext
-----
MULTIPOINT((1 2),(-2 3))
```

Collect 3D points.

```
SELECT ST_AsEWKT( ST_Collect( ST_GeomFromEWKT('POINT(1 2 3)'),
                          ST_GeomFromEWKT('POINT(1 2 4)') ));
```

```
st_asewkt
-----
MULTIPOINT(1 2 3,1 2 4)
```

Collect curves.

```
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))
```

例: 收集曲线

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))
```

例: 收集值

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
```

例

**ST\_Dump, ST\_AsBinary**

## 7.3.2 ST\_LineFromMultiPoint

ST\_LineFromMultiPoint — 从多点点集创建线。

### Synopsis

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

例

从多点点集创建线。

Use **ST\_MakeLine** to create lines from Point or LineString inputs.



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



例

将MULTIPOINT(1 2 3, 4 5 6, 7 8 9)转换为LINESTRING。

```
SELECT ST_AsEWKT( ST_LineFromMultiPoint('MULTIPOINT(1 2 3, 4 5 6, 7 8 9)') );

--result--
LINESTRING(1 2 3,4 5 6,7 8 9)
```

例

[ST\\_AsEWKT](#), [ST\\_AsKML](#)

### 7.3.3 ST\_MakeEnvelope

**ST\_MakeEnvelope** — 根据给定的边界框和SRID创建多边形。 返回SRID与输入SRID相同的几何体。

#### Synopsis

geometry **ST\_MakeEnvelope**(float xmin, float ymin, float xmax, float ymax, integer srid=unknown);

例

根据给定的边界框和SRID创建多边形。 返回SRID与输入SRID相同的几何体。

1.5 版本: 1.5 版本。

2.0 版本: 2.0 版本 SRID 参数 (envelope) 是可选的。

例: 创建多边形

```
SELECT ST_AsText( ST_MakeEnvelope(10, 10, 11, 11, 4326) );

st_asewkt
-----
POLYGON((10 10, 10 11, 11 11, 11 10, 10 10))
```

例

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

### 7.3.4 ST\_MakeLine

**ST\_MakeLine** — 根据给定的点集创建线。 返回SRID与输入SRID相同的几何体。

## Synopsis

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

**概要**

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

**Variant 1:** accepts two input geometries

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

**Variant 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 函数支持 3D 几何体并保留 z 索引。

2.0.0 函数支持 3D 几何体并保留 z 索引。

1.4.0 函数支持 3D 几何体。与 ST\_MakeLine 函数一起使用时，ST\_MakeLine 函数将重复的节点折叠为单个点。重复的点在 Point 和 MultiPoint 输入中不会被折叠。ST\_RemoveRepeatedPoints 可用于从输出 LineString 中折叠重复的点。

**例 1:** 创建由两个点组成的线。

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)
```

例 2 3D 几何体 2 个 3D 点 BOX3D 几何体。

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

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

例 3, 将两个 LineString 几何体合并为一个 LineString 几何体。

```
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)
```

**名称:** 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)
```

**名称:** ST\_MakeLine

给定 GPS 点集，ST\_MakeLine 函数返回由这些点组成的 LineString。GPS 点集可以是点数组或子查询结果。

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;
```

**名称:**

[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 2D XY, 3D XYZ or 4D XYZM Point geometry. Use **ST\_MakePointM** to make points with XYM coordinates.

Use **ST\_SetSRID** to specify a SRID for the created point.

While not OGC-compliant, ST\_MakePoint is faster than **ST\_GeomFromText** and **ST\_PointFromText**. It is also easier to use for numeric coordinate values.



#### Note

For geodetic coordinates, X is longitude and Y is latitude



#### Note

The functions **ST\_Point**, **ST\_PointZ**, **ST\_PointM**, and **ST\_PointZM** can be used to create points with a given SRID.



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

☐☐

```
-- Create a point with unknown SRID
SELECT ST_MakePoint(-71.1043443253471, 42.3150676015829);

-- Create a point in the WGS 84 geodetic CRS
SELECT ST_SetSRID(ST_MakePoint(-71.1043443253471, 42.3150676015829),4326);

-- Create a 3D point (e.g. has altitude)
SELECT ST_MakePoint(1, 2,1.5);

-- Get z of point
SELECT ST_Z(ST_MakePoint(1, 2,1.5));
result
-----
1.5
```

☐☐

**ST\_GeomFromText**, **ST\_PointFromText**, **ST\_SetSRID**, **ST\_MakePointM**, **ST\_Point**, **ST\_PointZ**, **ST\_PointM**, **ST\_PointZM**

### 7.3.6 ST\_MakePointM

ST\_MakePointM — x, y ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐.

#### Synopsis

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

点

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.

点



#### 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 和 measure 值。

```
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
```

点

[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

返回类型 (shell) 是 POLYGON。返回类型是 GEOMETRY。

**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

ST\_MakePolygon 使用 ST\_LineMerge 和 ST\_Dump 函数。



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

示例: 创建多边形

创建多边形并指定孔。

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

Create a Polygon from an open LineString, using **ST\_StartPoint** and **ST\_AddPoint** to close it.

```
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;
```

创建带测量的多边形。

```
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))
```

Create a Polygon from a LineString with measures

```
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))
```

**例:** 创建带孔的多边形

创建带孔的多边形。

```
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 值在 [ST\\_MakePolygon](#) 函数中会被忽略，因此使用 CASE 语句来处理 NULL 值。

```
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;
```

函数

[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);

返回

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

返回: 返回

```
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);
```

返回: 返回

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;
```

返回

**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);

返回

返回与 ST\_Point 相同的类型。 ST\_MakePoint 符合 OGC 规范。

Enhanced: 3.2.0 srid 作为一个额外的可选参数被添加。旧版本安装需要结合使用 ST\_SetSRID 来标记几何体上的 srid。

示例

```
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)
```

参见

[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);

返回

返回与 ST\_Point 相同的类型。 ST\_MakePoint 符合 OGC 规范。

Enhanced: 3.2.0 srid 作为一个额外的可选参数被添加。旧版本安装需要结合使用 ST\_SetSRID 来标记几何体上的 srid。

示例

```
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)
```

函数

[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);

函数

函数返回一个 `ST_Point` 类型的几何体。 `ST_MakePoint` 符合 OGC 标准。

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.

函数

```
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)
```

函数

[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);

函数

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**

此函数在 2D 模式下运行。在 3D 模式下，`ST_LineMerge` 和 `ST_Dump` 将失败。



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.

创建 2D 多边形。

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))
```

创建 3D 多边形。

`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);

创建 3D 多边形。

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](#).

示例: 2.0.0 使用 SRID 4326.

2.1.0 使用.

SQL: 使用

```
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))
```

函数

[ST\\_MakeEnvelope](#)

### 7.3.14 ST\_HexagonGrid

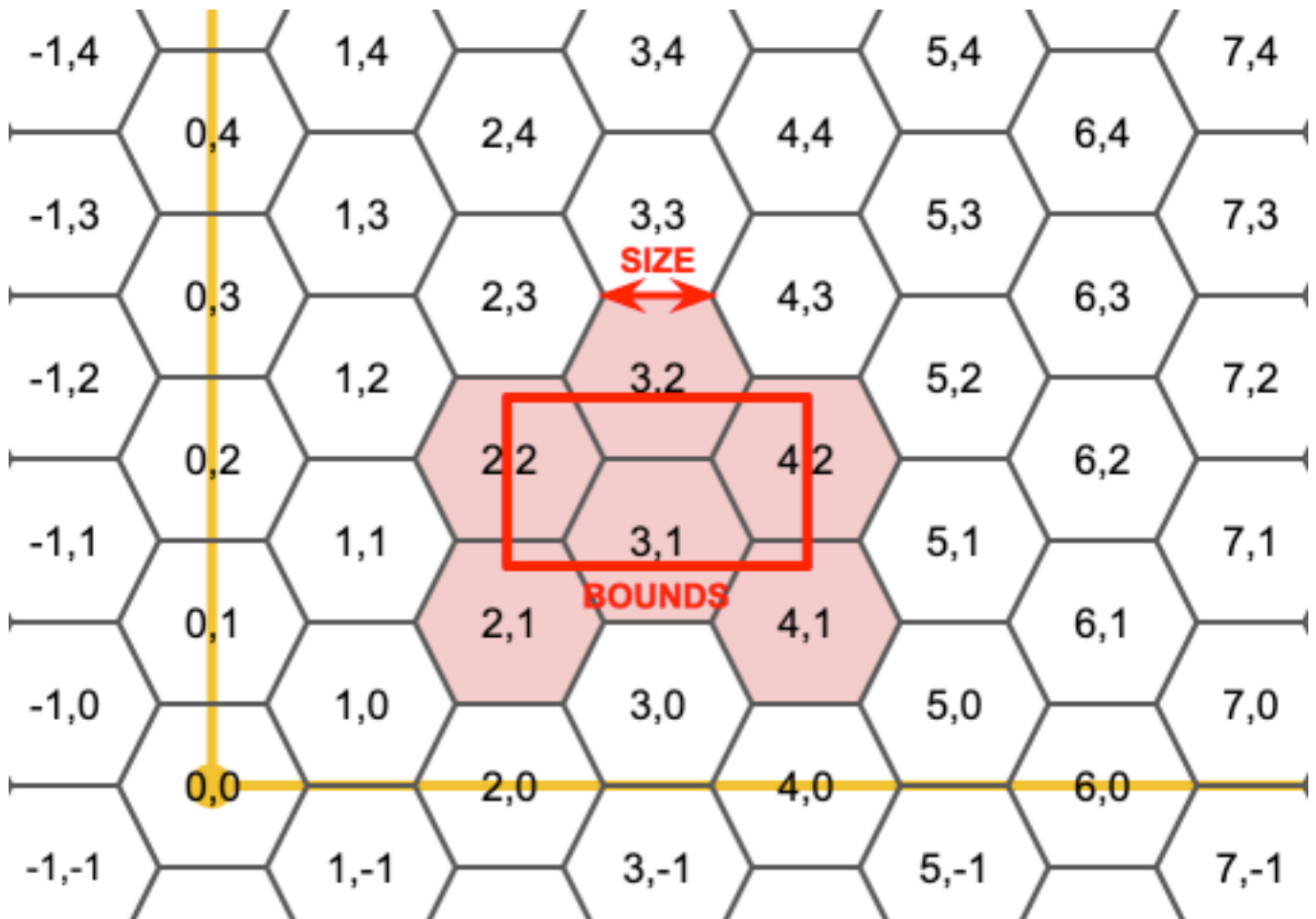
`ST_HexagonGrid` — Returns a set of hexagons and cell indices that completely cover the bounds of the geometry argument.

#### Synopsis

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

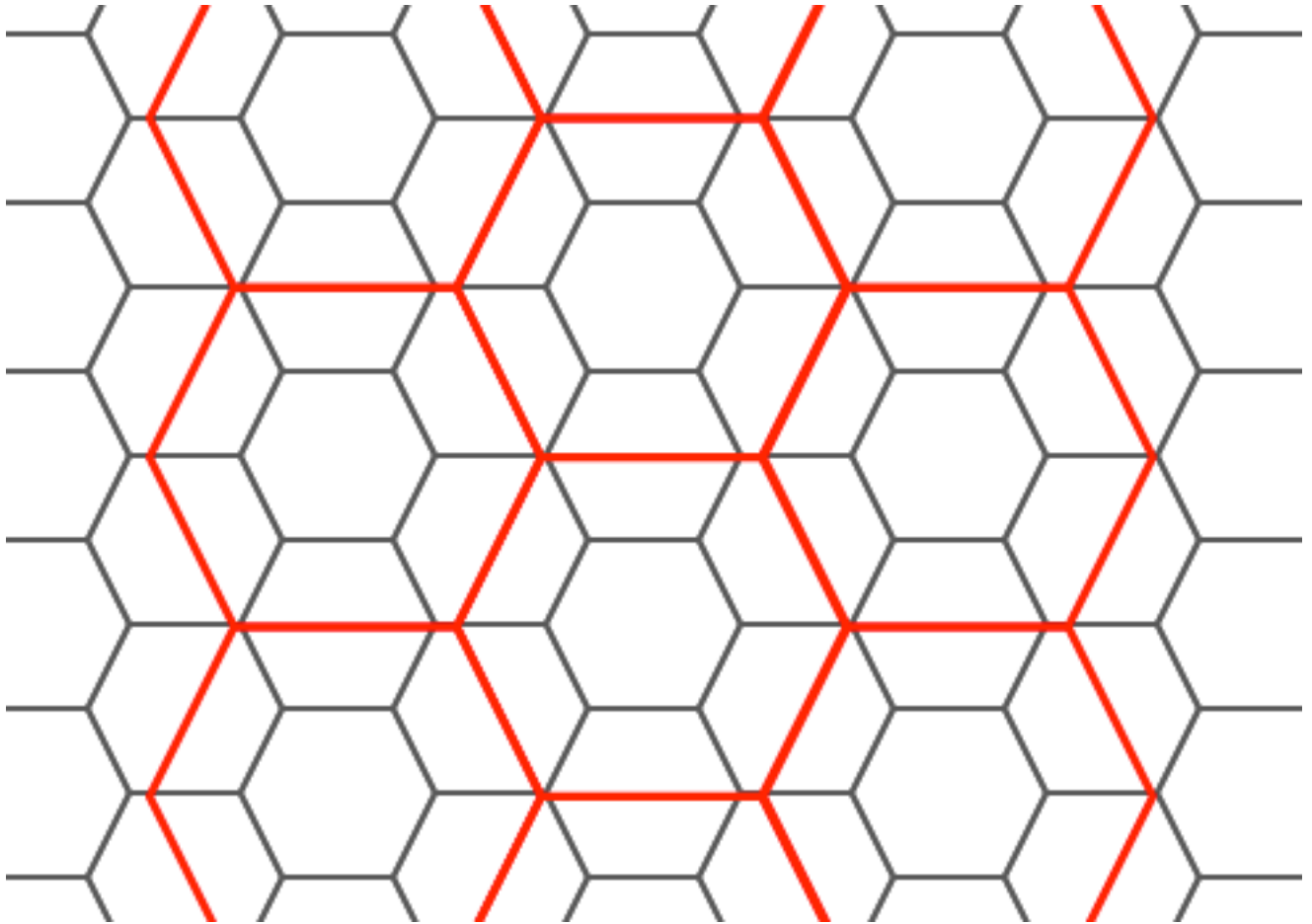
函数

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 教程。

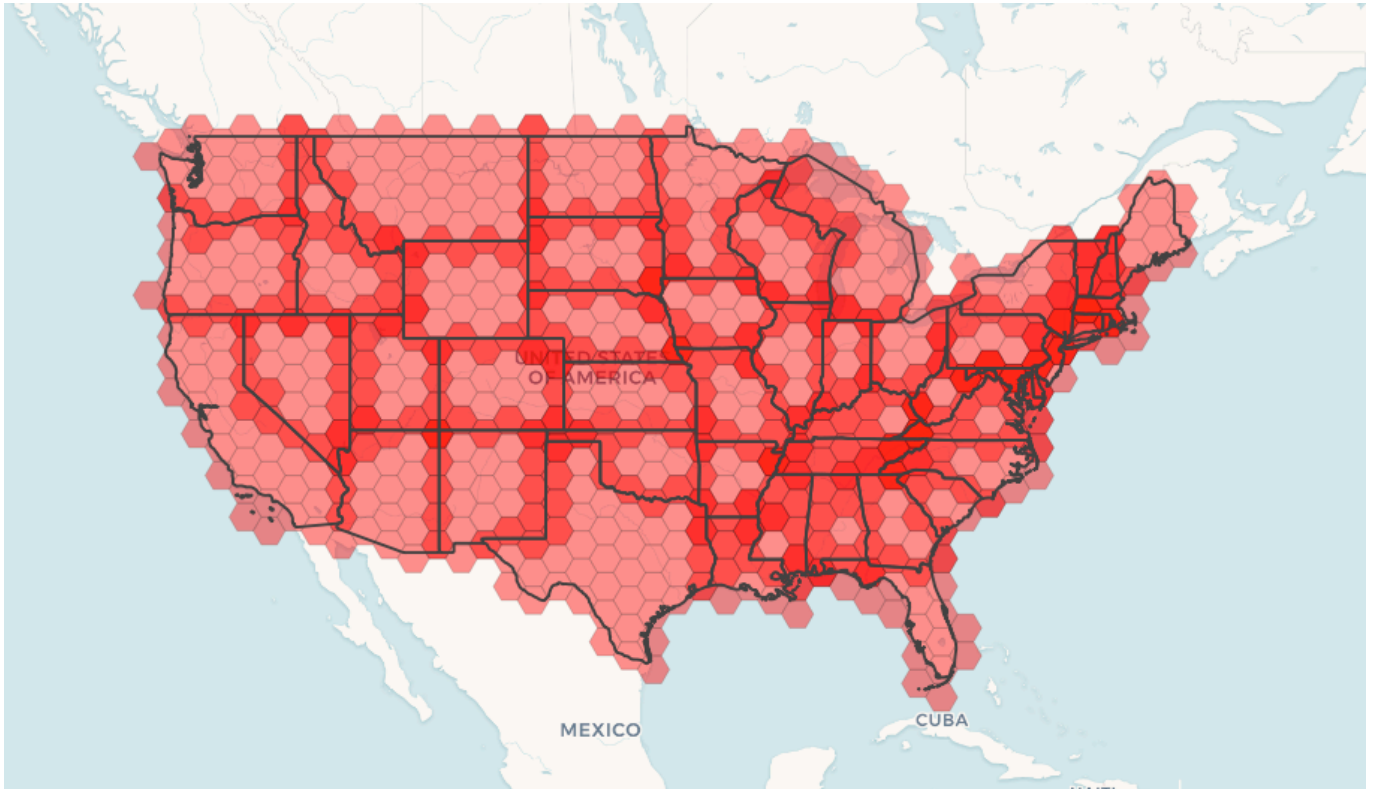
图: 教程

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;
```

图: 教程

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);

图例

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 文档.

## 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))
```

图例

**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);

图例

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 文档.



例: 生成覆盖加拿大的正方形网格

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
```

例: 生成覆盖点集的正方形网格

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_EstimatedExtent('pointtable', 'geom'), 3857)
) AS squares
ON ST_Intersects(pts.geom, squares.geom)
GROUP BY squares.geom
```

例: 生成覆盖点集的正方形网格

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
```

例

[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='POINT(0 0)');
```



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 the SRID of the given origin. Use `ST_SetSRID` to set the SRID if the given origin has an unknown SRID (as is the case by default).

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

图例: 字母的几何表示

```
SELECT ST_AsText(ST_Letters('Yo'), 1);
```



*Letters generated by ST\_Letters*

#### Example: Scaling and moving words

```
SELECT ST_Translate(ST_Scale(ST_Letters('Yo'), 10, 10), 100,100);
```

图例

[ST\\_AsTWKB](#), [ST\\_Scale](#), [ST\\_Translate](#)

## 7.4 几何类型 (accessor)

### 7.4.1 GeometryType

GeometryType — ST\_Geometry 几何类型的名称。

#### Synopsis

```
text GeometryType(geometry geomA);
```

图例

返回几何类型的名称。例如: 'LINESTRING', 'POLYGON', 'MULTIPOINT' 等。

OGC 简单特征访问接口 (SFAI) - 简单特征访问接口 (SFAI) 的几何类型名称。

**Note**

PostGIS 3.6.3 版本中，`ST_GeomFromText` 支持 `'POINTM'` 几何类型。

PostGIS 2.0.0 版本中，`ST_GeomFromText` 支持 `TIN` 几何类型。

- ✓ 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
```

☐☐

**ST\_GeometryType**

## 7.4.2 ST\_Boundary

ST\_Boundary — 返回几何对象的边界。

### Synopsis

geometry **ST\_Boundary**(geometry geomA);

☐☐

返回几何对象的边界 (closure) 几何对象。 返回 (combinatorial boundary) 符合 OGC 规范 3.12.3.2 定义的几何对象。 返回 (位相的) 几何对象, OGC 规范 3.12.2 定义的几何对象 (primitive) 几何对象。

GEOS 支持



#### Note

2.0.0 版本支持 GEOMETRYCOLLECTION 类型的输入。 2.0.0 版本支持 (空值) NULL 输入。



This method implements the **OGC Simple Features Implementation Specification for SQL 1.1**. OGC SPEC s2.1.1.1



This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 5.1.17

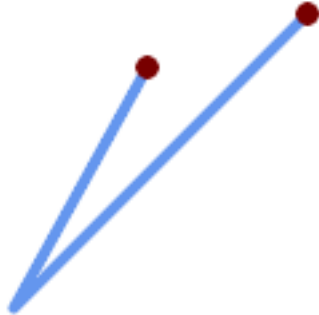


This function supports 3d and will not drop the z-index.

版本: 2.1.0 版本支持 3D 几何对象。

Changed: 3.2.0 support for TIN, does not use geos, does not linearize curves

☐☐

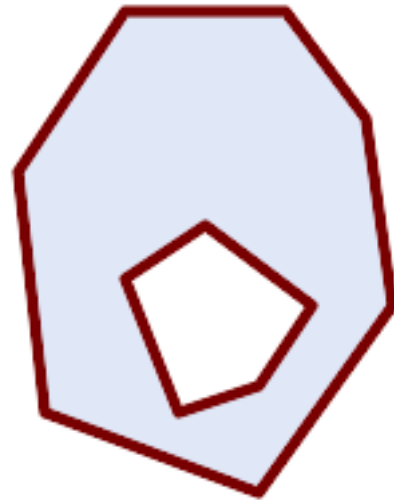


国国国国国国国国国国国国国国国

```
SELECT ST_Boundary(geom)
FROM (SELECT 'LINESTRING(100 150,50 60, 70 80, 160 170)>:::geometry As geom) As f;
```

ST\_AsText output

```
MULTIPOINT((100 150),(160 170))
```



国国国国国国国国国国国国国国国

```
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;
```

ST\_AsText output

```
MULTILINESTRING((10 130,50 190,110 190,140 150,150 80,100 10,20 40,10 130),
(70 40,100 50,120 80,80 110,50 90,70 40))
```

```
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

-----

```
MULTIPOINT((-1 1 1),(1 1 0.75))
```

☐☐

[ST\\_AsText](#), [ST\\_ExteriorRing](#), [ST\\_MakePolygon](#)

### 7.4.3 ST\_BoundingDiagonal

ST\_BoundingDiagonal — 返回几何体的最小外接矩形的对角线。

#### Synopsis

geometry **ST\_BoundingDiagonal**(geometry geom, boolean fits=false);

☐☐

返回几何体的最小外接矩形的对角线。如果 fits 为 true，则返回的矩形将尽可能紧密地包围几何体。如果 fits 为 false，则返回的矩形将尽可能紧密地包围几何体的 2D 投影。如果几何体是 3D 的，则返回的矩形将尽可能紧密地包围几何体的 2D 投影。

fits 为 true 时 (best fit) 返回的矩形将尽可能紧密地包围几何体。如果几何体是 3D 的，则返回的矩形将尽可能紧密地包围几何体的 2D 投影。如果几何体是 2D 的，则返回的矩形将尽可能紧密地包围几何体。

返回的矩形将尽可能紧密地包围几何体。SRID 将保持不变。



#### Note

如果几何体是 3D 的，则返回的矩形将尽可能紧密地包围几何体的 2D 投影。如果几何体是 2D 的，则返回的矩形将尽可能紧密地包围几何体。

2.2.0 版本引入。



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



This function supports M coordinates.

☐☐

```
-- Get the minimum X in a buffer around a point
SELECT ST_X(ST_StartPoint(ST_BoundingDiagonal(
  ST_Buffer(ST_Point(0,0),10)
)));
st_x
-----
-10
```

☐☐

[ST\\_StartPoint](#), [ST\\_EndPoint](#), [ST\\_X](#), [ST\\_Y](#), [ST\\_Z](#), [ST\\_M](#), &&&

### 7.4.4 ST\_CoordDim

ST\_CoordDim — ST\_Geometry 函数。

#### Synopsis

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

返回

ST\_Geometry 函数。

MM 函数, **ST\_NDims** 函数。

- ✓ 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).

返回

```
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
```

返回

**ST\_NDims**

### 7.4.5 ST\_Dimension

ST\_Dimension — ST\_Geometry 函数。

#### Synopsis

integer **ST\_Dimension**(geometry g);



返回

返回类型是 `geometry`，由 OGC 规范 s2.1.1.1 定义。POINT 0, LINESTRING 1, POLYGON 2, 以及 GEOMETRYCOLLECTION 3。如果输入是 null，则返回 null。



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

2.0.0 版本支持多面体表面 (polyhedral surface) 和 TIN 表面。2.0.0 版本支持多面体表面 (polyhedral surface) 和 TIN 表面。



#### Note

2.0.0 版本支持多面体表面 (polyhedral surface) 和 TIN 表面。



This function supports Polyhedral surfaces.



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

返回

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

返回

**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);
```

返回

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 版本支持多面体表面 (polyhedral surface) 和 TIN 表面。

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



**Note**

1.3.4 版本 (curve) 支持。1.3.4 版本支持。

- ✓ 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.

示例

```
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)
```

示例, TIN 示例

```
-- 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 0 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
```

```
(SELECT
  ST_Dump( ST_GeomFromEWKT('TIN (((
    0 0 0,
    0 0 1,
    0 1 0,
    0 0 0
  ))), ((
    0 0 0,
    0 1 0,
    1 1 0,
    0 0 0
  ))
) AS g;

-- result --
path | wkt
-----+-----
{1}  | TRIANGLE((0 0 0,0 0 1,0 1 0,0 0 0))
{2}  | TRIANGLE((0 0 0,0 1 0,1 1 0,0 0 0))
```



geometry dump, ST\_GeomFromEWKT, ST\_Dump, ST\_GeometryN, ST\_NumGeometries

### 7.4.7 ST\_DumpPoints

ST DumpPoints — .

## Synopsis

```
geometry_dump[] ST_DumpPoints(geometry geom);
```



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

- the *geom* field POINTs represent the coordinates of the supplied geometry.
- the *path* field (an integer[]) is an index enumerating the coordinate positions in the elements of the supplied geometry. The indices are 1-based. For example, for a LINESTRING the paths are {i} where i is the nth coordinate in the LINESTRING. For a POLYGON the paths are {i, j} where i is the ring number (1 is outer; inner rings follow) and j is the coordinate position in the ring.

To obtain a single geometry containing the coordinates use **ST Points**.

Enhanced: 2.1.0 Faster speed. Reimplemented as native-C.

Version: 2.0.0, TIN

1.5.0 ☒☒☒☒☒☒☒☒☒☒☒.

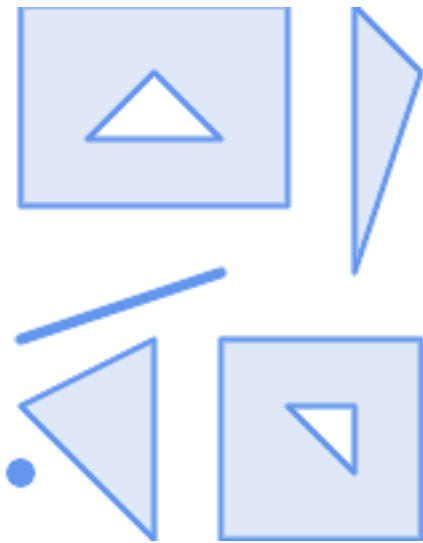
- ✔ This method supports Circular Strings and Curves.
- ✔ This function supports Polyhedral surfaces.

- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).
- ✔ This function supports 3d and will not drop the z-index.

**Classic Explode a Table of LineStrings into nodes**

```
SELECT edge_id, (dp).path[1] As index, ST_AsText((dp).geom) As wktnode
FROM (SELECT 1 As edge_id
      , ST_DumpPoints(ST_GeomFromText('LINESTRING(1 2, 3 4, 10 10)')) AS dp
      UNION ALL
      SELECT 2 As edge_id
      , ST_DumpPoints(ST_GeomFromText('LINESTRING(3 5, 5 6, 9 10)')) AS dp
      ) As foo;
edge_id | index | wktnode
-----+-----+-----
1 | 1 | POINT(1 2)
1 | 2 | POINT(3 4)
1 | 3 | POINT(10 10)
2 | 1 | POINT(3 5)
2 | 2 | POINT(5 6)
2 | 3 | POINT(9 10)
```

图例



```
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)
```

安装与使用, TIN 安装与使用

```

-- 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

```

```
) 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 0)
{1,1,4} | 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(0 0 0)
(8 rows)
```

`geometry_dump`, `ST_GeomFromEWKT`, `ST_Dump`, `ST_GeometryN`, `ST_NumGeometries`

7.4.8 ST\_DumpSegments

`ST_DumpSegments` —

Synopsis

```
geometry_dump[] ST_DumpSegments(geometry geom);
```

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

- the *geom* field LINESTRINGS represent the linear segments of the supplied geometry, while the CIRCULARSTRINGS represent the arc segments.
- the *path* field (an integer[]) is an index enumerating the segment start point positions in the elements of the supplied geometry. The indices are 1-based. For example, for a LINESTRING the paths are {i} where i is the nth segment start point in the LINESTRING. For a POLYGON the paths are {i, j} where i is the ring number (1 is outer; inner rings follow) and j is the segment start point position in the ring.

Availability: 3.2.0

-  This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).
-  This function supports 3d and will not drop the z-index.

```
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)

几何类型, **TIN** 几何类型

```
-- 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
```



```
) j;

 path  | b' ' | b' ' | st_asewkt
-----+-----+-----+-----
{1,1,1} | b' ' | b' ' | LINESTRING(0 0 0,0 0 1)
{1,1,2} | b' ' | b' ' | LINESTRING(0 0 1,0 1 0)
{1,1,3} | b' ' | b' ' | LINESTRING(0 1 0,0 0 0)
{2,1,1} | b' ' | b' ' | LINESTRING(0 0 0,0 1 0)
{2,1,2} | b' ' | b' ' | LINESTRING(0 1 0,1 1 0)
{2,1,3} | b' ' | b' ' | LINESTRING(1 1 0,0 0 0)
(6 rows)
```

☒☒

`geometry_dump`, `ST_Collect`, `ST_Dump`, `ST_NumInteriorRing`,

7.4.9 ST\_DumpRings

`ST_DumpRings` — Returns a set of `geometry_dump` rows for the exterior and interior rings of a Polygon.

Synopsis

`geometry_dump[] ST_DumpRings(geometry a_polygon);`

☒☒

A set-returning function (SRF) that extracts the rings of a polygon. It returns a set of `geometry_dump` rows, each containing a geometry (*geom* field) and an array of integers (*path* field). The *geom* field contains each ring as a POLYGON. The *path* field is an integer array of length 1 containing the polygon ring index. The exterior ring (shell) has index 0. The interior rings (holes) have indices of 1 and higher.



**Note** `ST_DumpRings` returns a set of `geometry_dump` rows. `ST_Dump` returns a `geometry_dump[]` array.

Availability: PostGIS 1.1.3. Requires PostgreSQL 7.3 or higher.

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

☒☒

General form of query.

```
SELECT polyTable.field1, polyTable.field1,
       (ST_DumpRings(polyTable.geom)).geom As geom
FROM polyTable;
```

A polygon with a single hole.





图 11.1

```
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 类型 (exterior ring) 返回一个 POLYGON 类型。如果输入为 NULL 则返回 NULL。



### Note

ST\_ExteriorRing 返回的是多边形的外环。ST\_Dump 返回的是所有环。

- ✔ 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))')
  )
)

```



## 实验四

```
--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);
```

## 实验五, TIN 实验五

```
-- 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 函数返回几何类型。

#### Synopsis

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

☐☐

函数返回 'ST\_LineString', 'ST\_Polygon', 'ST\_MultiPolygon' 等几何类型。函数返回的几何类型与输入几何类型的 ST\_GeometryType(geometry) 函数返回的几何类型相同。

版本: 2.0.0 函数返回多面体表面 (polyhedral surface) 类型。



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 geom
) 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.

例

```
SELECT ST_HasArc(ST_Collect('LINESTRING(1 2, 3 4, 5 6)', 'CIRCULARSTRING(1 1, 2 3, 4 5, 6 6, 5 6)'));
      st_hasarc
      -----
      t
```

例

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

### 7.4.16 ST\_InteriorRingN

`ST_InteriorRingN` — 返回多边形中的第 `N` 个内部环。

#### Synopsis

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

例

返回第 `N` 个内部环。如果 `N` 为负数，则返回第 `N` 个外部环 (range) 的 NULL 值。



#### Note

如果 `N` 为负数，则返回第 `N` 个外部环。使用 `ST_Dump` 可以更容易地访问内部环。

- ✓ This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#).
- ✓ This method implements the SQL/MM specification. SQL-MM 3: 8.2.6, 8.3.5
- ✓ This function supports 3d and will not drop the z-index.

例

```
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;
```

例

[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.

例

```
SELECT ST_AsText(ST_CurveN('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)
)', 1));
```

例

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

### 7.4.19 ST\_IsClosed

**ST\_IsClosed** — **LINESTRING** 是否是闭合的 **TRUE** 或 **FALSE**。 **LINESTRING** (点) 是否是 **TRUE** 或 **FALSE**。

#### Synopsis

boolean **ST\_IsClosed**(geometry g);

例

**LINESTRING** 是否是闭合的 **TRUE** 或 **FALSE**。 **LINESTRING**, **LINESTRING** (点) 是否是 (点) 是否是闭合的。

- ✓ This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#).
- ✓ This method implements the SQL/MM specification. SQL-MM 3: 7.1.5, 9.3.3



#### Note

SQL-MM defines the result of **ST\_IsClosed**(NULL) to be 0, while PostGIS returns NULL.

- ✓ This function supports 3d and will not drop the z-index.
- ✓ This method supports Circular Strings and Curves.
- 例: 2.0.0 多面体表面 (polyhedral surface) 多面体表面。
- ✓ This function supports Polyhedral surfaces.

多面体表面

```

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)

```

## 几何体测试

```

-- 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

```

函数

**ST\_IsRing**

## 7.4.20 ST\_IsCollection

**ST\_IsCollection** — 判断几何对象是否是集合，如果是，返回 TRUE，否则返回 FALSE。

### Synopsis

boolean **ST\_IsCollection**(geometry g);

函数

判断几何对象是否是集合，如果是，返回 TRUE，否则返回 FALSE：

- GEOMETRYCOLLECTION
- MULTI{POINT,POLYGON,LINestring,CURVE,SURFACE}
- COMPOUNDCURVE



#### Note

判断几何对象是否是集合，如果是，返回 TRUE，否则返回 FALSE。



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



This method supports Circular Strings and Curves.

函数

```
postgis=# SELECT ST_IsCollection('LINestring(0 0, 1 1)::geometry');
st_iscollection
-----
f
(1 row)

postgis=# SELECT ST_IsCollection('MULTIPOINT EMPTY)::geometry');
st_iscollection
-----
t
(1 row)

postgis=# SELECT ST_IsCollection('MULTIPOINT((0 0))::geometry');
st_iscollection
-----
t
(1 row)

postgis=# SELECT ST_IsCollection('MULTIPOINT((0 0), (42 42))::geometry');
st_iscollection
```

```

-----
t
(1 row)

postgis=# SELECT ST_IsCollection('GEOMETRYCOLLECTION(POINT(0 0))'::geometry);
st_iscollection
-----
t
(1 row)

```

☐☐

**ST\_NumGeometries**

### 7.4.21 ST\_IsEmpty

ST\_IsEmpty — Tests if a geometry is empty.

#### Synopsis

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

☐☐

☐☐☐☐☐☐☐☐☐☐ TRUE ☐☐☐☐☐☐. TRUE ☐☐☐, ☐☐☐☐☐☐☐☐☐☐☐☐, ☐☐☐, ☐☐☐☐☐☐☐☐☐☐☐☐.



#### Note

SQL-MM ☐ ST\_IsEmpty(NULL) ☐☐☐☐ 0 ☐☐☐☐☐☐☐, PostGIS ☐ NULL ☐☐☐☐☐☐.

- ✔ 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: 5.1.7
- ✔ This method supports Circular Strings and Curves.



#### Warning

☐☐☐☐: PostGIS 2.0.0 ☐☐☐☐☐☐☐ ST\_GeomFromText('GEOMETRYCOLLECTION(EMPTY)') ☐☐☐☐☐☐☐☐☐. PostGIS 2.0.0 ☐☐☐☐, SQL/MM ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐.

例

```
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 );

例

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 简体中文。



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 简体中文。



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



This function supports M coordinates.



## Synopsis

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

返回

如果几何体是简单的，则返回 TRUE。如果几何体不是简单的，则返回 FALSE。OGC 简单要素实现规范 (OGC Simple Features Implementation Specification) 中，"OpenGIS 简单要素实现规范 (Ensuring OpenGIS compliance of geometries)" 部分。



### Note

SQL-MM 中 ST\_IsSimple(NULL) 返回 0，PostGIS 中 NULL 返回 NULL。

- ✔ 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: 5.1.8
- ✔ This function supports 3d and will not drop the z-index.

返回

```
SELECT ST_IsSimple(ST_GeomFromText('POLYGON((1 2, 3 4, 5 6, 1 2))'));
st_issimple
-----
f
(1 row)

SELECT ST_IsSimple(ST_GeomFromText('LINESTRING(1 1,2 2,2 3.5,1 3,1 2,2 1)'));
st_issimple
-----
f
(1 row)
```

返回

**ST\_IsValid**

## 7.4.26 ST\_M

ST\_M — Returns the M coordinate of a Point.

## Synopsis

float **ST\_M**(geometry a\_point);

返回

返回 `M` 几何体。 `M` 几何体 `NULL` 返回 `NULL`。 返回类型 `geometry`。



#### Note

返回 (返回) OGC 简单特征实现规范, 提取器 (extractor) 返回类型 `geometry`。

- ✓ 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.

返回

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

返回

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

## 7.4.27 ST\_MemSize

`ST_MemSize` — `ST_Geometry` 内存大小。

### Synopsis

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

返回

`ST_Geometry` 内存大小。

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

#### Note



`pg_relation_size` which gives the byte size of a table may return byte size lower than `ST_MemSize`. This is because `pg_relation_size` does not add toasted table contribution and large geometries are stored in TOAST tables.

`pg_total_relation_size` 返回, TOAST 返回。

`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 数据类型函数。

### 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) 数据类型。

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

例

```
SELECT ST_NDims(ST_GeomFromText('POINT(1 1)')) As d2point,
       ST_NDims(ST_GeomFromEWKT('POINT(1 1 2)')) As d3point,
       ST_NDims(ST_GeomFromEWKT('POINTM(1 1 0.5)')) As d2pointm;

 d2point | d3point | d2pointm
-----+-----+-----
      2 |      3 |      3
```

例

[ST\\_CoordDim](#), [ST\\_Dimension](#), [ST\\_GeomFromEWKT](#)

## 7.4.29 ST\_NPoints

`ST_NPoints` — 返回几何体中的点数量。

### Synopsis

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

例

返回几何体中的点数量。对于多面体表面，返回其顶点的数量。  
 2.0.0 版本开始支持多面体表面 (polyhedral surface)。



### Note

1.3.4 版本开始支持曲线 (curve) 几何体。1.3.4 版本开始支持多面体表面。

- ✓ This function supports 3d and will not drop the z-index.
- ✓ This method supports Circular Strings and Curves.
- ✓ This function supports Polyhedral surfaces.

例

```
SELECT ST_NPoints(ST_GeomFromText('LINESTRING(77.29 29.07,77.42 29.26,77.27 29.31,77.29 29.07)'));
--result
4

--Polygon in 3D space
SELECT ST_NPoints(ST_GeomFromEWKT('LINESTRING(77.29 29.07 1,77.42 29.26 0,77.27 29.31 -1,77.29 29.07 3)'));
--result
4
```



ST NumPoints

### 7.4.30 ST\_NRings

ST NRings — .

## Synopsis

```
integer ST NRings(geometry geomA);
```



`NumInteriorRings` `0`, `0`.  
.

- ✔ This function supports 3d and will not drop the z-index.
- ✔ This method supports Circular Strings and Curves.



```
SELECT ST_NRings(geom) As Nrings, ST_NumInteriorRings(geom) As ninterrings
FROM (SELECT ST_GeomFromText('POLYGON((1 2, 3 4, 5 6, 1 2))') As geom) As foo;
```

|         | n rings | ninterrings |
|---------|---------|-------------|
| (1 row) | 1       | 0           |

22

ST NumInteriorRings

### 7.4.31 ST\_NumGeometries

ST NumGeometries — . .

## Synopsis

```
integer ST_NumGeometries(geometry geom);
```

## ST\_NumGeometries

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 支持空几何, 支持 TIN 几何。

**兼容性:** 2.0.0 兼容 SQL/MM 3: 9.1.4 的 NULL 值。2.0.0 之前版本, 空几何返回 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).

## 示例

```
--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

**兼容性:** 2.0.0 兼容 SQL/MM 3: 8.2.5 的 NULL 值。

- ✔ This method implements the SQL/MM specification. SQL-MM 3: 8.2.5
- 更新:** 2.0.0 支持空几何。



例

```
--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;
```

例

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

### 7.4.33 ST\_NumInteriorRing

`ST_NumInteriorRing` — 返回多边形中内部环的数量。 `ST_NumInteriorRings` 的别名。

#### Synopsis

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

例

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

### 7.4.34 ST\_NumPatches

`ST_NumPatches` — 返回几何体中补丁的数量。如果几何体是 NULL，则返回 NULL。

#### Synopsis

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

例

返回几何体中补丁的数量。如果几何体是 NULL，则返回 NULL。 `ST_NumGeometries` 的别名。 `MM` 返回几何体中补丁的数量。 `ST_NumGeometries` 的别名。

2.0.0 版本引入。



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



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

- ✓ This method implements the SQL/MM specification. SQL-MM ISO/IEC 13249-3: 8.5
- ✓ This function supports Polyhedral surfaces.

例

```
SELECT ST_NumPatches(ST_GeomFromEWKT('POLYHEDRALSURFACE( ((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 ←
0)),
((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0) ←
),
((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1) ←
) )''));
--result
6
```

例

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

### 7.4.35 ST\_NumPoints

`ST_NumPoints` — `ST_LineString` 或 `ST_CircularString` 的几何体中的点数量。

#### Synopsis

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

例

`ST_LineString` 或 `ST_CircularString` 的几何体中的点数量。 1.4 版本中，`ST_NumPoints` 返回的点数比实际点数少 1。从 2.0 版本开始，`ST_NumPoints` 返回的点数与实际点数相同。从 3.0 版本开始，`ST_NumPoints` 返回的点数与实际点数相同。

- ✓ This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#).
- ✓ This method implements the SQL/MM specification. SQL-MM 3: 7.2.4

例

```
SELECT ST_NumPoints(ST_GeomFromText('LINESTRING(77.29 29.07,77.42 29.26,77.27 29.31,77.29 ←
29.07)'));
--result
4
```

例

[ST\\_NPoints](#)

### 7.4.36 ST\_PatchN

ST\_PatchN — ST\_Geometry 函数。

#### Synopsis

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

返回

如果 geomA 是 POLYHEDRALSURFACE, POLYHEDRALSURFACEM 或 1-N 面体 (多面体) 则返回面体。如果 geomA 是 NULL 则返回 NULL。如果 geomA 是其他类型则返回 ST\_GeometryN 的结果。ST\_GeometryN 返回面体。



#### Note

返回 1-N 面体。



#### Note

如果 geomA 是 POLYHEDRALSURFACE 则 ST\_Dump 返回面体。

2.0.0 版本引入。

- ✓ 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.

返回

```
--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))
```

返回

**ST\_AsEWKT, ST\_GeomFromEWKT, ST\_Dump, ST\_GeometryN, ST\_NumGeometries**



```
POINT(1 1)
POINT(2 2)
(3 rows)

--Example circular string
SELECT ST_AsText(ST_PointN(ST_GeomFromText('CIRCULARSTRING(1 2, 3 2, 1 2)'), 2));

    st_astext
-----
POINT(3 2)
(1 row)

SELECT ST_AsText(f)
FROM ST_GeomFromText('LINESTRING(0 0 0, 1 1 1, 2 2 2)') AS g
    ,ST_PointN(g, -2) AS f; -- 1 based index

    st_astext
-----
POINT Z (1 1 1)
(1 row)
```



## ST\_RemoveRepeatedPoints, ST\_PointN

### 7.4.39 ST\_StartPoint

**ST\_StartPoint** — Returns the first point of a LineString.

## Synopsis

```
geometry ST_StartPoint(geometry geomA);
```



LINESTRING ☐☐ CIRCULARLINESTRING ☐☐☐☐☐☐☐☐☐ POINT ☐☐☐☐☐☐. ☐☐☐☐☐☐☐  
LINESTRING ☐☐ CIRCULARLINESTRING ☐☐☐☐☐ NULL ☐☐☐☐☐☐.

- ✔ This method implements the SQL/MM specification. SQL-MM 3: 7.1.3
- ✔ This function supports 3d and will not drop the z-index.
- ✔ This method supports Circular Strings and Curves.

### Note

Enhanced: 3.2.0 returns a point for all geometries. Prior behavior returns NULLs if input was not a LineString.

```

PostGIS 2.0.0
PostGIS 2.0.0
NULL
PostGIS 2.0.0

```



## Start point of a LineString

```
SELECT ST_AsText(ST_StartPoint('LINESTRING(0 1, 0 2)::geometry'));
st_astext
-----
POINT(0 1)
```

Start point of a non-LineString is NULL

```
SELECT ST_StartPoint('POINT(0 1)::geometry') IS NULL AS is_null;
is_null
-----
t
```

### Start point of a 3D LineString

```
SELECT ST_AsEWKT(ST_StartPoint('LINESTRING(0 1 1, 0 2 2)::geometry'));
st_asewkt
-----
POINT(0 1 1)
```

ST\_LineString 与 ST\_CircularString 函数返回几何类型。

```
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 — 返回几何类型的摘要字符串。

### Synopsis

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

与

返回摘要字符串。

返回摘要字符串的格式如下：

- 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 函数参考。

PostGIS: 2.0.0 函数参考。

PostGIS: 2.1.0 与。返回摘要字符串的格式如下 S 值。

PostGIS: 2.2.0 返回 TIN 几何体 (curve) 值。

例

```
=# 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;
-----+-----
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)
```

例

[PostGIS\\_DropBBox](#), [PostGIS\\_AddBBox](#), [ST\\_Force3DM](#), [ST\\_Force3DZ](#), [ST\\_Force2D](#), [geography](#)  
[ST\\_IsValid](#), [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);

例

例 例 X 例 例 例 例 例. X 例 例 例 例 例 NULL 例 例 例 例. 例 例 例 例 例 例 例 例.



**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.



例

```
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)
```

例

[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);

例

返回 Y 坐标。Y 坐标为 NULL 时返回 NULL。支持 3D 几何。



#### 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.

例

```
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 的 Z 标志函数。

#### Synopsis

smallint **ST\_Zmflag**(geometry geomA);

返回

ST\_Geometry 的 Z 标志。

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.

示例

```
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
```

相关函数

[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.

例

```
SELECT ST_HasM(ST_GeomFromText('POINTM(1 2 3)'));
--result
true
```

```
SELECT ST_HasM(ST_GeomFromText('LINESTRING(0 0, 1 1)'));
--result
false
```

例

**ST\_Zmflag**

**ST\_HasZ**

## 7.5 几何函数 (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);

例

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 引入。



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

例

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 简体中文.



#### 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.

例

Extract highest-dimension type:

```
SELECT ST_AsText(ST_CollectionExtract(
    'GEOMETRYCOLLECTION( POINT(0 0), LINESTRING(1 1, 2 2) )'));
st_astext
-----
MULTILINESTRING((1 1, 2 2))
```

Extract points (type 1 == POINT):

```
SELECT ST_AsText(ST_CollectionExtract(
    'GEOMETRYCOLLECTION(GEOMETRYCOLLECTION(POINT(0 0)))',
    1 ));
st_astext
-----
MULTIPOINT((0 0))
```

Extract lines (type 2 == LINESTRING):

```
SELECT ST_AsText(ST_CollectionExtract(
    'GEOMETRYCOLLECTION(GEOMETRYCOLLECTION(LINESTRING(0 0, 1 1)),LINESTRING(2 2, 3 3))' ↔
    ,
    2 ));
st_astext
-----
MULTILINESTRING((0 0, 1 1), (2 2, 3 3))
```

例

**ST\_CollectionHomogenize**, **ST\_Multi**, **ST\_IsValid**, **ST\_MakeValid**

### 7.5.3 ST\_CollectionHomogenize

**ST\_CollectionHomogenize** — Returns the simplest representation of a geometry collection.

#### Synopsis

geometry **ST\_CollectionHomogenize**(geometry collection);

例

“GEOMETRYCOLLECTION(POINT(0 0),LINESTRING(1 1,2 2))” 返回 “MULTILINESTRING((1 1,2 2),POINT(0 0))”。

- Homogeneous (uniform) collections are returned as the appropriate multi-geometry.
- Heterogeneous (mixed) collections are flattened into a single GeometryCollection.
- Collections containing a single atomic element are returned as that element.
- Atomic geometries are returned unchanged. If required, these can be converted to a multi-geometry using **ST\_Multi**.

**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 简体中文版。

☐☐

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 a 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 简体中文.

- ✅ 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).

例

```
SELECT ST_AsEWKT(ST_FlipCoordinates(GeomFromEWKT('POINT(1 2)')));
 st_asewkt
-----
POINT(2 1)
```

例

**ST\_SwapOrdinates**

### 7.5.7 ST\_Force2D

ST\_Force2D — 将“2 维几何”强制为 2D。

#### Synopsis

geometry **ST\_Force2D**(geometry geomA);

例

“2 维几何”强制为 2D 几何。强制 (OGC 2 维几何) OGC 2 维几何。

2.0.0 强制 (polyhedral surface) 强制。

2.1.0 强制, 2.0.x 强制 ST\_Force\_2D 强制。



This method supports Circular Strings and Curves.



This function supports Polyhedral surfaces.



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

例

```
SELECT ST_AsEWKT(ST_Force2D(ST_GeomFromEWKT('CIRCULARSTRING(1 1 2, 2 3 2, 4 5 2, 6 7 2, 5 6 2)')));
 st_asewkt
-----
CIRCULARSTRING(1 1,2 3,4 5,6 7,5 6)

SELECT ST_AsEWKT(ST_Force2D('POLYGON((0 0 2,0 5 2,5 0 2,0 0 2),(1 1 2,3 1 2,1 3 2,1 1 2))'));
 st_asewkt
-----
POLYGON((0 0,0 5,5 0,0 0),(1 1,3 1,1 3,1 1))
```

函数

**ST\_Force3D**

### 7.5.8 ST\_Force3D

ST\_Force3D — 强制 XYZ 模式。ST\_Force3DZ 是别名。

#### Synopsis

geometry **ST\_Force3D**(geometry geomA, float Zvalue = 0.0);

函数

Forces the geometries into XYZ mode. This is an alias for ST\_Force3DZ. If a geometry has no Z component, then a *Zvalue* Z coordinate is tacked on.

版本: 2.0.0 引入 (polyhedral surface) 支持。

版本: 2.1.0 引入, 在 2.0.x 版本中 ST\_Force\_3D 是别名。

变更: 3.1.0. Added support for supplying a non-zero Z value.

- ✓ This function supports Polyhedral surfaces.
- ✓ This method supports Circular Strings and Curves.
- ✓ This function supports 3d and will not drop the z-index.

函数

```
--Nothing happens to an already 3D geometry
SELECT ST_AsEWKT(ST_Force3D(ST_GeomFromEWKT('CIRCULARSTRING(1 1 2, 2 3 2, 4 5 2, 6 7 2, 5 6 2)')));
          st_asewkt
-----
CIRCULARSTRING(1 1 2,2 3 2,4 5 2,6 7 2,5 6 2)

SELECT ST_AsEWKT(ST_Force3D('POLYGON((0 0,0 5,5 0,0 0),(1 1,3 1,1 3,1 1))'));
          st_asewkt
-----
POLYGON((0 0 0,0 5 0,5 0 0,0 0 0),(1 1 0,3 1 0,1 3 0,1 1 0))
```

函数

**ST\_AsEWKT**, **ST\_Force2D**, **ST\_Force3DM**, **ST\_Force3DZ**

### 7.5.9 ST\_Force3DZ

ST\_Force3DZ — 强制 XYZ 模式。

## Synopsis

geometry **ST\_Force3DZ**(geometry geomA, float Zvalue = 0.0);

更新

Forces the geometries into XYZ mode. If a geometry has no Z component, then a *Zvalue* Z coordinate is tacked on.

更新: 2.0.0 支持多面体表面 (polyhedral surface) 类型。

更新: 2.1.0 支持, 在 2.0.x 版本中 `ST_Force3DZ` 不支持。

更改: 3.1.0. 增加了支持供应非零 Z 值。

- ✓ This function supports Polyhedral surfaces.
- ✓ This function supports 3d and will not drop the z-index.
- ✓ This method supports Circular Strings and Curves.

更新

```
--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))
```

更新

**ST\_AsEWKT**, **ST\_Force2D**, **ST\_Force3DM**, **ST\_Force3D**

### 7.5.10 ST\_Force3DM

**ST\_Force3DM** — 将 XYM 几何体强制转换为 3D。

## Synopsis

geometry **ST\_Force3DM**(geometry geomA, float Mvalue = 0.0);

函数

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

版本: 2.1.0 新增, 2.0.x 通过 `ST_Force_3DM` 实现。

Changed: 3.1.0. Added support for supplying a non-zero M value.

 This method supports Circular Strings and Curves.

函数

```
--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))
```

函数

`ST_AsEWKT`, `ST_Force2D`, `ST_Force3DM`, `ST_Force3D`, `ST_GeomFromEWKT`

### 7.5.11 ST\_Force4D

`ST_Force4D` — 将几何体强制为 XYZM 模式。

#### Synopsis

geometry **ST\_Force4D**(geometry geomA, float Zvalue = 0.0, float Mvalue = 0.0);

函数

Forces the geometries into XYZM mode. *Zvalue* and *Mvalue* is tacked on for missing Z and M dimensions, respectively.

版本: 2.1.0 新增, 2.0.x 通过 `ST_Force_4D` 实现。

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.



例

```
--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))
```

例

**ST\_AsEWKT**, **ST\_Force2D**, **ST\_Force3DM**, **ST\_Force3D**

## 7.5.12 ST\_ForceCollection

**ST\_ForceCollection** — 强制几何体为集合。

### Synopsis

geometry **ST\_ForceCollection**(geometry geomA);

例

强制几何体为集合。 返回 WKB 几何体。

版本: 2.0.0 引入 (polyhedral surface) 支持。

1.2.2 引入。 1.3.4 引入 (curve) 支持。 1.3.4 引入。

版本: 2.1.0 引入, 在 2.0.x 版本中 **ST\_Force\_Collection** 支持。



This function supports Polyhedral surfaces.



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



This method supports Circular Strings and Curves.

例



- ✔ 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 简体中文.

- ✔ 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 );

返回

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 新增。

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

参见

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

## 7.5.16 ST\_ForceSFS

ST\_ForceSFS — 强制 SFS 1.1 几何体。

## Synopsis

geometry **ST\_ForceSFS**(geometry geomA);  
 geometry **ST\_ForceSFS**(geometry geomA, text version);

返回

- ✔ 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 — 强制 (orientation) 几何体 (Right-Hand Rule) 右手定则。

## 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

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



```

--3D example
SELECT ST_AsText(ST_LineToCurve(geom)) As curved, ST_AsText(geom) AS not_curved
FROM (SELECT ST_Translate(ST_Force3D(ST_Boundary(ST_Buffer(ST_Point(1,3), 2,2))),0,0,3) AS
      geom) AS foo;

```

| curved                                                                                       | not_curved                                                                                                                                                                                                                                                                                                     |
|----------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre> CIRCULARSTRING Z (3 3 3,-1 2.999999999999999 3,3 3 3) 1.58578643762691 3,1 1 3, </pre> | <pre> 1.58527096604839 0.0576441587903094,1 0, 0.414729033951621 0.0576441587903077,-0.1480502 0.228361402466137, -0.666710699058802 0.505591163092361,-1.12132034 0.878679656440353, -1.49440883690763 1.33328930094119,-1.771638597 1.85194970290472 --ETC-- ,3.94235584120969 3.58527096604839,4 3)) </pre> |

(1 row)



## ST\_CurveToLine

### 7.5.20 ST Multi

ST Multi — □□□□□□□□□□□□□□.

## Synopsis

```
geometry ST_Multi(geometry geom);
```



Returns the geometry as a MULTI\* geometry collection. If the geometry is already a collection, it is returned unchanged.

例

```
SELECT ST_AsText(ST_Multi('POLYGON ((10 30, 30 30, 30 10, 10 10, 10 30))'));
      st_astext
-----
MULTIPOLYGON(((10 30,30 30,30 10,10 10,10 30)))
```

例

**ST\_AsText**

### 7.5.21 ST\_Normalize

ST\_Normalize — 规范化几何对象。

#### Synopsis

geometry **ST\_Normalize**(geometry geom);

例

规范化几何对象。规范化几何对象，规范化几何对象。  
规范化几何对象，规范化几何对象 (规范化几何对象)。  
2.3.0 规范化几何对象。

例

```
SELECT ST_AsText(ST_Normalize(ST_GeomFromText(
  'GEOMETRYCOLLECTION(
    POINT(2 3),
    MULTILINESTRING((0 0, 1 1),(2 2, 3 3)),
    POLYGON(
      (0 10,0 0,10 0,10 10,0 10),
      (4 2,2 2,2 4,4 4,4 2),
      (6 8,8 8,8 6,6 6,6 8)
    )
  )'
)));
                                     st_astext
-----
GEOMETRYCOLLECTION(POLYGON((0 0,0 10,10 10,10 0,0 0),(6 6,8 6,8 8,6 8,6 6),(2 2,4 2,4 4,2 4,2 2)),MULTILINESTRING((2 2,3 3),(0 0,1 1)),POINT(2 3))
(1 row)
```

例

**ST\_Equals**,



## 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);
```

### 描述

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 添加支持负距离和未归一化的方位角。

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)
```

### 参见

[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 );

国国

**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.

国国

```
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      | 0101000000000000083cdd5e400000000083cdd5e40   | POINT(123.456789016724 123.456789016724) ↵ |
| 4      | 0101000000000000003cdd5e400000000003cdd5e40   | POINT(123.456787109375 123.456787109375) ↵ |
| 3      | 010100000000000000003cdd5e400000000003cdd5e40 | POINT(123.456787109375 123.456787109375) ↵ |
| 2      | 0101000000000000000038dd5e4000000000038dd5e40 | POINT(123.45654296875 123.45654296875) ↵   |
| 1      | 01010000000000000000dd5e40000000000dd5e40     | POINT(123.453125 123.453125) ↵             |
| 0      | 01010000000000000000dc5e40000000000dc5e40     | POINT(123.4375 123.4375) ↵                 |
| -1     | 01010000000000000000c05e400000000000c05e40    | POINT(123 123) ↵                           |
| -2     | 0101000000000000000005e400000000000005e40     | POINT(120 120) ↵                           |
| -3     | 01010000000000000000058400000000000005840     | POINT(96 96) ↵                             |
| -4     | 01010000000000000000058400000000000005840     | POINT(96 96) ↵                             |
| -5     | 01010000000000000000058400000000000005840     | POINT(96 96) ↵                             |
| -6     | 01010000000000000000058400000000000005840     | POINT(96 96) ↵                             |
| -7     | 01010000000000000000058400000000000005840     | POINT(96 96) ↵                             |
| -8     | 01010000000000000000058400000000000005840     | POINT(96 96) ↵                             |
| -9     | 01010000000000000000058400000000000005840     | POINT(96 96) ↵                             |
| -10    | 01010000000000000000058400000000000005840     | POINT(96 96) ↵                             |
| -11    | 01010000000000000000058400000000000005840     | POINT(96 96) ↵                             |
| -12    | 01010000000000000000058400000000000005840     | POINT(96 96) ↵                             |
| -13    | 01010000000000000000058400000000000005840     | POINT(96 96) ↵                             |
| -14    | 01010000000000000000058400000000000005840     | POINT(96 96) ↵                             |
| -15    | 01010000000000000000058400000000000005840     | 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);

几何

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 函数参考.



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

几何

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);
```

几何

[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 = 0.0);

几何

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 a non-zero *tolerance* parameter is provided, vertices within the tolerance distance of one another are considered to be duplicates. The distance is computed in 2D (XY plane).

Enhanced: 3.2.0

### 2.2.0 新增函数。

- ✓ 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).

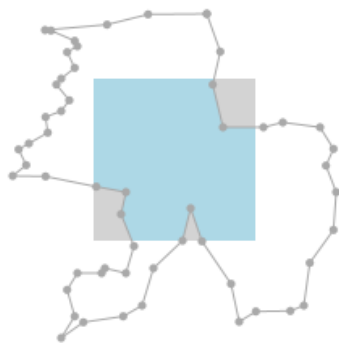
If `cartesian_hint` is set to `true`, the algorithm applies additional optimizations involving cartesian math to further reduce the resulting point number. Please note that using this option might introduce rendering artifacts if the resulting coordinates are projected into another (non-cartesian) coordinate system before rendering.



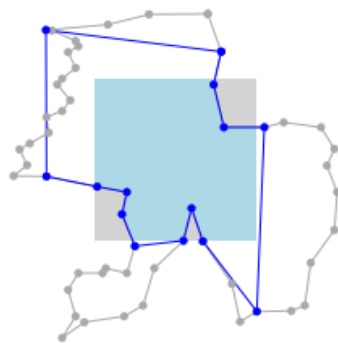
### Warning

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`.

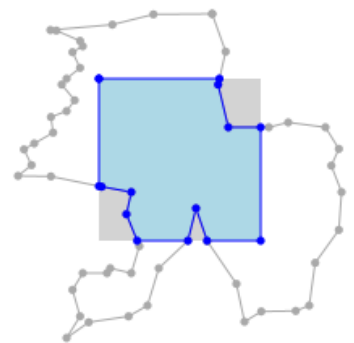
original  
55 points



`ST_RemoveIrrelevantPointsForView(geom, bbox)`  
15 points

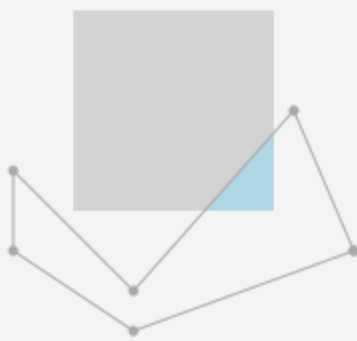


`ST_ClipByBox2D(geom, bbox)`  
15 points

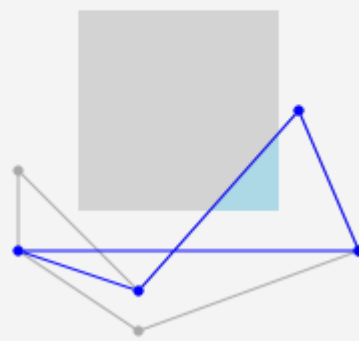


Example: `ST_RemoveIrrelevantPointsForView()` applied to a polygon. Blue points remain, the rendering result (light-blue area) within the grey view box remains as well.

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);

国国

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.
-



**original**  
20 points, 4 parts



**ST\_RemoveSmallParts(geom, 30,30)**  
15 points, 3 parts



**ST\_RemoveSmallParts(geom, 50,50)**  
10 points, 2 parts



*Example: ST\_RemoveSmallParts() applied to a multi-polygon. Blue parts remain.*

Availability: 3.5.0

☒☒

```
SELECT ST_AsText(
    ST_RemoveSmallParts(
        ST_GeomFromText('MULTIPOLYGON(
            ((60 160, 120 160, 120 220, 60 220, 60 160), (70 170, 70 210, 110 210, 110 170, 70 170)),
            ((85 75, 155 75, 155 145, 85 145, 85 75)),
            ((50 110, 70 110, 70 130, 50 130, 50 110)))'),
            50, 50));

st_astext
-----
MULTIPOLYGON(((60 160,120 160,120 220,60 220,60 160)),((85 75,155 75,155 145,85 145,85 75)))
```

```
SELECT ST_AsText(
    ST_RemoveSmallParts(
        ST_GeomFromText('LINESTRING(10 10, 20 20)'),
        50, 50));

st_astext
-----
LINESTRING EMPTY
```

## 7.5.28 ST\_Reverse

ST\_Reverse — 返回几何图形的反向。

### Synopsis

geometry **ST\_Reverse**(geometry g1);

新特性

ST\_MakeLine, ST\_MakeLine3D.

Enhanced: 2.4.0 support for curves was introduced.



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



This function supports Polyhedral surfaces.

新特性

```
SELECT ST_AsText(geom) as line, ST_AsText(ST_Reverse(geom)) As reverseline
FROM
(SELECT ST_MakeLine(ST_Point(1,2),
                    ST_Point(1,10)) As geom) as foo;
--result
      line      |      reverseline
-----+-----
LINESTRING(1 2,1 10) | LINESTRING(1 10,1 2)
```

## 7.5.29 ST\_Segmentize

**ST\_Segmentize** — Returns a modified geometry/geography having no segment longer than a given distance.

### Synopsis

```
geometry ST_Segmentize(geometry geom, float max_segment_length);
geography ST_Segmentize(geography geog, float max_segment_length);
```

新特性

Returns a modified geometry/geography having no segment longer than `max_segment_length`. Length is computed in 2D. Segments are always split into equal-length subsegments.

- For geometry, the maximum length is in the units of the spatial reference system.
- For geography, the maximum length is in meters. Distances are computed on the sphere. Added vertices are created along the spherical great-circle arcs defined by segment endpoints.



### Note

This only shortens long segments. It does not lengthen segments shorter than the maximum length.



### Warning

For inputs containing long segments, specifying a relatively short `max_segment_length` can cause a very large number of vertices to be added. This can happen unintentionally if the argument is specified accidentally as a number of segments, rather than a maximum length.

### 1.2.2 新新新新新新新新新新新.

Enhanced: 3.0.0 Segmentize geometry now produces equal-length subsegments

Enhanced: 2.3.0 Segmentize geography now produces equal-length subsegments

新新新: 2.1.0 新新新新新新新新新新新新新新新新新新新新新新新.

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)` )

新新

Segmentizing a line. Long segments are split evenly, and short segments are not split.

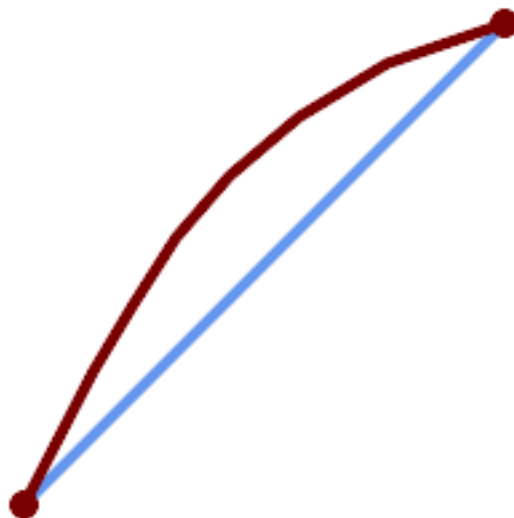
```
SELECT ST_AsText(ST_Segmentize(
  'MULTILINESTRING((0 0, 0 1, 0 9),(1 10, 1 18))'::geometry,
    5 ) );
-----
MULTILINESTRING((0 0,0 1,0 5,0 9),(1 10,1 14,1 18))
```

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*

☐☐

[ST\\_LineSubstring](#)

### 7.5.30 ST\_SetPoint

ST\_SetPoint — 将点插入到线串中。

#### Synopsis

geometry **ST\_SetPoint**(geometry linestring, integer zerobasedposition, geometry point);

☐☐

将点插入到线串中。N 是插入点的位置。N 从 0 开始。如果 N 是负数，则从线串的末尾开始。如果 N 是 0，则插入到线串的第一个点之前。如果 N 是 1，则插入到线串的最后一个点之后。

1.1.0 版本引入。

更新到 2.3.0 版本。



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

☐☐

```
--Change first point in line string from -1 3 to -1 1
SELECT ST_AsText(ST_SetPoint('LINESTRING(-1 2,-1 3)', 0, 'POINT(-1 1)'));
      st_astext
-----
LINESTRING(-1 1,-1 3)

---Change last point in a line string (lets play with 3d linestring this time)
SELECT ST_AsEWKT(ST_SetPoint(foo.geom, ST_NumPoints(foo.geom) - 1, ST_GeomFromEWKT('POINT (-1 1 3)'))
FROM (SELECT ST_GeomFromEWKT('LINESTRING(-1 2 3,-1 3 4, 5 6 7)') As geom) As foo;
      st_asewkt
-----
LINESTRING(-1 2 3,-1 3 4,-1 1 3)

SELECT ST_AsText(ST_SetPoint(g, -3, p))
FROM ST_GeomFromText('LINESTRING(0 0, 1 1, 2 2, 3 3, 4 4)') AS g
      , ST_PointN(g,1) as p;
      st_astext
-----
LINESTRING(0 0,1 1,0 0,3 3,4 4)
```

☐☐

[ST\\_AddPoint](#), [ST\\_NPoints](#), [ST\\_NumPoints](#), [ST\\_PointN](#), [ST\\_RemovePoint](#)

### 7.5.31 ST\_ShiftLongitude

ST\_ShiftLongitude — Shifts the longitude coordinates of a geometry between -180..180 and 0..360.

#### Synopsis

geometry **ST\_ShiftLongitude**(geometry geom);

返回

Reads every point/vertex in a geometry, and shifts its longitude coordinate from -180..0 to 180..360 and vice versa if between these ranges. This function is symmetrical so the result is a 0..360 representation of a -180..180 data and a -180..180 representation of a 0..360 data.



#### Note

This is only useful for data with coordinates in longitude/latitude; e.g. SRID 4326 (WGS 84 geographic)



#### Warning

1.3.4 版本中，该函数在 PostgreSQL 11.0 之前版本中不可用。1.3.4 版本中，该函数在 PostgreSQL 11.0 之前版本中不可用。



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

版本: 2.0.0 版本 (polyhedral surface) 和 TIN 版本。

版本: 2.2.0 版本, 使用 "ST\_Shift\_Longitude" 函数。



This function supports Polyhedral surfaces.



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

返回

```
--single point forward transformation
SELECT ST_AsText(ST_ShiftLongitude('SRID=4326;POINT(270 0)::geometry'))
```

```
st_astext
-----
POINT(-90 0)
```

```
--single point reverse transformation
SELECT ST_AsText(ST_ShiftLongitude('SRID=4326;POINT(-90 0)::geometry'))
```

```
st_astext
-----
POINT(270 0)
```

```
--for linestrings the functions affects only to the sufficient coordinates
```

```
SELECT ST_AsText(ST_ShiftLongitude('SRID=4326;LINESTRING(174 12, 182 13)::geometry'))
st_astext
-----
LINESTRING(174 12,-178 13)
```

☐☐

**ST\_WrapX**

### 7.5.32 ST\_WrapX

ST\_WrapX — X 坐标轴上的坐标值进行包裹。

#### Synopsis

geometry **ST\_WrapX**(geometry geom, float8 wrap, float8 move);

☐☐

This function splits the input geometries and then moves every resulting component falling on the right (for negative 'move') or on the left (for positive 'move') of given 'wrap' line in the direction specified by the 'move' parameter, finally re-unioning the pieces together.



#### Note

ST\_WrapX 函数在 GEOS 3.10.0 之前版本中不可用。

Availability: 2.3.0 requires GEOS



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

☐☐

```
-- Move all components of the given geometries whose bounding box
-- falls completely on the left of x=0 to +360
select ST_WrapX(geom, 0, 360);

-- Move all components of the given geometries whose bounding box
-- falls completely on the left of x=-30 to +360
select ST_WrapX(geom, -30, 360);
```

☐☐

**ST\_ShiftLongitude**

### 7.5.33 ST\_SnapToGrid

ST\_SnapToGrid — 将几何体 (geom) 对齐到指定的精度网格 (snap)。

#### 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);
```

注意

选项 1, 2, 3: 将几何体对齐到指定的精度网格 (cell) 大小 (snap) 的网格。如果几何体位于网格边界上，则将其移动到最近的网格边界。如果几何体位于网格边界之外，则将其移动到最近的网格边界。如果几何体位于网格边界之内，则将其移动到最近的网格边界。如果几何体位于网格边界之外，则将其移动到最近的网格边界。如果几何体位于网格边界之内，则将其移动到最近的网格边界。

选项 4: 1.1.0 版本引入。将几何体对齐到指定的精度网格 (cell) 大小 (snap) 的网格。如果几何体位于网格边界上，则将其移动到最近的网格边界。如果几何体位于网格边界之外，则将其移动到最近的网格边界。如果几何体位于网格边界之内，则将其移动到最近的网格边界。如果几何体位于网格边界之外，则将其移动到最近的网格边界。如果几何体位于网格边界之内，则将其移动到最近的网格边界。



#### Note

如果几何体不是简单的 (ST\_IsSimple 返回 true)，则结果可能不正确。



#### Note

1.1.0 版本引入。将几何体对齐到指定的精度网格 (cell) 大小 (snap) 的网格。如果几何体位于网格边界上，则将其移动到最近的网格边界。如果几何体位于网格边界之外，则将其移动到最近的网格边界。如果几何体位于网格边界之内，则将其移动到最近的网格边界。如果几何体位于网格边界之外，则将其移动到最近的网格边界。如果几何体位于网格边界之内，则将其移动到最近的网格边界。

1.0.0RC1 版本引入。

1.1.0 版本引入 Z 和 M 坐标。



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

注意

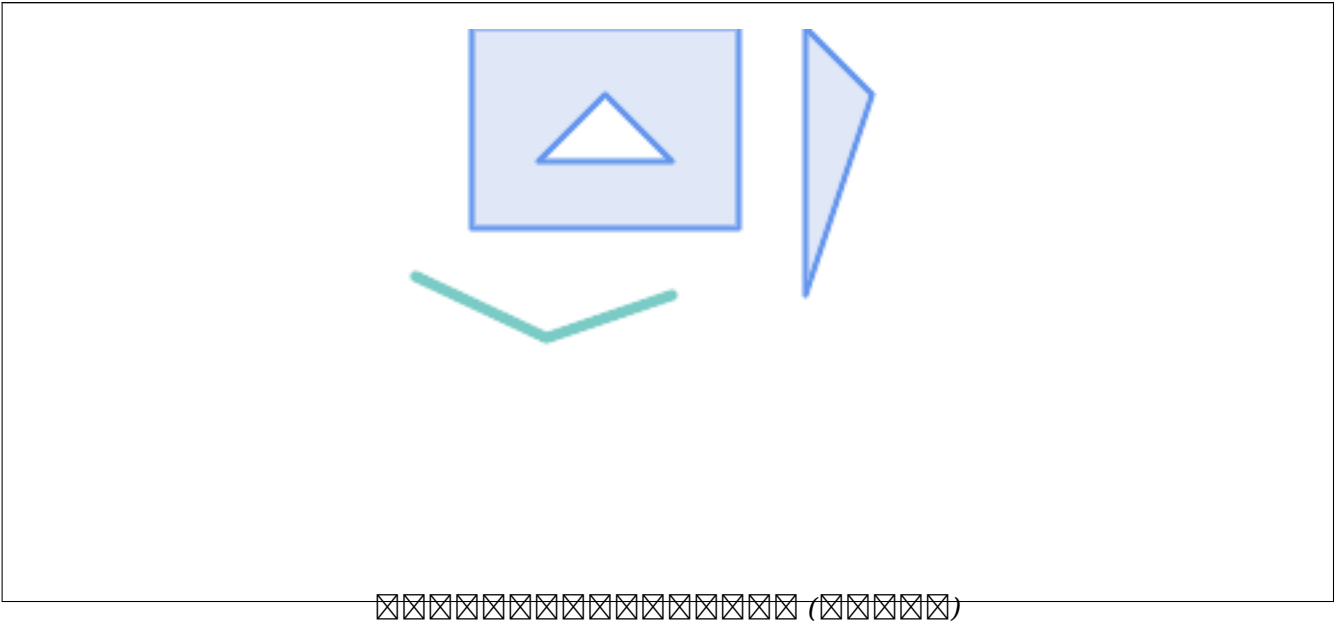
```
--Snap your geometries to a precision grid of 10^-3
UPDATE mytable
  SET geom = ST_SnapToGrid(geom, 0.001);

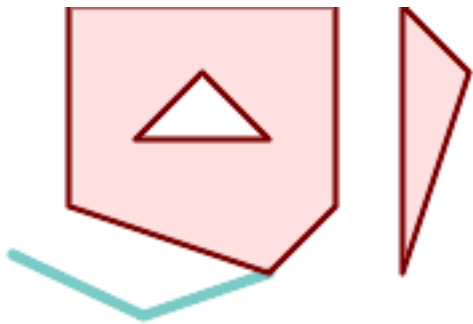
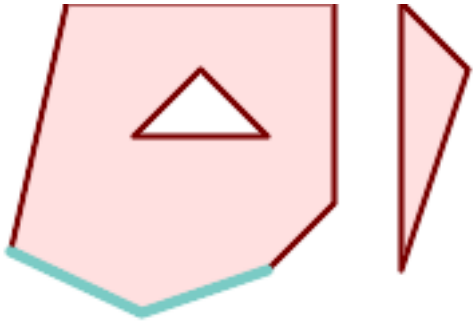
SELECT ST_AsText(ST_SnapToGrid(
  ST_GeomFromText('LINESTRING(1.1115678 2.123, 4.111111 3.2374897, 4.11112 3.23748667)'),
  0.001)
);
--
LINESTRING(1.112 2.123,4.111 3.237)
--Snap a 4d geometry
SELECT ST_AsEWKT(ST_SnapToGrid(
```

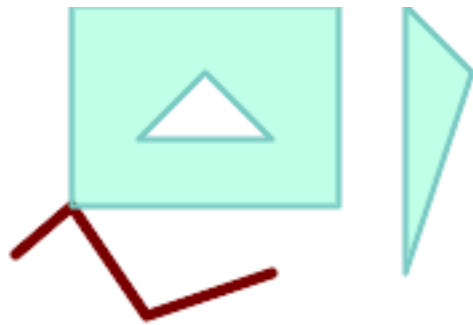




图 1



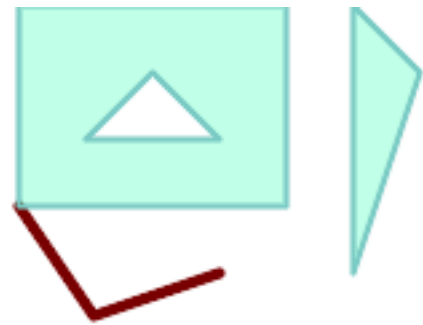
|                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                 |
| <p>距离 1.01 米。 snapped 距离 1.01 米。</p> <pre>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;</pre> <p>polysnapped</p> | <p>距离 1.25 米。 snapped 距离 1.25 米。</p> <pre>SELECT ST_AsText(   ST_Snap(poly,line, ST_Distance(poly,   line)*1.25) ) AS polysnapped FROM (SELECT   ST_GeomFromText('MULTIPOLYGON(     (( 26 125, 26 200, 126 200, 126 125,     26 125 ),     ( 51 150, 101 150, 76 175, 51 150 )   ),   (( 151 100, 151 200, 176 175, 151   100 )))') As poly,   ST_GeomFromText('LINESTRING (5   107, 54 84, 101 100)') As line ) As foo;</pre> <p>polysnapped</p> |
| <pre>MULTIPOLYGON(((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)))</pre>                                                                                                                                                                                                                                                                                             | <pre>MULTIPOLYGON(((5 107,26 200,126 200,126 125,101 100,54 84,5 107), (51 150,101 150,76 175,51 150)),((151 100,151 200,176 175,151 100)))</pre>                                                                                                                                                                                                                                                                                                 |



距离 1.01 将红色线段的端点移动到最近的青色多边形边界上。  
 图中显示了原始位置（左侧）和 snapped 后的位置（右侧）。

```
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 将红色线段的端点移动到最近的青色多边形边界上。  
 图中显示了原始位置（左侧）和 snapped 后的位置（右侧）。

```
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 — 交换几何体中的纵坐标。

#### Synopsis

geometry **ST\_SwapOrdinates**(geometry geom, cstring ords);

函数

函数返回一个文本字符串。

ords 返回一个文本字符串，其长度为 2 乘以 M 值。返回的字符串 x, y, z, M m 格式。  
2.2.0 版本支持。

- ✓ 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).

函数

```
-- Scale M value by 2
SELECT ST_AsText(
  ST_SwapOrdinates(
    ST_Scale(
      ST_SwapOrdinates(g, 'xm'),
      2, 1
    ),
    'xm'
  ) FROM ( SELECT 'POINT ZM (0 0 0 2)::geometry g ) foo;
  st_astext
-----
POINT ZM (0 0 0 4)
```

函数

**ST\_FlipCoordinates**

## 7.6 Geometry Validation

### 7.6.1 ST\_IsValid

ST\_IsValid — Tests if a geometry is well-formed in 2D.

#### Synopsis

```
boolean ST_IsValid(geometry g);
boolean ST_IsValid(geometry g, integer flags);
```

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**

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**

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);

## ST\_IsValidDetail

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 函数参考.

2.0.0 函数参考.

## 示例

```
--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.

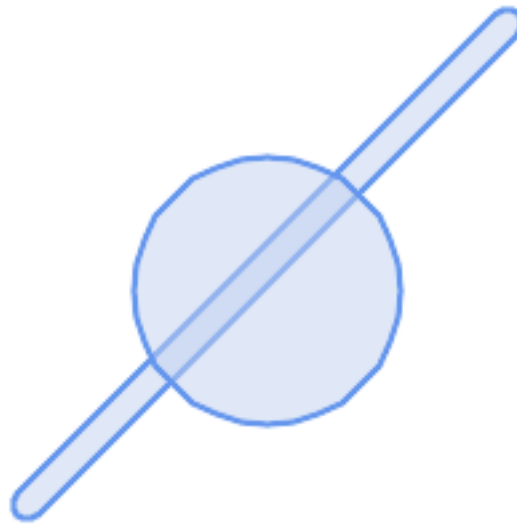
Enhanced: 3.2.0, added algorithm options, 'linework' and 'structure' which requires GEOS  $\geq$  3.10.0.



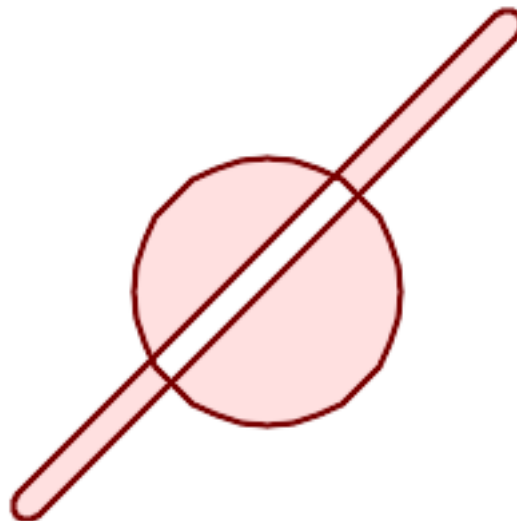
This function supports 3d and will not drop the z-index.



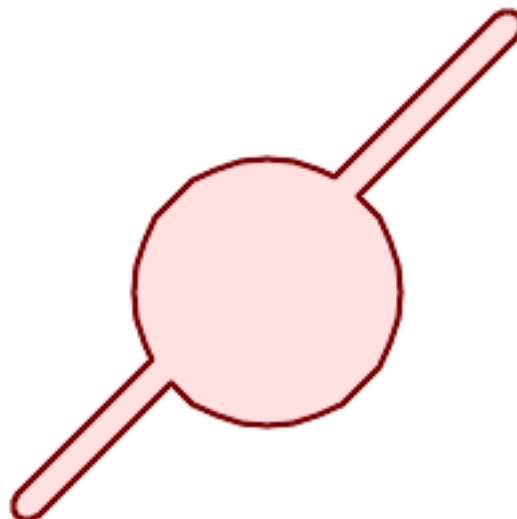
---



*before\_geom: MULTIPOLYGON of 2 overlapping polygons*



*after\_geom: MULTIPOLYGON of 4 non-overlapping polygons*

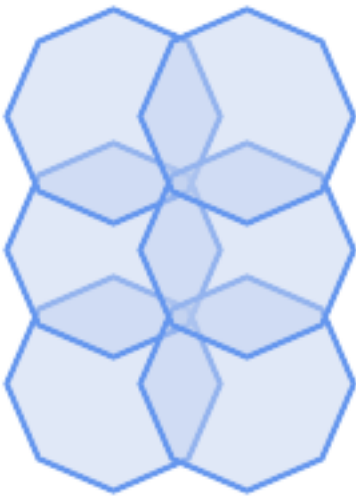


*after\_geom\_structure: MULTIPOLYGON of 1 non-overlapping polygon*

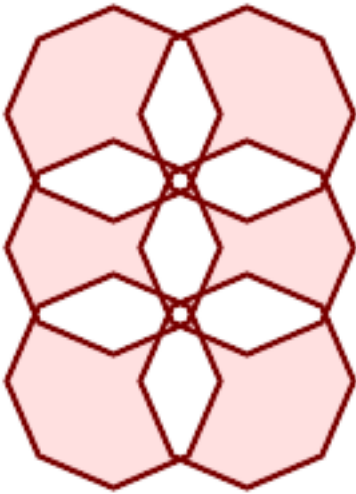
```
SELECT f.geom AS before_geom, ST_MakeValid(f.geom) AS after_geom, ST_MakeValid(f.geom, ←
    'method=structure') AS after_geom_structure
FROM (SELECT 'MULTIPOLYGON(((186 194,187 194,188 195,189 195,190 195,
191 195,192 195,193 194,194 194,194 193,195 192,195 191,
```

---

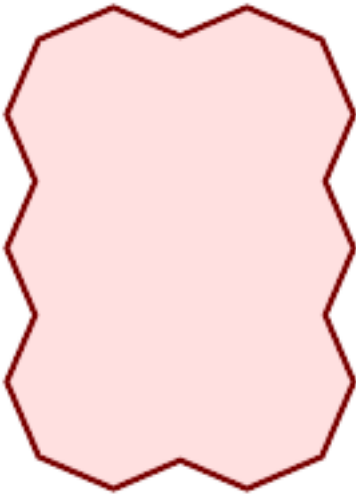
---



*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 50)))
```

---

 例

```
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
```

例

[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);

例

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;

-----
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;

-----
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.

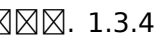


#### Note

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  (curve) . 1.3.4 .

: 2.0.0  (polyhedral surface) .

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.

国国

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.

国国

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 48.999999999999999)
(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`, `srttext`, `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
srttext   | 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  | 0101000020E6100000E17A14AE476161C000000000000204840
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`, `srttext`, `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`, `srtext`, `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;
```





This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2

GEOS 3.10.0

1.1.0 简体中文版.

ST

[ST\\_BuildArea](#), [ST\\_BdMPolyFromText](#)

### 7.8.1.2 ST\_BdMPolyFromText

ST\_BdMPolyFromText — 将 WKT 多边形文本转换为多边形几何体。

#### Synopsis

geometry **ST\_BdMPolyFromText**(text WKT, integer srid);

ST

将 WKT 多边形文本转换为多边形几何体。



#### Note

WKT 多边形文本必须是一个有效的 WKT 多边形。如果 WKT 多边形文本不是一个有效的 WKT 多边形，则 [ST\\_BdPolyFromText](#) 将返回 NULL。在 PostGIS 3.6.0 之前，[ST\\_BuildArea\(\)](#) 返回 NULL。



This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2

GEOS 3.10.0

1.1.0 简体中文版.

ST

[ST\\_BuildArea](#), [ST\\_BdPolyFromText](#)

### 7.8.1.3 ST\_GeogFromText

ST\_GeogFromText — WKT (EWKT) 地理多边形文本转换为地理多边形几何体。

#### Synopsis

geography **ST\_GeogFromText**(text EWKT);



例

WKT 格式 WKT 格式。 SRID 4326 格式。 ST\_GeographyFromText 格式。

例

```

--- converting lon lat coords to geography
ALTER TABLE sometable ADD COLUMN geog geography(POINT,4326);
UPDATE sometable SET geog = ST_GeogFromText('SRID=4326;POINT(' || lon || ' ' || lat || ')') ←
;

--- specify a geography point using EPSG:4267, NAD27
SELECT ST_AsEWKT(ST_GeogFromText('SRID=4267;POINT(-77.0092 38.889588)'));
```

例

**ST\_AsText, ST\_GeographyFromText**

#### 7.8.1.4 ST\_GeographyFromText

ST\_GeographyFromText — WKT (例) 格式。

##### Synopsis

geography **ST\_GeographyFromText**(text EWKT);

例

WKT 格式。 SRID 4326 格式。

例

**ST\_GeogFromText, ST\_AsText**

#### 7.8.1.5 ST\_GeomCollFromText

ST\_GeomCollFromText — Makes a collection Geometry from collection WKT with the given SRID. If SRID is not given, it defaults to 0.

##### Synopsis

geometry **ST\_GeomCollFromText**(text WKT, integer srid);  
 geometry **ST\_GeomCollFromText**(text WKT);

几何集合

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 - 符合 SRID 符合 (conformance suite) 符合.

WKT 符合 (GEOMETRYCOLLECTION) 符合 null 符合.



#### Note

符合 WKT 符合, 符合. 符合 ST\_GeomFromText 符合.



This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s3.2.6.2](#)



This method implements the SQL/MM specification.

几何集合

```
SELECT ST_GeomCollFromText('GEOMETRYCOLLECTION(POINT(1 2),LINESTRING(1 2, 3 4))');
```

几何集合

[ST\\_GeomFromText](#), [ST\\_SRID](#)

### 7.8.1.6 ST\_GeomFromEWKT

ST\_GeomFromEWKT — EWKT(Extended Well-Known Text) 符合 ST\_Geometry 符合.

#### Synopsis

geometry **ST\_GeomFromEWKT**(text EWKT);

几何集合

OGC EWKT(Extended Well-Known Text) 符合 PostgreSQL ST\_Geometry 符合.



#### Note

EWKT 符合 OGC 符合, SRID(符合) 符合 PostgreSQL 符合.

符合: 2.0.0 符合 (polyhedral surface) 符合 TIN 符合.



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 );

国国

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.

国国

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 hddmmss

```

      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)

```

国国

## ST\_AsMARC21

### 7.8.1.8 ST\_GeometryFromText

ST\_GeometryFromText — WKT(Well-Known Text) 国国国国国国 ST\_Geometry 国国国国国国. 国国国国 ST\_GeomFromText 国国国国国国国国.

#### Synopsis

```

geometry ST_GeometryFromText(text WKT);
geometry ST_GeometryFromText(text WKT, integer srid);

```

国国



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

国国

## 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。如果 SRID 为 0 (SRID=0) 则返回空值。如果 SRID 不为 0 则返回 SRID 值。如果 SRID 不为 0 则返回 SRID 值。

- ✓ This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). 3.2.6.2 - SRID 值 (conformance suite) 值。
- ✓ 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)') 返回空值。PostGIS 2.0.0 版本中, SQL/MM 规范中 GEOMETRYCOLLECTION(EMPTY) 返回空值。ST\_GeomFromText('GEOMETRYCOLLECTION EMPTY') 返回空值。

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,
```

```
-71.1776063012595 42.3903825660754,-71.1775826583081 42.3903033653531,-71.1776585052917 42.3902909739571))');  
  
SELECT ST_GeomFromText('MULTIPOLYGON((( -71.1031880899493 42.3152774590236,  
-71.1031627617667 42.3152960829043,-71.102923838298 42.3149156848307,  
-71.1023097974109 42.3151969047397,-71.1019285062273 42.3147384934248,  
-71.102505233663 42.3144722937587,-71.10277487471 42.3141658254797,  
-71.103113945163 42.3142739188902,-71.10324876416 42.31402489987,  
-71.1033002961013 42.3140393340215,-71.1033488797549 42.3139495090772,  
-71.103396240451 42.3138632439557,-71.1041521907712 42.3141153348029,  
-71.1041411411543 42.3141545014533,-71.1041287795912 42.3142114839058,  
-71.1041188134329 42.3142693656241,-71.1041112482575 42.3143272556118,  
-71.1041072845732 42.3143851580048,-71.1041057218871 42.3144430686681,  
-71.1041065602059 42.3145009876017,-71.1041097995362 42.3145589148055,  
-71.1041166403905 42.3146168544148,-71.1041258822717 42.3146748022936,  
-71.1041375307579 42.3147318674446,-71.1041492906949 42.3147711126569,  
-71.1041598612795 42.314808571739,-71.1042515013869 42.3151287620809,  
-71.1041173835118 42.3150739481917,-71.1040809891419 42.3151344119048,  
-71.1040438678912 42.3151191367447,-71.1040194562988 42.3151832057859,  
-71.1038734225584 42.3151140942995,-71.1038446938243 42.3151006300338,  
-71.1038315271889 42.315094347535,-71.1037393329282 42.315054824985,  
-71.1035447555574 42.3152608696313,-71.1033436658644 42.3151648370544,  
-71.1032580383161 42.3152269126061,-71.103223066939 42.3152517403219,  
-71.1031880899493 42.3152774590236))),  
((-71.1043632495873 42.315113108546,-71.1043583974082 42.3151211109857,  
-71.1043443253471 42.3150676015829,-71.1043850704575 42.3150793250568,-71.1043632495873 42.315113108546))))',4326);  
  
SELECT ST_GeomFromText('CIRCULARSTRING(220268 150415,220227 150505,220227 150406)');
```



ST\_GeomFromEWKT, ST\_GeomFromWKB, ST\_SRID

#### 7.8.1.10 ST\_LineFromText

ST\_LineFromText — `SRID` `WKT` `SRID` `0`.

## Synopsis

```
geometry ST_LineFromText(text WKT);
geometry ST_LineFromText(text WKT, integer srid);
```



Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0. If WKT passed in is not a LINESTRING, then null is returned.



### Note

OGC 3.2.6.2 - SRID (conformance suite).



**Note**

ST\_GeomFromText 函数接受 WKT 字符串并返回几何对象。ST\_GeomFromText 函数是 ST\_GeomFromText 函数的别名。



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

例

```
SELECT ST_LineFromText('LINESTRING(1 2, 3 4)') AS aline, ST_LineFromText('POINT(1 2)') AS
null_return;
aline | null_return
-----|-----
01020000000200000000000000000000F ... | t
```

例

**ST\_GeomFromText**

### 7.8.1.11 ST\_MLineFromText

ST\_MLineFromText — WKT 字符串转换为 ST\_MultiLineString 几何对象。

#### Synopsis

```
geometry ST_MLineFromText(text WKT, integer srid);
geometry ST_MLineFromText(text WKT);
```

例

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 值 (conformance suite) 值。

WKT 字符串 null 值。

**Note**

WKT 字符串必须有效，否则将返回空值。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: 9.4.4

例

```
SELECT ST_MLineFromText('MULTILINESTRING((1 2, 3 4), (4 5, 6 7))');
```

例

**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);
```

例

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, 4326. 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

例

```
SELECT ST_MPointFromText('MULTIPOINT((1 2),(3 4))');
SELECT ST_MPointFromText('MULTIPOINT((-70.9590 42.1180),(-70.9611 42.1223))', 4326);
```

例

**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);
```

几何

Makes a MultiPolygon from WKT with the given SRID. If SRID is not given, it defaults to 0.

OGC 3.2.6.2 - 简单特征模型 (conformance suite) 兼容。

WKT 多边形。



### Note

WKT 多边形，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: 9.6.4

几何

```
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);
```

几何

**ST\_GeomFromText, ST\_SRID**

### 7.8.1.14 ST\_PointFromText

`ST_PointFromText` — 使用 SRID 和 WKT 几何构造点。SRID 为 0 时，默认为 0。

## Synopsis

```
geometry ST_PointFromText(text WKT);
geometry ST_PointFromText(text WKT, integer srid);
```

函数

Constructs a PostGIS `ST_Geometry` point object from the OGC Well-Known text representation. If SRID is not given, it defaults to unknown (currently 0). If geometry is not a WKT point representation, returns null. If completely invalid WKT, then throws an error.



#### Note

`ST_PointFromText` 接受 2 个参数, 第一个 SRID 指定要使用的 SRID。如果 SRID 未指定, 则使用默认值 0。第二个参数是 WKT 点表示法。如果 WKT 不是有效的点表示法, 则返回 null。如果 WKT 完全无效, 则抛出错误。



#### Note

WKT 点表示法与 OGC 简单要素实现规范 (OGC Simple Features Implementation Specification) 兼容。如果 WKT 不是有效的点表示法, 则返回 null。如果 WKT 完全无效, 则抛出错误。此函数与 `ST_MakePoint` 和 `ST_Point` 函数兼容。



This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). 3.2.6.2 - 指定 SRID (conformance suite) 兼容。



This method implements the SQL/MM specification. SQL-MM 3: 6.1.8

函数

```
SELECT ST_PointFromText('POINT(-71.064544 42.28787)');
SELECT ST_PointFromText('POINT(-71.064544 42.28787)', 4326);
```

函数

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

### 7.8.1.15 ST\_PolygonFromText

`ST_PolygonFromText` — Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0.

#### Synopsis

```
geometry ST_PolygonFromText(text WKT);
geometry ST_PolygonFromText(text WKT, integer srid);
```

函数

Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0. Returns null if WKT is not a polygon.

OGC 3.2.6.2 - 指定 SRID (conformance suite) 兼容。

**Note**

WKT 字符串格式, 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

例

```
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
```

例

**ST\_GeomFromText**

### 7.8.1.16 ST\_WKTToSQL

`ST_WKTToSQL` — WKT(Well-Known Text) 字符串格式 ST\_Geometry 函数。使用 `ST_GeomFromText` 函数。

#### Synopsis

geometry **ST\_WKTToSQL**(text WKT);

例



This method implements the SQL/MM specification. SQL-MM 3: 5.1.34

例

**ST\_GeomFromText**

## 7.8.2 Well-Known Binary (WKB)

### 7.8.2.1 ST\_GeogFromWKB

ST\_GeogFromWKB — WKB 转 EWKB(转 WKB) 转地理几何。

#### Synopsis

geography **ST\_GeogFromWKB**(bytea wkb);

注意

ST\_GeogFromWKB 转 WKB 转 PostGIS 转 WKB 转地理几何。 转 SQL 转 (Geometry Factory) 转。

SRID 转, 转 4326(WGS84 转) 转。



This method supports Circular Strings and Curves.

注意

```
--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)
```

注意

**ST\_GeogFromText**, **ST\_AsBinary**

### 7.8.2.2 ST\_GeomFromEWKB

ST\_GeomFromEWKB — EWKB(Extended Well-Known Binary) 转 ST\_Geometry 转。

#### Synopsis

geometry **ST\_GeomFromEWKB**(bytea EWKB);

函数

OGC EWKB(Extended Well-Known Binary) 函数返回 PostGIS ST\_Geometry 对象。



#### Note

EWKB 函数 OGC 函数, SRID(函数) 返回 PostGIS 函数。

函数: 2.0.0 函数 (polyhedral surface) 函数 TIN 函数。



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).

函数

NAD83 函数 (SRID 4269) 函数 LINESTRING(-71.160281 42.258729,-71.160837 42.259113,-71.161144 42.25932) 函数



#### Note

函数: 函数 (\\) 函数 (') 函数, standard\_conforming\_strings 函数 \ 函数. 函数 AsEWKB 函数。

```
SELECT ST_GeomFromEWKB(E'\\001\\002\\000\\000 \\255\\020\\000\\000\\003\\000\\000\\000\\344 ←
J=
\\013B\\312Q\\300n\\303(\\010\\036!E@' '\\277E' 'K
\\312Q\\300\\366{b\\235*!E@\\225|\\354.P\\312Q
\\300p\\231\\323e1!E@');
```



#### Note

In PostgreSQL 9.1+ - standard\_conforming\_strings is set to on by default, where as in past versions it was set to off. You can change defaults as needed for a single query or at the database or server level. Below is how you would do it with standard\_conforming\_strings = on. In this case we escape the ' with standard ansi ', but slashes are not escaped

```
set standard_conforming_strings = on;
SELECT ST_GeomFromEWKB('\\001\\002\\000\\000 \\255\\020\\000\\000\\003\\000\\000\\000\\344J=\\012\\013B
\\312Q\\300n\\303(\\010\\036!E@' '\\277E' 'K\\012\\312Q\\300\\366{b\\235*!E@\\225|\\354.P\\312Q\\012\\300 ←
p\\231\\323e1')
```

函数

**ST\_AsBinary, ST\_AsEWKB, ST\_GeomFromWKB**

### 7.8.2.3 ST\_GeomFromWKB

ST\_GeomFromWKB — WKB(Well-Known Binary) 转 SRID 的函数。

#### Synopsis

```
geometry ST_GeomFromWKB(bytea geom);
geometry ST_GeomFromWKB(bytea geom, integer srid);
```

注意

ST\_GeomFromWKB 接受 WKB 数据 SRID(可选 ID) 并返回 geometry。该函数是 SQL Geometry Factory 的一部分。该函数与 ST\_WKBToSQL 类似。

SRID 默认为 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.

注意

```
--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~\\111\\300\\323Mb\\020X\\231C@\\020X9\\264\\310~\\111\\300)\\111\\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)
```

注意

[ST\\_WKBToSQL](#), [ST\\_AsBinary](#), [ST\\_GeomFromEWKB](#)



### 7.8.2.4 ST\_LineFromWKB

ST\_LineFromWKB — 指定 SRID 的 WKB 数据转换为 LINESTRING 类型。

#### Synopsis

```
geometry ST_LineFromWKB(bytea WKB);
geometry ST_LineFromWKB(bytea WKB, integer srid);
```

注意

ST\_LineFromWKB 接受 WKB 数据，指定 SRID (可选，默认为 0)。如果 SRID 不为 0，则返回的 LINESTRING 将具有指定的 SRID。如果 SRID 为 0，则返回的 LINESTRING 将具有默认的 SRID。如果 WKB 数据无效，则返回 NULL。



#### Note

OGC 3.2.6.2 - 指定 SRID 的 WKB 数据 (conformance suite) 转换为 LINESTRING。



#### Note

如果 WKB 数据无效，则 ST\_LineFromWKB 返回 NULL。如果 WKB 数据有效，则 ST\_LineFromWKB 返回 LINESTRING 类型。如果 WKB 数据有效，则 ST\_GeomFromWKB 返回 geometry 类型。

✓ 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

注意

```
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
```

注意

ST\_GeomFromWKB, ST\_LinestringFromWKB

### 7.8.2.5 ST\_LinestringFromWKB

ST\_LinestringFromWKB — 指定 SRID 的 WKB 数据转换为 LINESTRING 类型。

## Synopsis

geometry **ST\_LinestringFromWKB**(bytea WKB);  
 geometry **ST\_LinestringFromWKB**(bytea WKB, integer srid);

返回

**ST\_LinestringFromWKB** 将 WKB 转换为 SRID(指定 ID) 的 LINESTRING。 - 返回, LINESTRING 返回。 返回 SQL 函数 (Geometry Factory) 返回。

SRID 指定, 返回 0 返回。 返回 bytea 返回 LINESTRING 返回, NULL 返回。



### Note

OGC 3.2.6.2 - 返回 SRID 返回 (conformance suite) 返回。



### Note

返回 LINESTRING 返回, 返回 **ST\_GeomFromWKB** 返回。 返回 **ST\_GeomFromWKB** 返回, LINESTRING 返回。

✓ 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

返回

```
SELECT
  ST_LineStringFromWKB(
    ST_AsBinary(ST_GeomFromText('LINESTRING(1 2, 3 4)'))
  ) AS aline,
  ST_LinestringFromWKB(
    ST_AsBinary(ST_GeomFromText('POINT(1 2)'))
  ) IS NULL AS null_return;
  aline                                | null_return
-----
01020000000200000000000000000000F ... | t
```

返回

**ST\_GeomFromWKB, ST\_LineFromWKB**

## 7.8.2.6 ST\_PointFromWKB

**ST\_PointFromWKB** — 返回 SRID 返回 WKB 返回。

## Synopsis

geometry **ST\_GeomFromWKB**(bytea geom);  
 geometry **ST\_GeomFromWKB**(bytea geom, integer srid);

描述

**ST\_PointFromWKB** 将 WKB 格式 SRID(空间参考系统 ID) 转换为 POINT 类型 - 点。 使用 SQL 几何工厂 (Geometry Factory) 解析。

SRID 默认为 0。 如果 bytea 为 NULL，则返回 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.

示例

```
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)
```

参见

[ST\\_GeomFromWKB](#), [ST\\_LineFromWKB](#)

### 7.8.2.7 ST\_WKBToSQL

**ST\_WKBToSQL** — WKB(Well-Known Binary) 格式 ST\_Geometry 转换为 SQL 格式。 使用 SRID 默认为 0。 如果 bytea 为 NULL，则返回 NULL。

## Synopsis

geometry **ST\_WKBToSQL**(bytea WKB);

⚠️

✅ This method implements the SQL/MM specification. SQL-MM 3: 5.1.36

⚠️

**ST\_GeomFromWKB**

## 7.8.3 Other Formats

### 7.8.3.1 ST\_Box2dFromGeoHash

ST\_Box2dFromGeoHash — GeoHash 字符串 BOX2D 值。

## Synopsis

box2d **ST\_Box2dFromGeoHash**(text geohash, integer precision=full\_precision\_of\_geohash);

⚠️

GeoHash 字符串 BOX2D 值。

If no precision is specified ST\_Box2dFromGeoHash returns a BOX2D based on full precision of the input GeoHash string.

precision 值, ST\_Box2dFromGeoHash 将 GeoHash 字符串转换为 BOX2D 值。返回的 BOX2D 值与输入字符串的精度有关。

2.1.0 版本引入。

⚠️

```
SELECT ST_Box2dFromGeoHash('9qqj7nmxcggy4d0dbxqz0');
```

```
          st_geomfromgeohash
```

```
-----
BOX(-115.172816 36.114646,-115.172816 36.114646)
```

```
SELECT ST_Box2dFromGeoHash('9qqj7nmxcggy4d0dbxqz0', 0);
```

```
          st_box2dfromgeohash
```

```
-----
BOX(-180 -90,180 90)
```

```
SELECT ST_Box2dFromGeoHash('9qqj7nmxcggy4d0dbxqz0', 10);
```

```
          st_box2dfromgeohash
```

```
-----
BOX(-115.17282128334 36.1146408319473,-115.172810554504 36.1146461963654)
```



### 7.8.3.3 ST\_GeomFromGML

ST\_GeomFromGML — 从 GML 几何字符串创建 PostGIS 几何。

#### Synopsis

```
geometry ST_GeomFromGML(text geomgml);
geometry ST_GeomFromGML(text geomgml, integer srid);
```

返回

OGC GML 几何字符串 PostGIS ST\_Geometry 几何。

ST\_GeomFromGML 从 GML 几何字符串 (geometry fragment) 创建几何。该 GML 字符串可以是任何 OGC GML 几何字符串。

支持的 OGC GML 几何字符串包括:

- GML 3.2.1 几何字符串
- GML 3.1.1 几何字符串 SF-2 (GML 3.1.0 到 3.0.0 几何字符串)
- GML 2.1.2

OGC GML 规范: <http://www.opengeospatial.org/standards/gml>

1.5 几何字符串。LibXML2 1.6 几何字符串。

几何字符串: 2.0.0 几何字符串 (polyhedral surface) 和 TIN 几何字符串。

几何字符串: 2.0.0 几何字符串 SRID 几何字符串。



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 几何字符串 (MultiGeometry) 支持 2D 和 3D 几何字符串。PostGIS 几何字符串, 包括 Z 几何字符串 ST\_GeomFromGML 支持 2D 几何字符串。

GML 几何字符串 SRS 几何字符串。PostGIS 几何字符串, 包括 ST\_GeomFromGML 几何字符串 SRS 几何字符串。GML 几何字符串 srsName 几何字符串, 包括几何字符串。

ST\_GeomFromGML 从 GML 几何字符串创建几何。该 GML 字符串可以是任何 OGC GML 几何字符串。该 GML 字符串 XLink 几何字符串。



#### Note

ST\_GeomFromGML 支持 SQL/MM 几何字符串。

**例 1: srsName 指定**

```
SELECT ST_GeomFromGML($$
  <gml:LineString xmlns:gml="http://www.opengis.net/gml"
    srsName="EPSG:4269">
    <gml:coordinates>
      -71.16028,42.258729 -71.160837,42.259112 -71.161143,42.25932
    </gml:coordinates>
  </gml:LineString>
$$);
```

**例 2: XLink 指定**

```
SELECT ST_GeomFromGML($$
  <gml:LineString xmlns:gml="http://www.opengis.net/gml"
    xmlns:xlink="http://www.w3.org/1999/xlink"
    srsName="urn:ogc:def:crs:EPSG::4269">
    <gml:pointProperty>
      <gml:Point gml:id="p1"
        ><gml:pos
          >42.258729 -71.16028</gml:pos
        ></gml:Point>
      </gml:pointProperty>
      <gml:pos
        >42.259112 -71.160837</gml:pos>
      <gml:pointProperty>
        <gml:Point xlink:type="simple" xlink:href="#p1"/>
      </gml:pointProperty>
    </gml:LineString>
$$);
```

**例 3: 多边形**

```
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 1 0 0 1 0 1 0 0 1 0 0 0</gml:posList
></gml:LinearRing>
  </gml:exterior>
</gml:PolygonPatch>
<gml:PolygonPatch>
  <gml:exterior>
    <gml:LinearRing
><gml:posList srsDimension="3"
>1 1 0 1 1 1 1 0 1 1 0 0 1 1 0</gml:posList
></gml:LinearRing>
  </gml:exterior>
</gml:PolygonPatch>
<gml:PolygonPatch>
  <gml:exterior>
    <gml:LinearRing
><gml:posList srsDimension="3"
>0 1 0 0 1 1 1 1 1 1 0 0 1 0</gml:posList
></gml:LinearRing>
  </gml:exterior>
</gml:PolygonPatch>
<gml:PolygonPatch>
  <gml:exterior>
    <gml:LinearRing
><gml:posList srsDimension="3"
>0 0 1 1 0 1 1 1 1 0 1 1 0 0 1</gml:posList
></gml:LinearRing>
  </gml:exterior>
</gml:PolygonPatch>
</gml:polygonPatches>
</gml:PolyhedralSurface
>')));

-- 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 格式数据转换为 PostGIS 几何类型。

#### Synopsis

```

geometry ST_GeomFromGeoJSON(text geomjson);
geometry ST_GeomFromGeoJSON(json geomjson);
geometry ST_GeomFromGeoJSON(jsonb geomjson);

```



注意

GeoJSON 格式在 PostGIS 3.6.3 中可用。

ST\_GeomFromGML 从 JSON 格式 (geometry fragment) 创建几何。JSON 格式是 GeoJSON 格式。

Enhanced: 3.0.0 parsed geometry defaults to SRID=4326 if not specified otherwise.

Enhanced: 2.5.0 can now accept json and jsonb as inputs.

2.0.0 支持 JSON-C 0.9 格式。



#### Note

JSON-C 格式在 PostGIS 3.6.3 中可用。JSON-C 格式是 GeoJSON 格式，"--with-jsondir=/path/to/json-c" 选项用于指定 JSON-C 库的路径。有关 Section 2.2.3 的更多信息。



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

示例

```
SELECT ST_AsText(ST_GeomFromGeoJSON('{"type":"Point","coordinates":[-48.23456,20.12345]}')) ←
      As wkt;
wkt
-----
POINT(-48.23456 20.12345)
```

```
-- a 3D linestring
SELECT ST_AsText(ST_GeomFromGeoJSON('{"type":"LineString","coordinates": ←
      ":[1,2,3],[4,5,6],[7,8,9]}')) As wkt;
wkt
-----
LINESTRING(1 2,4 5,7 8)
```

注意

ST\_AsText, ST\_AsGeoJSON, Section 2.2.3

### 7.8.3.5 ST\_GeomFromKML

ST\_GeomFromKML — 从 KML 格式创建 PostGIS 几何。

#### Synopsis

geometry **ST\_GeomFromKML**(text geomkml);

几何

OGC KML 格式 PostGIS ST\_Geometry 函数。

ST\_GeomFromKML 从 KML 几何片段 (geometry fragment) 创建几何。KML 几何片段是 KML 文档的一部分。

支持的 OGC KML 版本:

- KML 2.2.0 版本

OGC KML 规范: <http://www.opengeospatial.org/standards/kml>

Availability: 1.5, requires libxml2 2.6+



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



#### Note

ST\_GeomFromKML 使用 SQL/MM 几何类型。

参数: **srsName** 字符串

```
SELECT ST_GeomFromKML($$
  <LineString>
    <coordinates>
      >-71.1663,42.2614
        -71.1667,42.2616</coordinates>
    </LineString>
  $$);
```

几何

Section 2.2.3, ST\_AsKML

### 7.8.3.6 ST\_GeomFromTWKB

ST\_GeomFromTWKB — TWKB ("Tiny Well-Known Binary") 二进制几何。

#### Synopsis

geometry **ST\_GeomFromTWKB**(bytea twkb);

几何

ST\_GeomFromTWKB 从 TWKB ("Tiny Well-Known Binary") 二进制 (WKB) 几何创建几何。

❏

```
SELECT ST_AsText(ST_GeomFromTWKB(ST_AsTWKB('LINESTRING(126 34, 127 35)::geometry')));
```

```
      st_astext
-----
LINESTRING(126 34, 127 35)
(1 row)
```

```
SELECT ST_AsEWKT(
  ST_GeomFromTWKB(E'\\x620002f7f40dbce4040105')
);
```

```
                                st_asewkt
-----
LINESTRING(-113.98 39.198, -113.981 39.195)
(1 row)
```

❏

**ST\_AsTWKB**

### 7.8.3.7 ST\_GMLToSQL

ST\_GMLToSQL — GML 转换为 ST\_Geometry。 使用 ST\_GeomFromGML 转换 GML 数据。

#### Synopsis

```
geometry ST_GMLToSQL(text geomgml);
geometry ST_GMLToSQL(text geomgml, integer srid);
```

❏

 This method implements the SQL/MM specification. SQL-MM 3: 5.1.50 (多面体表面)

1.5 版本。 LibXML2 1.6 版本。

版本: 2.0.0 多面体表面 (polyhedral surface) 与 TIN 表面。

版本: 2.0.0 多面体表面 SRID 支持。

❏

Section 2.2.3, **ST\_GeomFromGML**, **ST\_AsGML**

### 7.8.3.8 ST\_LineFromEncodedPolyline

ST\_LineFromEncodedPolyline — 将 (polyline) 转换为 geometry。

#### Synopsis

```
geometry ST_LineFromEncodedPolyline(text polyline, integer precision=5);
```

函数

函数返回一个 `LINESTRING` 几何体。

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.

参考: <http://developers.google.com/maps/documentation/utilities/polylinealgorithm>

2.2.0 版本引入。

函数

```
-- 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)
```

函数

**ST\_AsEncodedPolyline**

### 7.8.3.9 ST\_PointFromGeoHash

**ST\_PointFromGeoHash** — GeoHash 字符串转换为点几何体。

#### Synopsis

point **ST\_PointFromGeoHash**(text geohash, integer precision=full\_precision\_of\_geohash);

函数

GeoHash 字符串转换为点几何体。返回的 GeoHash 字符串与输入相同。

**precision** 指定要保留的小数位数，**ST\_PointFromGeoHash** 返回的 GeoHash 字符串将与输入字符串具有相同的精度。

**precision** 指定要保留的小数位数，**ST\_PointFromGeoHash** 返回的 GeoHash 字符串将与输入字符串具有相同的精度。

2.1.0 版本引入。

函数

```

SELECT ST_AsText(ST_PointFromGeoHash('9qqj7nmxcggy4d0dbxqz0'));
          st_astext
-----
POINT(-115.172816 36.114646)

SELECT ST_AsText(ST_PointFromGeoHash('9qqj7nmxcggy4d0dbxqz0', 4));
          st_astext
-----
POINT(-115.13671875 36.123046875)

SELECT ST_AsText(ST_PointFromGeoHash('9qqj7nmxcggy4d0dbxqz0', 10));
          st_astext
-----
POINT(-115.172815918922 36.1146435141563)

```

☒☒

**`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 — 返回 WKT(Well-Known Text) 格式的 SRID 标识的几何体。

#### 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);
```

返回

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.

版本: 2.0.0 引入, 2.1.0 改进, 2.2.0 引入 TIN 支持。



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](#) — [OGC WKT](#)(Well-Known Text) [SRID](#) [Well-Known Text](#).

#### 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*).



## Warning

Using the `maxdecimaldigits` parameter can cause output geometry to become invalid. To avoid this use **ST\_ReducePrecision** with a suitable gridsize first.

1.5.0 ☒☒☒☒☒☒☒☒☒☒☒☒.

Enhanced: 2.5 - optional parameter precision introduced.



✔ 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: 5.1.25



✔ This method supports Circular Strings and Curves.



```
SELECT ST_AsText('010300000001000000050000000000000000  
000000000000000000000000000000000000000000000000  
F03F000000000000F03F000000000000F03F000000000000F03  
F000000000000000000000000000000000000000000000');
```

```
st_astext
-----
POLYGON((0 0,0 1,1 1,1 0,0 0))
```

Full precision output is the default.

```
SELECT ST_AsText('POINT(111.111111 1.111111)');
      st_astext
-----
POINT(111.111111 1.111111)
```

The *maxdecimaldigits* argument can be used to limit output precision.

```
SELECT ST_AsText('POINT(111.111111 1.111111)'), 2);
      st_astext
-----
POINT(111.11 1.11)
```



ST AsBinary, ST AsEWKB, ST AsEWKT, ST GeomFromText

### 7.9.2 Well-Known Binary (WKB)

#### 7.9.2.1 ST AsBinary

**ST\_AsBinary** — Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.



## Synopsis

```
bytea ST_AsBinary(geometry g1);
bytea ST_AsBinary(geometry g1, text NDR_or_XDR);
bytea ST_AsBinary(geography g1);
bytea ST_AsBinary(geography g1, text NDR_or_XDR);
```

返回

Returns the OGC/ISO **Well-Known Binary** (WKB) representation of the geometry. The first function variant defaults to encoding using server machine endian. The second function variant takes a text argument specifying the endian encoding: either 'NDR' for little-endian; or 'XDR' for big-endian. Supplying unknown arguments will result in little-endian output.

WKB format is useful to read geometry data from the database and maintaining full numeric precision. This avoids the precision rounding that can happen with text formats such as WKT.

To perform the inverse conversion of WKB to PostGIS geometry use **ST\_GeomFromWKB**.



### Note

The OGC/ISO WKB format does not include the SRID. To get the EWKB format which does include the SRID use **ST\_AsEWKB**



### Note

The default behavior in PostgreSQL 9.0 has been changed to output bytea in hex encoding. If your GUI tools require the old behavior, then SET bytea\_output='escape' in your database.

2.0.0 支持 3D 几何体, 支持 TIN 几何体。

2.0.0 支持 3D 几何体。

2.0.0 支持 3D 几何体。

1.5.0 支持 3D 几何体。

2.0.0 支持 3D 几何体。在 PostgreSQL 9.0 中, 使用 `ST_AsBinary('POINT(1 2)')` 会返回 `st_asbinary(unknown) is not unique error`。使用 `ST_AsBinary('POINT(1 2)::geometry');` 可以解决这个问题。在 `legacy.sql` 文件中。



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: 5.1.37



This method supports Circular Strings and Curves.



This function supports Polyhedral surfaces.



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



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



[illegible][illegible]

ST AsBinary, ST GeomFromEWKB, ST SRID

### 7.9.2.3 ST\_AshEXEWKB

ST AsHEXEWKB —  $\square\square\square\square\square\square$  (NDR)  $\square\square\square\square\square\square$  (XDR)  $\square\square\square\square\square\square$  HEXEWKB ( $\square\square\square$ )  $\square\square\square\square$   
 $\square\square\square\square\square$ .

## Synopsis

```
text ST_AsHEXEWKB(geometry g1, text NDRorXDR);
text ST_AsHEXEWKB(geometry g1);
```



XXXXXXXXXX (NDR) XXXXXXXXX (XDR) XXXXXXXXX HEXEWKB (XXXX) XXXXXXXXXXXXXXXX. XXXXXXXX  
XXXXXXXXXX NDR XXXXXXXX.



### Note

**1.2.2** ☒☒☒☒☒☒☒☒☒☒☒.

- ✔ This function supports 3d and will not drop the z-index.
- ✔ This method supports Circular Strings and Curves.



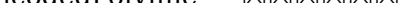
```
SELECT ST_AshExEWKB(ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))',4326));
      which gives same answer as

SELECT ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))',4326)::text;

st_ashexewkb
-----
0103000020E61000000100000000500
00000000000000000000000000000000
00000000000000000000000000000000F03F
000000000000F03F000000000000F03F000000000000F03
F000000000000000000000000000000000000000000000000
```

### 7.9.3 Other Formats

### 7.9.3.1 ST\_AsEncodedPolyline

ST AsEncodedPolyline — .

## Synopsis

```
text ST_AsEncodedPolyline(geometry geom, integer precision=5);
```



Returns the geometry as an Encoded Polyline. This format is used by Google Maps with precision=5 and by Open Source Routing Machine with precision=5 and 6.

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.

2.2.0 ☒☒☒☒☒☒☒☒☒☒☒.



```
SELECT ST_AsEncodedPolyline(GeomFromEWKT('SRID=4326;LINESTRING(-120.2 38.5,-120.95 40.7,-126.453 43.252)'));
-- result--
|_p~iF~ps|U ulLnnqC mqNvxq`@
```

XXXXXXXXXXXXXXXX (segmentize) XXXXXXXXXXXX, XXXXXXXXXXXX.

```
-- the SQL for Boston to San Francisco, segments every 100 KM
SELECT ST_AsEncodedPolyline(
    ST_Segmentize(
        ST_GeogFromText('LINESTRING(-71.0519 42.4935,-122.4483 37.64)'),
        100000)::geometry) As encodedFlightPath;
```

§ § § § \$ § § § § § § § § § § § § § § § § § § § § § § § § § § § § .

```

<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>

```

国国

**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);

```

国国

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);

```

国国

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 国国国国国国国国国国国国.

国国

```
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);
```

国国

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.

The `options` argument can be used to add BBOX or CRS in GeoJSON output:

- 0: means no option
- 1: GeoJSON BBOX
- 2: GeoJSON Short CRS (国: EPSG:4326)
- 4: GeoJSON Long CRS (国: urn:ogc:def:crs:EPSG::4326)
- 8: GeoJSON Short CRS if not EPSG:4326 (default)

The `id_column` parameter is used to set the "id" member of the returned GeoJSON features. As per GeoJSON RFC, this SHOULD be used whenever a feature has a commonly used identifier, such as a primary key. When not specified, the produced features will not get an "id" member and any columns other than the geometry, including any potential keys, will just end up inside the feature's "properties" member.

The GeoJSON specification states that polygons are oriented using the Right-Hand Rule, and some clients require this orientation. This can be ensured by using `ST_ForcePolygonCCW`. The specification also requires that geometry be in the WGS84 coordinate system (SRID = 4326). If necessary geometry can be projected into WGS84 using `ST_Transform`: `ST_Transform( geom, 4326 )`.

GeoJSON can be tested and viewed online at [geojson.io](https://geojson.io) and [geojsonlint.com](https://geojsonlint.com). It is widely supported by web mapping frameworks:

- [OpenLayers GeoJSON Example](#)
- [Leaflet GeoJSON Example](#)
- [Mapbox GL GeoJSON Example](#)

1.3.4 国国国国国国国国国国.

1.5.0 国国国国国国国国国国.

国国国: 2.0.0 国国国国国国国国国 (default arg) 国国国国国国国 (named arg) 国国国国国.

Changed: 3.0.0 support records as input

Changed: 3.0.0 output SRID if not EPSG:4326.

Changed: 3.5.0 allow specifying the column containing the feature id



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

国国

Generate a FeatureCollection:

```
SELECT json_build_object(
    'type', 'FeatureCollection',
    'features', json_agg(ST_AsGeoJSON(t.*, id_column =
> 'id')::json)
)
FROM ( VALUES (1, 'one', 'POINT(1 1)::geometry),
              (2, 'two', 'POINT(2 2)'),
              (3, 'three', 'POINT(3 3)')
      ) as t(id, name, geom);
```

```
{ "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], [-89.734955999999997, 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 函数, GML 3 3.1.1 函数。

' 选项' 选项 (bitfield) 选项。 CRS 选项 GML 选项, 选项/选项 选项。

- 0: GML Short CRS (选项: EPSG:4326), 选项
- 1: GML Long CRS (选项: urn:ogc:def:crs:EPSG::4326)
- 2: GML 3 选项, 选项 srsDimension 选项。
- 4: GML 3 选项, 选项 <Curve> 选项 <LineString> 选项。
- 16: 选项/选项 (选项: srid=4326) 选项。 选项。 选项 (axis order) 选项, GML 3.1.1 选项。 选项 选项, 选项。
- 32: 选项 (envelope) 选项。

选项 (选项) 选项' 选项 选项' 选项。 选项 NULL 选项'gml' 选项。

1.3.2 函数。

1.5.0 函数。

选项: 2.0.0 选项。 选项 GML 3 选项'4' 选项。 GML 3 选项 TIN 选项。 选项'32' 选项 选项。

选项: 2.0.0 选项 (named arg) 选项。

选项: 2.1.0 选项 GML 3 选项 ID 选项。



### Note

ST\_AsGML 选项 3 选项 TIN 选项。

- ✔ 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).

## 例例: 例例 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>
```

## 例例: 例例 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 返回 SRID 4326 的 KML 字符串。



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 — 返回指定几何体的经纬度文本。

#### Synopsis

text **ST\_AsLatLonText**(geometry pt, text format=“”);

例

ST\_AsLatLonText, ST\_AsGML, ST\_AsSVG.

**Note**

ST\_AsLatLonText 返回的文本格式为 X(经度) Y(纬度) 格式。经度范围 -180 到 180 度，纬度范围 -90 到 90 度。

返回的字符串格式为 "D", "M", "S", (方向, cardinal direction) "C" 格式。D, M, S 格式为 "SSS.SSSS" ("SSS.SSSS" 为 "1.0023" 格式)。

M, S, C 格式。"C" 格式为 "SSS.SSSS" 格式。"S" 格式为 "SSS.SSSS" 格式。"M" 格式为 "SSS.SSSS" 格式。

返回的字符串格式为 (方向 0 为) 格式。

2.0 格式。

格式

格式

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)'));
      st_aslatlon
-----
2°19'29.928"S 3°14'3.243"W
```

(格式) 格式。

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)', 'D°M'S.SSS"C'));
      st_aslatlon
-----
2°19'29.928"S 3°14'3.243"W
```

D, M, S, C 格式。格式。

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)', 'D degrees, M minutes, S seconds to the C'));
      st_aslatlon
-----
2 degrees, 19 minutes, 30 seconds to the S 3 degrees, 14 minutes, 3 seconds to the W
```

格式。

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)', 'D°M'S.SSS"));
      st_aslatlon
-----
-2°19'29.928" -3°14'3.243"
```

格式。

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)', 'D.DDDD degrees C'));
      st_aslatlon
-----
2.3250 degrees S 3.2342 degrees W
```

格式。

```
SELECT (ST_AsLatLonText('POINT (-302.2342342 -792.32498)'));
      st_aslatlon
-----
72°19'29.928"S 57°45'56.757"E
```

### 7.9.3.8 ST\_AsMARC21

ST\_AsMARC21 — Returns geometry as a MARC21/XML record with a geographic datafield (034).

## 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>

```

国国

**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);

国国

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 添加。



#### 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.

例

```
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)
```

例

[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(anyelement set row);
bytea ST_AsMVT(anyelement row, text name);
bytea ST_AsMVT(anyelement row, text name, integer extent);
bytea ST_AsMVT(anyelement row, text name, integer extent, text geom_name);
bytea ST_AsMVT(anyelement row, text name, integer extent, text geom_name, text feature_id_name);
```

## ST\_AsMVT

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 函数参考.

## ST\_AsMVTGeom

```
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;
```

几何

[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);

几何

返回 SVG (Scalar Vector Graphics) 路径数据。rel (relative move) 为 0 时，返回的 SVG 路径数据以 "M" 开头，rel 为 1 时，返回的 SVG 路径数据以 "L" 开头。maxdecimaldigits 默认为 15。'rel' 为 0 时，返回的 SVG 路径数据以 "M" 开头，'rel' 为 1 时，返回的 SVG 路径数据以 "L" 开头。SVG 路径数据使用逗号 (",") 分隔坐标，使用分号 ";" 分隔不同的路径。

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

更新: 2.0.0 支持默认参数 (default arg) 和命名参数 (named arg)。



#### Note

1.2.2 版本中，返回的 SVG 路径数据以 "L" 开头。1.4.0 版本中，返回的 SVG 路径数据以 "L" 开头。请参考 <http://www.w3.org/TR/SVG/paths.html#PathDataBNF>。



This method supports Circular Strings and Curves.

几何

```
SELECT ST_AsSVG('POLYGON((0 0,0 1,1 1,1 0,0 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

```
SELECT ST_AsSVG('MULTICURVE((5 5,3 5,3 3,0 3),
  CIRCULARSTRING(0 0,2 1,2 2))'::geometry, 0, 0);
st_assvg
-----
M 5 -5 L 3 -5 3 -3 0 -3 M 0 0 A 2 2 0 0 0 2 -2
```

Multi-surface

```
SELECT ST_AsSVG('MULTISURFACE(
  CURVEPOLYGON(CIRCULARSTRING(-2 0,-1 -1,0 0,1 -1,2 0,0 2,-2 0),
    (-1 0,0 0.5,1 0,0 1,-1 0)),
  ((7 8,10 10,6 14,4 11,7 8)))'::geometry, 0, 2);
st_assvg
-----
M -2 0 A 1 1 0 0 0 0 0 A 1 1 0 0 0 2 0 A 2 2 0 0 0 -2 0 Z
M -1 0 L 0 -0.5 1 0 0 -1 -1 0 Z
M 7 -8 L 10 -10 6 -14 4 -11 Z
```

### 7.9.3.12 ST\_AsTWKB

ST\_AsTWKB — 将 TWKB(Tiny Well-Known Binary) 格式化为文本。

#### Synopsis

bytea **ST\_AsTWKB**(geometry geom, integer prec=0, integer prec\_z=0, integer prec\_m=0, boolean with\_sizes=false, boolean with\_boxes=false);  
 bytea **ST\_AsTWKB**(geometry[] geom, bigint[] ids, integer prec=0, integer prec\_z=0, integer prec\_m=0, boolean with\_sizes=false, boolean with\_boxes=false);

描述

将 TWKB(Tiny Well-Known Binary) 格式化为文本。TWKB 是一种紧凑的二进制格式，用于存储和传输几何数据。它基于 Well-Known Binary (WKB) 格式，但更加紧凑。

该函数支持多种几何类型，包括点、线、多边形、曲线和多曲面。它可以根据需要返回带有大小和盒子的几何数据。精度参数 (prec, prec\_z, prec\_m) 用于指定返回结果的精度。

该函数还支持返回几何数据的 ID 列表。如果提供了 ID 列表，函数将返回带有 ID 的几何数据。此外，该函数还支持返回带有大小和盒子的几何数据。

该函数还支持返回带有大小和盒子的几何数据。如果提供了 with\_sizes 和 with\_boxes 参数，函数将返回带有大小和盒子的几何数据。此外，该函数还支持返回带有 ID 的几何数据。



#### Note

<https://github.com/TWKB/Specification> 提供了 TWKB 格式的详细规范。此外，<https://github.com/TWKB/twkb.js> 提供了 TWKB 格式的 JavaScript 实现。

Enhanced: 2.4.0 memory and speed improvements.

2.2.0 国际化支持。



```
SELECT ST_AsTWKB('LINESTRING(1 1,5 5)::geometry');
      st_astwkb
-----
\x02000202020808
```

TWKB 格式，`array_agg()` 函数  
 TWKB 格式。

```
SELECT ST_AsTWKB(array_agg(geom), array_agg(gid)) FROM mytable;
          st_astwkb
-----
\x040402020400000202
```



ST\_GeomFromTWKB, ST\_AsBinary, ST\_AsEWKB, ST\_AsEWKT, ST\_GeomFromText

### 7.9.3.13 ST\_AsX3D

ST AsX3D — XXX X3D XML XXXXXXX: ISO-IEC-19776-1.2-X3DEncodings-XML XXXXXXX.

## Synopsis

```
text ST_AsX3D(geometry g1, integer maxdecimaldigits=15, integer options=0);
```



<http://www.web3d.org/standards/number/19776-1> X3D XML   
 maxdecimaldigits () 15 .

## Note



X3D 000000 PostGIS 00000000000000000000 PostGIS 000 X3D 0000000000  
0000000000. 00000000000000000000 X3D 00000000000000, 00000000  
000 X3D 000000000000. 0000000000000000000000. 0000000000  
000000000000000000000000000000000000 (bug ticket) 0000000000.  
000000 PostGIS 2D/3D 000 X3D 0000000000000000.

'XY' 数据类型。PostGIS 2.2 支持, 支持 X3D 数据类型, 支持 x/y 数据类型。支持 ST\_AsX3D 函数 (long,lat or X,Y) 数据类型, X3D 数据类型/XY, y/x 数据类型。

- 0:  $X/Y(\text{GeoCoordinate}/\text{GeoCoordinate}) = X, Y$  (非GeoCoordinate),  $\text{GeoCoordinate}$ ,  $\text{GeoCoordinate}$  (非GeoCoordinate).
- 1:  $X \text{ GeoCoordinate}$ .  $\text{GeoCoordinate}$  (GeoCoordinate)  $\text{GeoCoordinate}$ ,  $\text{GeoCoordinate}$   $\text{GeoCoordinate}$  "latitude first" (GeoCoordinate)  $\text{GeoCoordinate}$ .

- 2: 使用 WGS84 坐标系 (SRID 4326) 的 3D 点。使用 GeoCoordinate geoSystem='GD' 'WE' 'longitude\_first' 的 3D 点。使用 GeoCoordinate geoSystem='GD' 'WE' 'latitude\_first' 的 3D 点, (2 + 1) = 3 维。

| PostGIS 类型                         | 2D X3D 类型                    | 3D X3D 类型                   |
|------------------------------------|------------------------------|-----------------------------|
| LINESTRING                         | LineString2D                 | LineSet                     |
| MULTILINESTRING                    | MultilineString2D            | IndexedLineSet              |
| MULTIPOINT                         | Point2D                      | PointSet                    |
| POINT                              | Point2D                      | PointSet                    |
| (MULTI) POLYGON, POLYHEDRALSURFACE | (Multi)Polygon2D (markup) 2D | IndexedFaceSet (faceset) 3D |
| TIN                                | TriangleSet2D (markup) 2D    | IndexedTriangleSet          |



#### Note

2 维的 3D 点。使用 WGS84 坐标系 (SRID 4326) 的 3D 点。使用 GeoCoordinate geoSystem='GD' 'WE' 'longitude\_first' 的 3D 点。使用 GeoCoordinate geoSystem='GD' 'WE' 'latitude\_first' 的 3D 点, (2 + 1) = 3 维。

Lots of advancements happening in 3D space particularly with **X3D Integration with HTML5**

使用 X3D 的 3D 点。使用 WGS84 坐标系 (SRID 4326) 的 3D 点。使用 GeoCoordinate geoSystem='GD' 'WE' 'longitude\_first' 的 3D 点。使用 GeoCoordinate geoSystem='GD' 'WE' 'latitude\_first' 的 3D 点, (2 + 1) = 3 维。

Also check out **PostGIS minimalist X3D viewer** that utilizes this function and **x3dDom html/js open source toolkit**.

2.0.0 使用 ISO-IEC-19776-1.2-X3DEncodings-XML 的 3D 点。

2.2.0 使用 (x/y, z) 的 3D 点。使用 WGS84 坐标系 (SRID 4326) 的 3D 点。使用 GeoCoordinate geoSystem='GD' 'WE' 'longitude\_first' 的 3D 点。使用 GeoCoordinate geoSystem='GD' 'WE' 'latitude\_first' 的 3D 点, (2 + 1) = 3 维。



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).

使用 X3D 的 3D 点。使用 WGS84 坐标系 (SRID 4326) 的 3D 点。使用 GeoCoordinate geoSystem='GD' 'WE' 'longitude\_first' 的 3D 点。使用 GeoCoordinate geoSystem='GD' 'WE' 'latitude\_first' 的 3D 点, (2 + 1) = 3 维。

```
SELECT '<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE X3D PUBLIC "ISO//Web3D//DTD X3D 3.0//EN" "http://www.web3d.org/specifications/x3d
-3.0.dtd">
<X3D>
  <Scene>
    <Transform>
      <Shape>
        <Appearance>
          <Material emissiveColor=''0 0 1''/>
        </Appearance>
      </Shape>
    </Transform>
  </Scene>
</X3D>
```

```

> ' ||
    ST_AsX3D( ST_GeomFromEWKT('POLYHEDRALSURFACE( ((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)) )') ) ||
    '</Shape>
  </Transform>
</Scene>
</X3D>
>' As x3ddoc;

x3ddoc
-----
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE X3D PUBLIC "ISO//Web3D//DTD X3D 3.0//EN" "http://www.web3d.org/specifications/x3d ←
-3.0.dtd">
<X3D>
  <Scene>
    <Transform>
      <Shape>
        <Appearance>
          <Material emissiveColor='0 0 1' />
        </Appearance>
        <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 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*

实验: 实验实验 6 实验 3 实验实验实验实验

```
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>
```

实验: **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 1 0 1 0 0 0 0 0 1 0 1 1 0' /></IndexedTriangleSet>
```

实验: 实验实验实验实验 (实验实验实验实验实验)

```
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 — 将 GeoHash 编码为文本。

#### Synopsis

```
text ST_GeoHash(geometry geom, integer maxchars=full_precision_of_point);
```

描述

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 添加。



#### Note

ST\_GeoHash requires input geometry to be in geographic (lon/lat) coordinates.



This method supports Circular Strings and Curves.

示例

```

SELECT ST_GeoHash( ST_Point(-126,48) );

 st_geohash
-----
c0w3hf1s70w3hf1s70w3

SELECT ST_GeoHash( ST_Point(-126,48), 5);

```



￼￼

```
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)
```

￼￼

**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)
```

国国

**&&(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 );

国国

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.

国国

```
SELECT ST_MakeBox2D(ST_Point(0,0), ST_Point(2,2)) && ST_Point(1,1) AS overlaps;
```

```
overlaps
-----
t
(1 row)
```

国国

**&&(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.

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_MakeBox2D(ST_Point(1,1), ST_Point(3,3)) AS overlaps;
```

```
overlaps
-----
t
(1 row)
```

ⓘ

**&&**(geometry,box2df), **&&**(box2df,geometry), **~**(geometry,box2df), **~**(box2df,geometry), **~**(box2df,box2df), **@**(geometry,box2df), **@**(box2df,geometry), **@**(box2df,box2df)

## 7.10.1.5 &&&

**&&&** — A  $n$  dimensional bounding box B  $n$  dimensional bounding box TRUE if they intersect.

## Synopsis

boolean **&&&**( geometry A , geometry B );

更新

更新 3.6.3 版本 A 与 B 的 3D 重叠性检查返回 TRUE 的情况。



**Note**  
3D 重叠性检查 (operand) 返回 TRUE 的情况。

2.0.0 版本更新内容。

- ✓ 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.

更新: 3D 重叠性检查

```
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           |

更新: 3DM 重叠性检查

```
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           |

更新

更新

### 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 );

国国

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.

国国

```
SELECT ST_MakePoint(1,1,1) &&& ST_3DMakeBox(ST_MakePoint(0,0,0), ST_MakePoint(2,2,2)) AS overlaps;
overlaps
-----
t
(1 row)
```

国国

**&&&(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 );

国国

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.

国国

```
SELECT ST_3DMakeBox(ST_MakePoint(0,0,0), ST_MakePoint(2,2,2)) &&& ST_MakePoint(1,1,1) AS ↔
       overlaps;

 overlaps
-----
 t
(1 row)
```

国国

**&&&(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.



```
SELECT ST_3DMakeBox(ST_MakePoint(0,0,0), ST_MakePoint(2,2,2)) && ST_3DMakeBox(ST_MakePoint(1,1,1), ST_MakePoint(3,3,3)) AS overlaps;

overlaps
-----
t
(1 row)
```



$\&\&\&(\text{geometry}, \text{gidx}), \&\&\&(\text{gidx}, \text{geometry})$

### 7.10.1.9 &<

&< - A ☐ ☐ ☐ ☐ ☐ ☐ B ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ TRUE ☐ ☐ ☐ ☐ ☐.

## Synopsis

```
boolean &<( geometry A , geometry B );
```



`&<` `[A B]`, `[B]`, `TRUE`.



### Note

(operand)

例

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 &< tbl2.column2 AS overleft
FROM
  ( VALUES
    (1, 'LINESTRING(1 2, 4 6)::geometry)) AS tbl1,
  ( VALUES
    (2, 'LINESTRING(0 0, 3 3)::geometry),
    (3, 'LINESTRING(0 1, 0 5)::geometry),
    (4, 'LINESTRING(6 0, 6 1)::geometry)) AS tbl2;

column1 | column1 | overleft
-----+-----+-----
          1 |          2 | f
          1 |          3 | f
          1 |          4 | t
(3 rows)
```

例

**&&, |&>, &>, &<|**

#### 7.10.1.10 &<|

**&<|** — A 与 B 的交集是否为空。如果为 TRUE，则返回 TRUE。

#### Synopsis

boolean **&<|**( geometry A , geometry B );

例

**&<|** 返回 A 与 B 的交集是否为空。如果为 TRUE，则返回 TRUE。

✔ This method supports Circular Strings and Curves.

✔ This function supports Polyhedral surfaces.



#### Note

如果 (operand) 是空值，则返回空值。

例

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 &<| tbl2.column2 AS overbelow
FROM
  ( VALUES
    (1, 'LINESTRING(6 0, 6 4)::geometry)) AS tbl1,
  ( VALUES
    (2, 'LINESTRING(0 0, 3 3)::geometry),
    (3, 'LINESTRING(0 1, 0 5)::geometry),
```

```
(4, 'LINESTRING(1 2, 4 6)::geometry)) AS tbl2;
```

| column1 | column1 | overbelow |
|---------|---------|-----------|
| 1       | 2       | f         |
| 1       | 3       | t         |
| 1       | 4       | t         |

(3 rows)

函数

**&&, |&>, &>, &<**

**7.10.1.11 &>**

**&>** — A 几何对象 B 是否完全包含 B 为 TRUE 的布尔值。

**Synopsis**

boolean **&>**( geometry A , geometry B );

函数

**&>** 检查 A 几何对象 B 是否完全包含 B，如果 B 完全包含 A，则返回 TRUE。



**Note**

几何对象 (operand) 必须是有效的几何对象。

函数

```
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)

函数

**&&, |&>, &<|, &<**

**7.10.1.12 <<**

<< — A 与 B 相交是否返回 TRUE。

**Synopsis**

```
boolean <<( geometry A , geometry B );
```

注意

<< 返回 TRUE 当 A 与 B 相交是否返回 TRUE。

**Note**

注意 (operand) 必须是 geometry 类型。

注意

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 << tbl2.column2 AS left
FROM
  ( VALUES
    (1, 'LINESTRING (1 2, 1 5)::geometry)) AS tbl1,
  ( VALUES
    (2, 'LINESTRING (0 0, 4 3)::geometry),
    (3, 'LINESTRING (6 0, 6 5)::geometry),
    (4, 'LINESTRING (2 2, 5 6)::geometry)) AS tbl2;
```

| column1 | column1 | left |
|---------|---------|------|
| 1       | 2       | f    |
| 1       | 3       | t    |
| 1       | 4       | t    |

(3 rows)

注意

>>, |>>, <<|

**7.10.1.13 <<|**

<<| — A 与 B 相交是否返回 TRUE。

**Synopsis**

```
boolean <<|( geometry A , geometry B );
```

☒☒

<<| 几何体 A 与几何体 B 是否相等 TRUE 或 FALSE。



#### Note

☒☒☒☒ (operand) 必须是几何体或地理信息。

☒☒

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 <<| tbl2.column2 AS below
FROM
  ( VALUES
    (1, 'LINESTRING (0 0, 4 3)::geometry)) AS tbl1,
  ( VALUES
    (2, 'LINESTRING (1 4, 1 7)::geometry),
    (3, 'LINESTRING (6 1, 6 5)::geometry),
    (4, 'LINESTRING (2 3, 5 6)::geometry)) AS tbl2;
```

| column1 | column1 | below |
|---------|---------|-------|
| 1       | 2       | t     |
| 1       | 3       | f     |
| 1       | 4       | f     |

(3 rows)

☒☒

<<, >>, |>>

#### 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.

SQL

```
SELECT 'LINESTRING(0 0, 0 1, 1 0)::geometry = 'LINESTRING(1 1, 0 0)::geometry;
?column?
```

```
-----
f
(1 row)
```

```
SELECT ST_AsText(column1)
FROM ( VALUES
      ('LINESTRING(0 0, 1 1)::geometry),
      ('LINESTRING(1 1, 0 0)::geometry)) AS foo;
      st_astext
```

```
-----
LINESTRING(0 0,1 1)
LINESTRING(1 1,0 0)
(2 rows)
```

-- Note: the GROUP BY uses the "=" to compare for geometry equivalency.

```
SELECT ST_AsText(column1)
FROM ( VALUES
      ('LINESTRING(0 0, 1 1)::geometry),
      ('LINESTRING(1 1, 0 0)::geometry)) AS foo
GROUP BY column1;
      st_astext
```

```
-----
LINESTRING(0 0,1 1)
LINESTRING(1 1,0 0)
(2 rows)
```

-- In versions prior to 2.0, this used to return true --

```
SELECT ST_GeomFromText('POINT(1707296.37 4820536.77)') =
      ST_GeomFromText('POINT(1707296.27 4820536.87)') As pt_intersect;
```

```
--pt_intersect --
f
```

SQL

`ST_Equals`, `ST_OrderingEquals`, `~=`

**7.10.1.15 >>**

>> — A 与 B 是否相交 TRUE 或 FALSE。

**Synopsis**

```
boolean >>( geometry A , geometry B );
```

注意

>> 函数 A 与 B 是否相交 TRUE 或 FALSE。

**Note**

注意 (operand) 必须是 geometry 类型。

注意

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2
>
> tbl2.column2 AS right
FROM
  ( VALUES
    (1, 'LINESTRING (2 3, 5 6)::geometry)) AS tbl1,
  ( VALUES
    (2, 'LINESTRING (1 4, 1 7)::geometry),
    (3, 'LINESTRING (6 1, 6 5)::geometry),
    (4, 'LINESTRING (0 0, 4 3)::geometry)) AS tbl2;
```

| column1 | column1 | right |
|---------|---------|-------|
| 1       | 2       | t     |
| 1       | 3       | f     |
| 1       | 4       | f     |

(3 rows)

注意

<<, |>>, <<|

**7.10.1.16 @**

@ — B 是否包含 A TRUE 或 FALSE。

**Synopsis**

```
boolean @( geometry A , geometry B );
```



注意

@ 运算符 B 是否包含 A 返回 TRUE 或 FALSE。



**Note**  
@ (operand) 返回 TRUE 或 FALSE。

注意

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 @ tbl2.column2 AS contained
FROM
  ( VALUES
    (1, 'LINESTRING (1 1, 3 3)::geometry)) AS tbl1,
  ( VALUES
    (2, 'LINESTRING (0 0, 4 4)::geometry),
    (3, 'LINESTRING (2 2, 4 4)::geometry),
    (4, 'LINESTRING (1 1, 3 3)::geometry)) AS tbl2;

column1 | column1 | contained
-----+-----+-----
          1 |          2 | t
          1 |          3 | f
          1 |          4 | t
(3 rows)
```

注意

~, &&

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 );

注意

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.

国国

```
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)
```

国国

**`&&(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 );

国国

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 );`

❏

The `@` operator returns TRUE if the 2D bounding box A is contained into the 2D bounding box B, using float precision. This means that if A (or B) is a (double precision) box2d, it will be internally converted to a float precision 2D bounding box (BOX2DF)



#### Note

This operand is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves.



This function supports Polyhedral surfaces.

❏

```
SELECT ST_MakeBox2D(ST_Point(2,2), ST_Point(3,3)) @ ST_MakeBox2D(ST_Point(0,0), ST_Point ↵
(5,5)) AS is_contained;
```

```
is_contained
-----
t
(1 row)
```

返回

`&&(geometry,box2df), &&(box2df,geometry), &&(box2df,box2df), ~(geometry,box2df), ~(box2df,geometry), ~(box2df,box2df), @(geometry,box2df), @(box2df,geometry)`

#### 7.10.1.20 |&>

`|&>` — A 与 B 的交集是否非空。如果非空，返回 TRUE。

#### Synopsis

boolean `|&>( geometry A , geometry B );`

返回

`|&>` 返回 A 与 B 的交集是否非空。如果非空，返回 TRUE。



#### Note

操作数 (operand) 必须是几何类型。

返回

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 |&
> tbl2.column2 AS overabove
FROM
  ( VALUES
    (1, 'LINESTRING(6 0, 6 4)::geometry) ) AS tbl1,
  ( VALUES
    (2, 'LINESTRING(0 0, 3 3)::geometry),
    (3, 'LINESTRING(0 1, 0 5)::geometry),
    (4, 'LINESTRING(1 2, 4 6)::geometry) ) AS tbl2;
```

| column1 | column1 | overabove |
|---------|---------|-----------|
| 1       | 2       | t         |
| 1       | 3       | f         |
| 1       | 4       | f         |

(3 rows)

返回

`&&, &>, &<|, &<`

#### 7.10.1.21 |>>

`|>>` — A 是否完全包含 B。如果是，返回 TRUE。

### Synopsis

boolean |>>( geometry A , geometry B );

描述

The |>> operator returns TRUE if the bounding box of geometry A is strictly above the bounding box of geometry B.



#### Note

该操作符 (operand) 要求两个几何体都是二维的。

示例

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 |>> tbl2.column2 AS above
FROM
  ( VALUES
    (1, 'LINESTRING (1 4, 1 7)::geometry)) AS tbl1,
  ( VALUES
    (2, 'LINESTRING (0 0, 4 2)::geometry),
    (3, 'LINESTRING (6 1, 6 5)::geometry),
    (4, 'LINESTRING (2 3, 5 6)::geometry)) AS tbl2;
```

| column1 | column1 | above |
|---------|---------|-------|
| 1       | 2       | t     |
| 1       | 3       | f     |
| 1       | 4       | f     |

(3 rows)

描述

<<, >>, <<|

### 7.10.1.22 ~

~ — A 与 B 不相交返回 TRUE。

### Synopsis

boolean ~( geometry A , geometry B );

描述

~ 当 A 与 B 不相交时返回 TRUE。



#### Note

该操作符 (operand) 要求两个几何体都是二维的。

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 ~ tbl2.column2 AS contains
FROM
  ( VALUES
    (1, 'LINESTRING (0 0, 3 3)::geometry)) AS tbl1,
  ( VALUES
    (2, 'LINESTRING (0 0, 4 4)::geometry),
    (3, 'LINESTRING (1 1, 2 2)::geometry),
    (4, 'LINESTRING (0 0, 3 3)::geometry)) AS tbl2;

column1 | column1 | contains
-----+-----+-----
          1 |          2 | f
          1 |          3 | t
          1 |          4 | t
(3 rows)
```

@, &&

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 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(5,5)) ~ ST_Buffer(ST_GeomFromText('POINT(2 2)'), 1) AS contains;

contains
-----
t
(1 row)
```





## Synopsis

boolean `~=`( geometry A , geometry B );

描述

`~=` 返回 A 和 B 的边界框是否相等。TRUE 表示相等。



### Note

该运算符 (operand) 仅支持多面体表面。

1.5.0 版本引入。



This function supports Polyhedral surfaces.



### Warning

This operator has changed behavior in PostGIS 1.5 from testing for actual geometric equality to only checking for bounding box equality. To complicate things it also depends on if you have done a hard or soft upgrade which behavior your database has. To find out which behavior your database has you can run the query below. To check for true equality use [ST\\_OrderingEquals](#) or [ST\\_Equals](#).

示例

```
select 'LINESTRING(0 0, 1 1)::geometry' ~= 'LINESTRING(0 1, 1 0)::geometry' as equality;
equality    |
-----+
t          |
```

描述

[ST\\_Equals](#), [ST\\_OrderingEquals](#), `=`

## 7.10.2 运算符 (operator)

### 7.10.2.1 <->

`<->` — A 和 B 的 2 个端点是否相等。

## Synopsis

double precision `<->`( geometry A , geometry B );  
double precision `<->`( geography A , geography B );

❏

<-> 索引辅助的 2 个最近邻居。 "ORDER BY" 索引辅助的 (index-assisted) 最近邻居 (nearest neighbor) 索引辅助的。 PostgreSQL 9.5 索引辅助的, 9.5 索引辅助的, 索引辅助的 (distance sphere) 索引辅助的 KNN 索引辅助的。



#### Note

索引辅助的 (operand) 索引辅助的 2 个 GiST 索引辅助的。 索引辅助的 ORDER BY 索引辅助的。



#### Note

索引辅助的, 索引辅助 a.geom 索引辅助'SRID=3005;POINT(1011102 450541)::geometry 索引辅助, (索引辅助/CTE(common table expression) 索引辅助) 索引辅助的。

索引辅助的 [OpenGeo workshop: Nearest-Neighbour Searching](#) 索引辅助的。

索引辅助: 2.2.0 索引辅助 -- PostgreSQL 9.5 索引辅助的 KNN("K nearest neighbor") 索引辅助的。 索引辅助 KNN 索引辅助的。 PostgreSQL 9.4 索引辅助的, 索引辅助的。

索引辅助: 2.2.0 索引辅助 -- PostgreSQL 9.5 索引辅助的, 索引辅助的 (Hybrid syntax) 索引辅助的 PostgreSQL 2.2 索引辅助, PostgreSQL 9.5 索引辅助的索引辅助的。

2.0.0 索引辅助的。 索引辅助 KNN 索引辅助的。 PostgreSQL 9.1 索引辅助的索引辅助的。

❏

```
SELECT ST_Distance(geom, 'SRID=3005;POINT(1011102 450541)::geometry') as d,edabbr, vaabbr
FROM va2005
ORDER BY d limit 10;
```

| d                | edabbr | vaabbr |
|------------------|--------|--------|
| 0                | ALQ    | 128    |
| 5541.57712511724 | ALQ    | 129A   |
| 5579.67450712005 | ALQ    | 001    |
| 6083.4207708641  | ALQ    | 131    |
| 7691.2205404848  | ALQ    | 003    |
| 7900.75451037313 | ALQ    | 122    |
| 8694.20710669982 | ALQ    | 129B   |
| 9564.24289057111 | ALQ    | 130    |
| 12089.665931705  | ALQ    | 127    |
| 18472.5531479404 | ALQ    | 002    |

(10 rows)

索引辅助 KNN 索引辅助的:

```
SELECT st_distance(geom, 'SRID=3005;POINT(1011102 450541)::geometry') as d,edabbr, vaabbr
FROM va2005
ORDER BY geom <-> 'SRID=3005;POINT(1011102 450541)::geometry' limit 10;
```

| d                | edabbr | vaabbr |
|------------------|--------|--------|
| 0                | ALQ    | 128    |
| 5541.57712511724 | ALQ    | 129A   |
| 5579.67450712005 | ALQ    | 001    |
| 6083.4207708641  | ALQ    | 131    |
| 7691.2205404848  | ALQ    | 003    |
| 7900.75451037313 | ALQ    | 122    |
| 8694.20710669982 | ALQ    | 129B   |
| 9564.24289057111 | ALQ    | 130    |
| 12089.665931705  | ALQ    | 127    |
| 18472.5531479404 | ALQ    | 002    |

(10 rows)

“EXPLAIN ANALYZE” 函数用于显示 SQL 语句的执行计划。PostgreSQL 9.5 版本引入了 KNN 运算符 CTE(common table expression) 函数，用于在查询中引用 CTE。以下是一个使用 KNN 运算符 CTE 的示例：

```
WITH index_query AS (  
  SELECT ST_Distance(geom, 'SRID=3005;POINT(1011102 450541)::geometry) as d,edabbr, vaabbr  
  FROM va2005  
  ORDER BY geom <-> 'SRID=3005;POINT(1011102 450541)::geometry' LIMIT 100)  
SELECT *  
  FROM index_query  
 ORDER BY d limit 10;
```

| d                | edabbr | vaabbr |
|------------------|--------|--------|
| 0                | ALQ    | 128    |
| 5541.57712511724 | ALQ    | 129A   |
| 5579.67450712005 | ALQ    | 001    |
| 6083.4207708641  | ALQ    | 131    |
| 7691.2205404848  | ALQ    | 003    |
| 7900.75451037313 | ALQ    | 122    |
| 8694.20710669982 | ALQ    | 129B   |
| 9564.24289057111 | ALQ    | 130    |
| 12089.665931705  | ALQ    | 127    |
| 18472.5531479404 | ALQ    | 002    |

(10 rows)

函数

ST\_DWithin, ST\_Distance, <#>

7.10.2.2 |=|

|=| — A 与 B 的最接近点 (closest point of approach) 的轨迹 (trajectory)。

Synopsis

double precision |=|( geometry A , geometry B );

||

`|=|` 函数 `(ST_IsValidTrajectory 几何体) 几何体 3 返回最近邻居的距离`。函数 `ST_DistanceCPA` 返回最近邻居的距离，函数 `(PostgreSQL 9.5.0 引入)` `N` 返回最近邻居 (nearest neighbor) 的 ID。



#### Note

函数 (operand) 返回最近邻居的 ID `N` 是 GiST 索引支持的。函数 `ORDER BY` 返回最近邻居的 ID。



#### Note

函数 `a.geom` 返回 `'SRID=3005;LINESTRING(0 0 0,0 0 1)'` 的 geometry 函数，(函数/CTE(common table expression) 返回最近邻居的 ID)。

2.2.0 版本引入。 PostgreSQL 9.5 版本引入 (index-supported) 函数。

||

```
-- Save a literal query trajectory in a psql variable...
\set qt 'ST_AddMeasure(ST_MakeLine(ST_MakePointM(-350,300,0),ST_MakePointM(-410,490,0)) ←
,10,20)'
```

-- Run the query !

```
SELECT track_id, dist FROM (
  SELECT track_id, ST_DistanceCPA(tr,:qt) dist
  FROM trajectories
  ORDER BY tr || :qt
  LIMIT 5
) foo;
```

| track_id | dist              |
|----------|-------------------|
| 395      | 0.576496831518066 |
| 380      | 5.06797130410151  |
| 390      | 7.72262293958322  |
| 385      | 9.8004461358071   |
| 405      | 10.9534397988433  |

(5 rows)

||

**ST\_DistanceCPA, ST\_ClosestPointOfApproach, ST\_IsValidTrajectory**

### 7.10.2.3 <#>

<#> — A 与 B 的最近距离。

#### Synopsis

double precision <#>( geometry A , geometry B );

¶

<#> 浮点型 (floating point) 数据类型。 PostgreSQL 9.1 引入的 (PostgreSQL 9.1 之前版本不支持)。 用于存储浮点型数据。



**Note**  
ORDER BY 子句中的 (operand) 表达式。 ORDER BY 子句中的 (operand) 表达式。 ORDER BY 子句中的 (operand) 表达式。



**Note**  
ORDER BY 子句中的 (operand) 表达式。 ORDER BY 子句中的 (operand) 表达式。 ORDER BY 子句中的 (operand) 表达式。

2.0.0 版本。 PostgreSQL 9.1 引入的 KNN 索引。

¶

```
SELECT *
FROM (
SELECT b.tlid, b.mtfcc,
       b.geom <#
> ST_GeomFromText('LINESTRING(746149 2948672,745954 2948576,
                             745787 2948499,745740 2948468,745712 2948438,
                             745690 2948384,745677 2948319)',2249) As b_dist,
       ST_Distance(b.geom, ST_GeomFromText('LINESTRING(746149 2948672,745954
                             2948576,
                             745787 2948499,745740 2948468,745712 2948438,
                             745690 2948384,745677 2948319)',2249)) As act_dist
FROM bos_roads As b
ORDER BY b_dist, b.tlid
LIMIT 100) As foo
ORDER BY act_dist, tlid LIMIT 10;
```

| tlid      | mtfcc | b_dist           | act_dist         |
|-----------|-------|------------------|------------------|
| 85732027  | S1400 | 0                | 0                |
| 85732029  | S1400 | 0                | 0                |
| 85732031  | S1400 | 0                | 0                |
| 85734335  | S1400 | 0                | 0                |
| 85736037  | S1400 | 0                | 0                |
| 624683742 | S1400 | 0                | 128.528874268666 |
| 85719343  | S1400 | 260.839270432962 | 260.839270432962 |
| 85741826  | S1400 | 164.759294123275 | 260.839270432962 |
| 85732032  | S1400 | 277.75           | 311.830282365264 |
| 85735592  | S1400 | 222.25           | 311.830282365264 |

(10 rows)

¶

ST\_DWithin, ST\_Distance, <->

### 7.10.2.4 <->

<-> — Returns the n-D distance between the A and B geometries or bounding boxes

#### Synopsis

double precision <->( geometry A , geometry B );

例

<-> 返回两个几何体之间的 n-D 距离。N 是 (可选) 距离的维数。如果没有指定维数，则返回两个几何体之间的最小距离。



#### Note

距离 (operand) 是 N 维 GiST 索引。使用 ORDER BY 对距离进行排序。



#### Note

例如，使用 a.geom 'SRID=3005;POINT(1011102 450541)::geometry' 和 (CTE(common table expression) 返回距离。

2.2.0 版本。PostgreSQL 9.1 版本支持 KNN 索引。

例

<->

## 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 );

国国

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**

This function automatically includes a bounding box comparison that makes use of any spatial indexes that are available on the geometries.

**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 国国国国国国国国国国国国.

- ✔ 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

国国国国

```
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
```

国国

[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);



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:  $ST\_Contains(A, B) \Leftrightarrow (A \supset B = B) \wedge (Int(A) \cap Int(B) \neq \emptyset)$

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  $ST\_Contains(A, B) = \text{true}$  and  $ST\_Contains(B, A) = \text{true}$ , then the two geometries must be topologically equal ( $ST\_Equals(A, B) = \text{true}$ ).

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)`

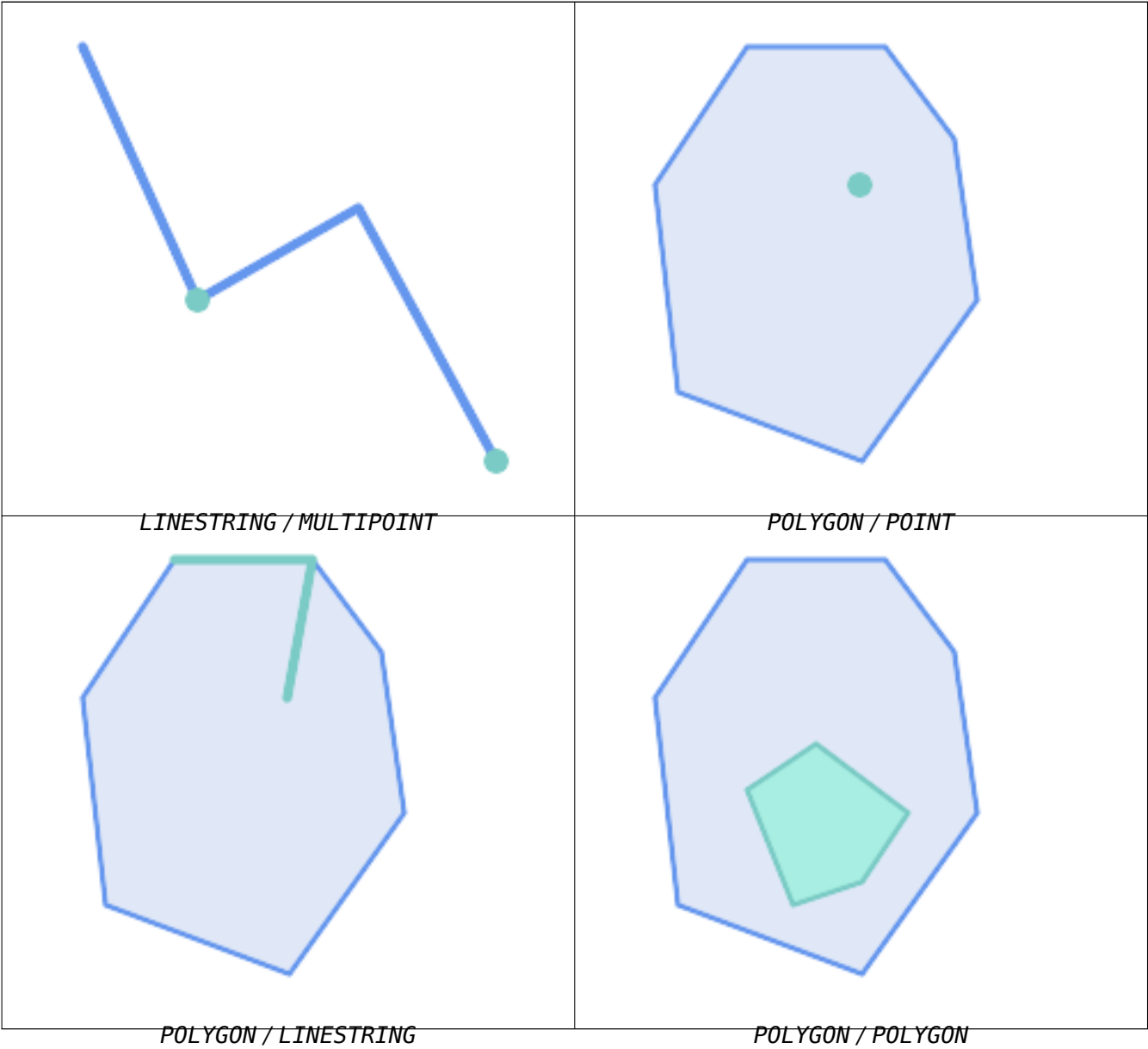


This method implements the SQL/MM specification. SQL-MM 3: 5.1.31

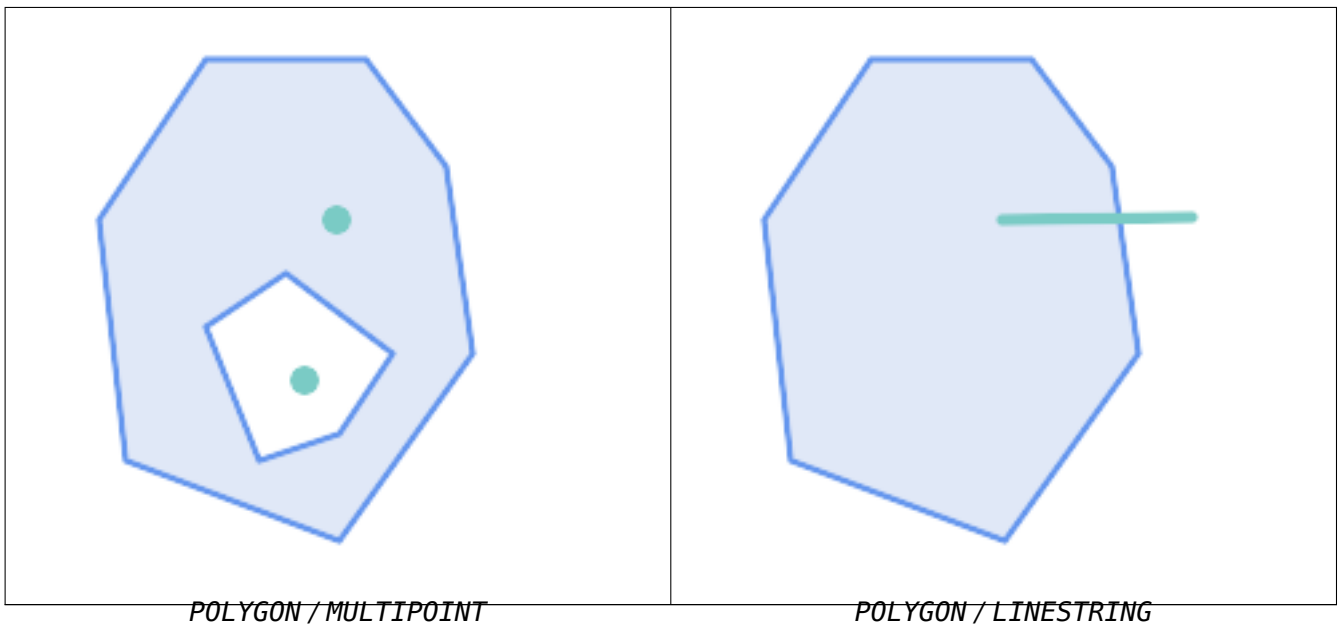


☐☐

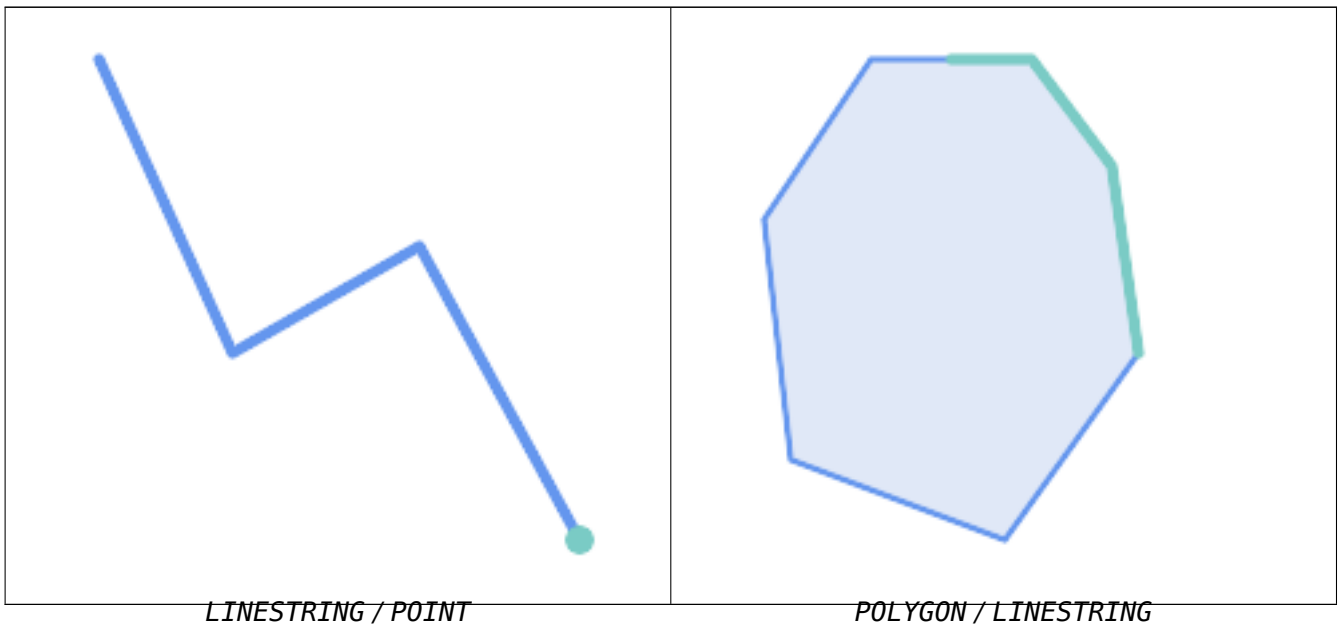
ST\_Contains returns TRUE in the following situations:



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 3.10.0

1.4.0 简体中文.



**Important**

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION



**Important**

Do not use this function with invalid geometries. You will get unexpected results.

例

```
--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:  $ST\_CoveredBy(A, B) \Leftrightarrow A \sqsubset B = A$

`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 3.10.0

1.2.2 简体中文.

NOTE: this is the "allowable" version that returns a boolean, not an integer.

Not an OGC standard, but Oracle has it too.

例

```
--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)
```

例

[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

#### Synopsis

boolean **ST\_Covers**(geometry geomA, geometry geomB);  
 boolean **ST\_Covers**(geography geogpolyA, geography geogpointB);

例

Returns true if every point in Geometry/Geography B lies inside (i.e. intersects the interior or boundary of) Geometry/Geography A. Equivalently, tests that no point of B lies outside (in the exterior of) A.

In mathematical terms:  $ST\_Covers(A, B) \Leftrightarrow A \sqcap B = B$

**ST\_Covers** is the converse of [ST\\_CoveredBy](#). So,  $ST\_Covers(A,B) = ST\_CoveredBy(B,A)$ .

Generally this function should be used instead of [ST\\_Contains](#), since it has a simpler definition which does not have the quirk that "geometries do not contain their boundary".



#### 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_Covers`.



#### Important

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION



**Important**  
Do not use this function with invalid geometries. You will get unexpected results.

GEOS 更新

Enhanced: 2.4.0 Support for polygon in polygon and line in polygon added for geography type  
Enhanced: 2.3.0 Enhancement to PIP short-circuit for geometry extended to support MultiPoints with few points. Prior versions only supported point in polygon.

1.5.0 重要更新.

1.2.2 重要更新.

NOTE: this is the "allowable" version that returns a boolean, not an integer.

Not an OGC standard, but Oracle has it too.

更新

Geometry example

```
--a circle covering a circle
SELECT ST_Covers(smallc,smallc) As smallinsmall,
       ST_Covers(smallc, bigc) As smallcoversbig,
       ST_Covers(bigc, ST_ExteriorRing(bigc)) As bigcoversexterior,
       ST_Contains(bigc, ST_ExteriorRing(bigc)) As bigcontainsexterior
FROM (SELECT ST_Buffer(ST_GeomFromText('POINT(1 2)'), 10) As smallc,
       ST_Buffer(ST_GeomFromText('POINT(1 2)'), 20) As bigc) As foo;
--Result
smallinsmall | smallcoversbig | bigcoversexterior | bigcontainsexterior
-----+-----+-----+-----
t             | f               | t                 | f
(1 row)
```

Geeography 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
```

更新

[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);

国国

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](#)

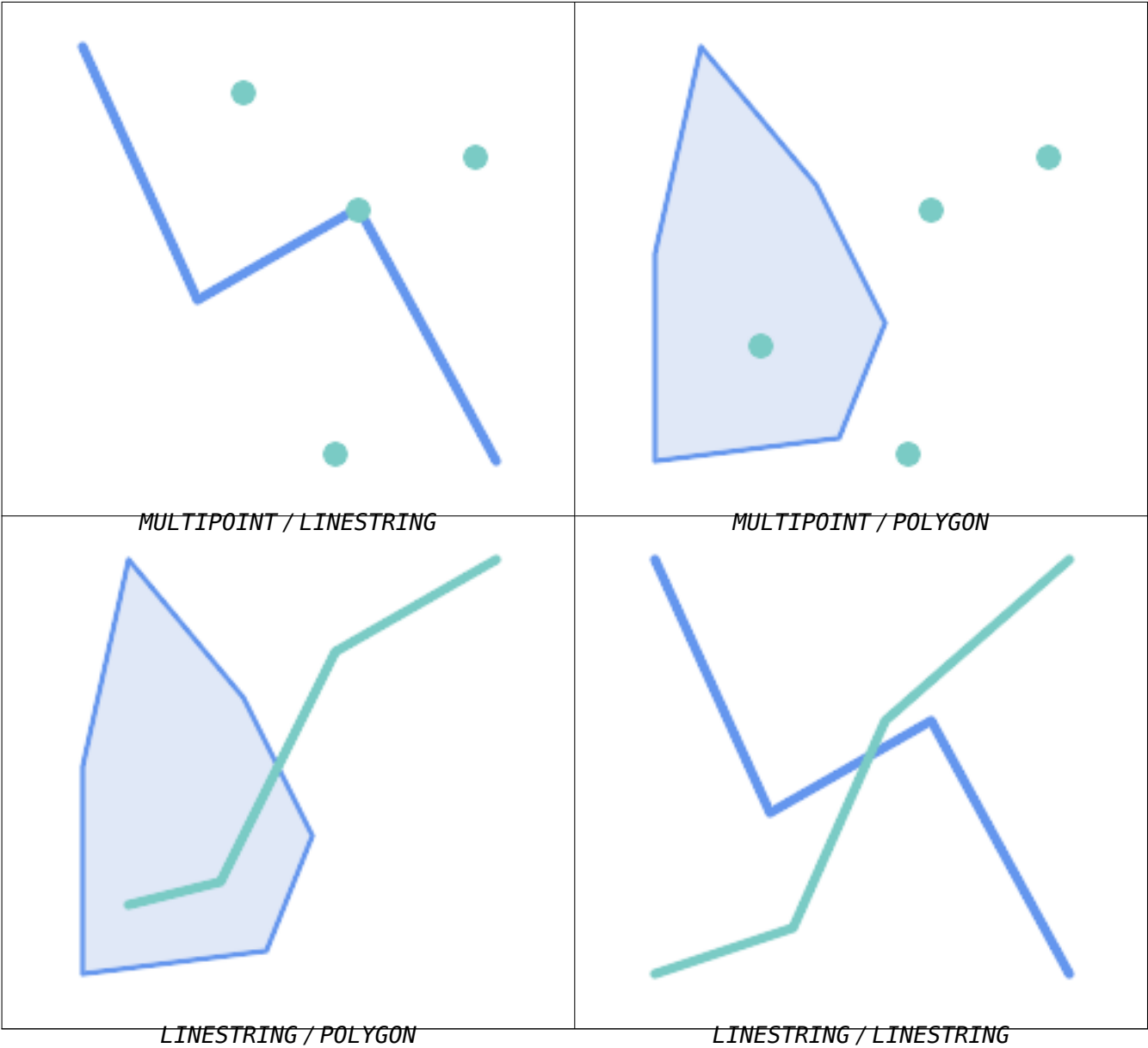


This method implements the SQL/MM specification. SQL-MM 3: 5.1.29

国国

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 (<br/>  id serial NOT NULL,<br/>  geom geometry,<br/>  CONSTRAINT roads_pkey PRIMARY KEY ( ↵<br/>    road_id)<br/>);</pre> | <pre>CREATE TABLE highways (<br/>  id serial NOT NULL,<br/>  the_gem geometry,<br/>  CONSTRAINT roads_pkey PRIMARY KEY ( ↵<br/>    road_id)<br/>);</pre> |
|----------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|

To determine a list of roads that cross a highway, use a query similar to:

```
SELECT roads.id  
FROM roads, highways  
WHERE ST_Crosses(roads.geom, highways.geom);
```

函数

[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 );

函数

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 函数



#### 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

函数

```
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)
```

国国

[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 );
```

国国

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

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

For geography, this function has a distance tolerance of about 0.00001 meters and uses the sphere rather than spheroid calculation.

**Note**

NOTE: this is the “allowable” version that returns a boolean, not an integer.



This method implements the [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).

SQL

```
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)
```

SQL

```
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
```

SQL

&&, 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);

返回

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.

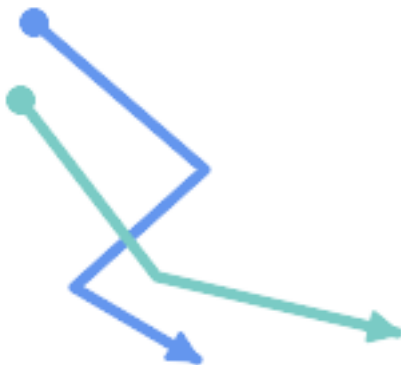
The crossing number has the following meaning:

- 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

返回

**Example:** LINE CROSS LEFT and LINE CROSS RIGHT

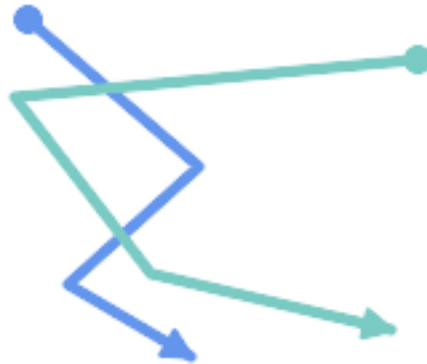


Blue: Line A; Green: Line B

```
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

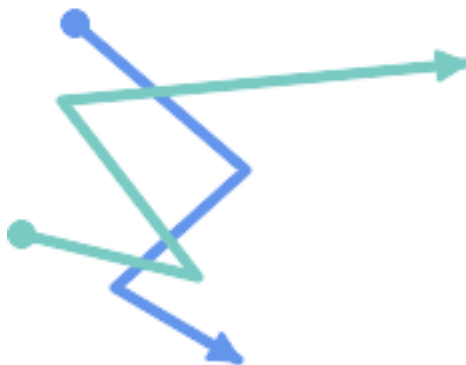


*Blue: Line A; Green: Line B*

```
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/arcsde/9.1/sql\\_api/sqlapi3.htm#ST\\_OrderingEquals](http://edndoc.esri.com/arcsde/9.1/sql_api/sqlapi3.htm#ST_OrderingEquals)



This method implements the SQL/MM specification. SQL-MM 3: 5.1.43



```
SELECT ST_OrderingEquals(
  'LINESTRING(0 0, 10 10)',
  'LINESTRING(0 0, 5 5, 10 10)');
```

```
st_orderingequals
-----
```



```
f

SELECT ST_OrderingEquals(
  'LINESTRING(0 0, 10 10)',
  'LINESTRING(0 0, 10 10)');

st_orderingequals
-----
t

SELECT ST_OrderingEquals(
  'POLYGON((0 0, 0 1, 1 1, 1 0, 0 0))',
  'POLYGON((0 0, 1 0, 1 1, 0 1, 0 0))');

st_orderingequals
-----
f
```

☒☒

&&, [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 3.10.0



##### Important

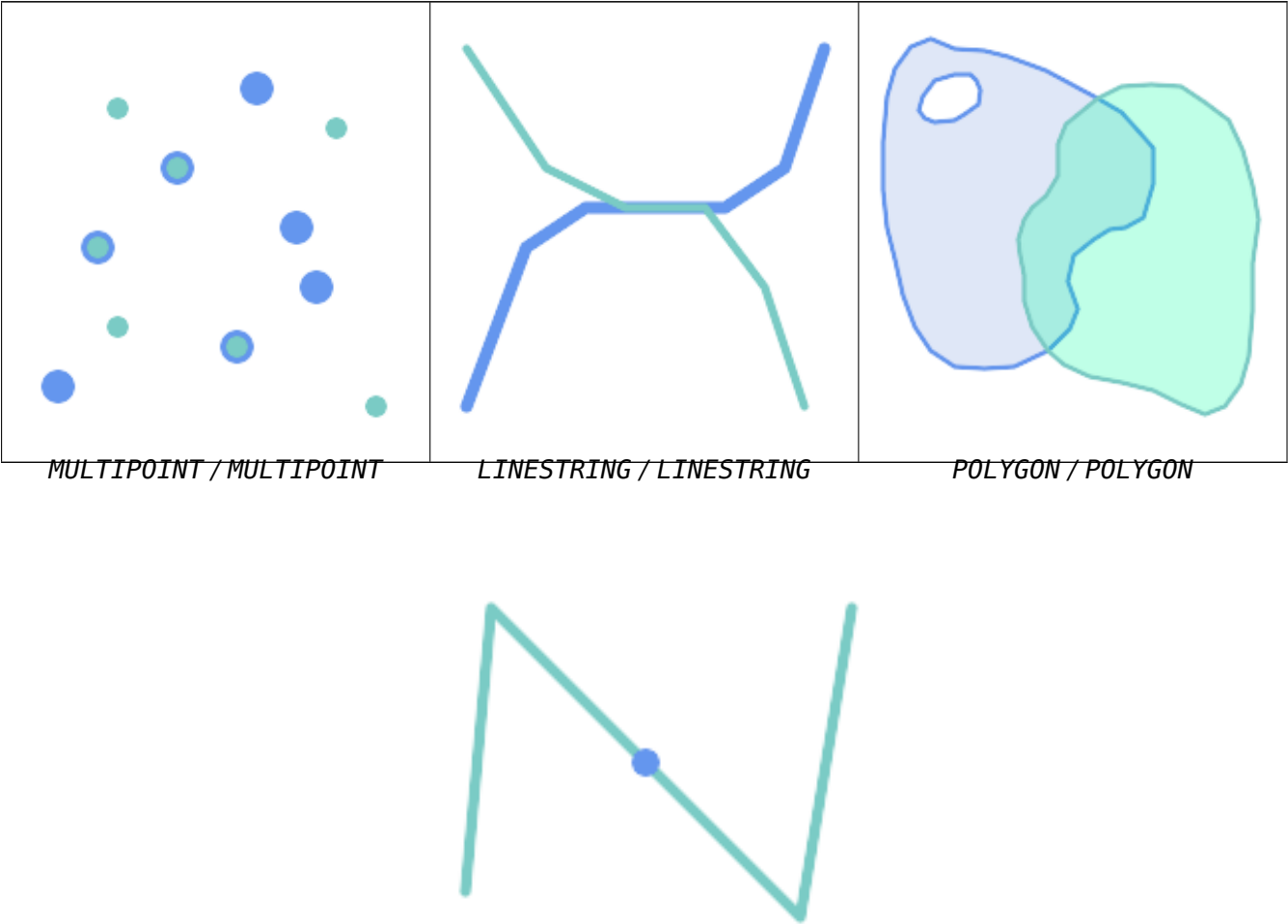
Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION

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       |

関数

[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);
```

説明

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](#).

**Variante 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.

**Variant 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](#).

**Variant 3:** Like variant 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

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Enhanced: 2.0.0 - added support for specifying boundary node rule.



### Important

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION

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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.

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2.0.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒☒.

❏❏

```
SELECT ST_RelateMatch('101202FFF', 'TTTTTTFFF') ;
-- 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**F***' ),
            ( 'Disjoint', 'FF*FF****' )) 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**F*** | non-intersecting | FF1FF0212 | f     |
| Within       | T*F**F*** | overlapping      | 1010F0212 | f     |
| Within       | T*F**F*** | inside           | 1FF0FF212 | t     |
| Disjoint     | FF*FF**** | non-intersecting | FF1FF0212 | t     |
| Disjoint     | FF*FF**** | overlapping      | 1010F0212 | f     |
| Disjoint     | FF*FF**** | 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`



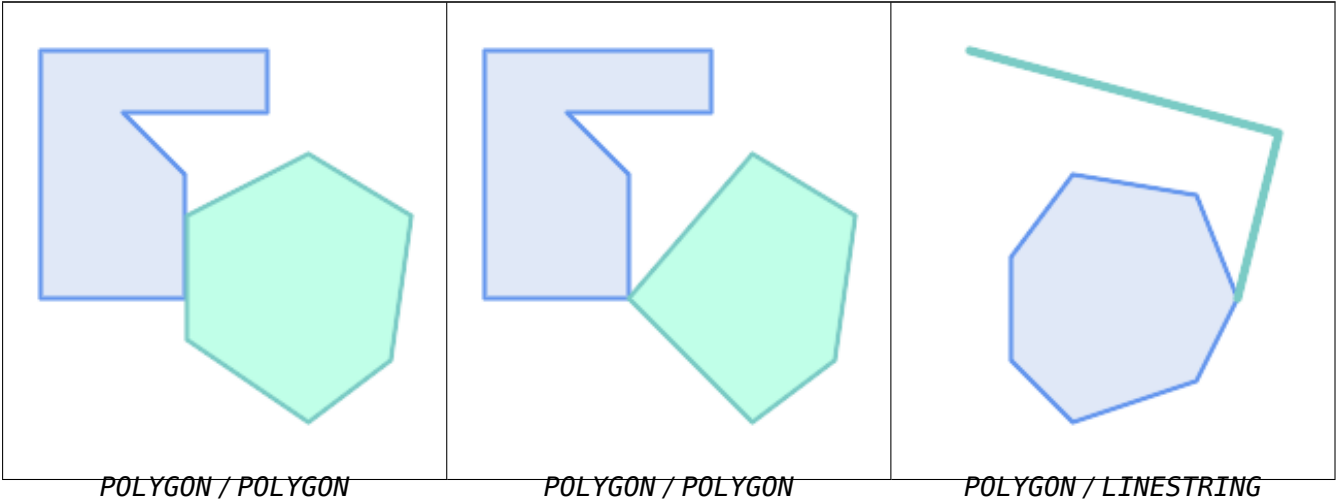
This method implements the [OGC Simple Features Implementation Specification for SQL 1.1. s2.1.1.2 // s2.1.13.3](#)



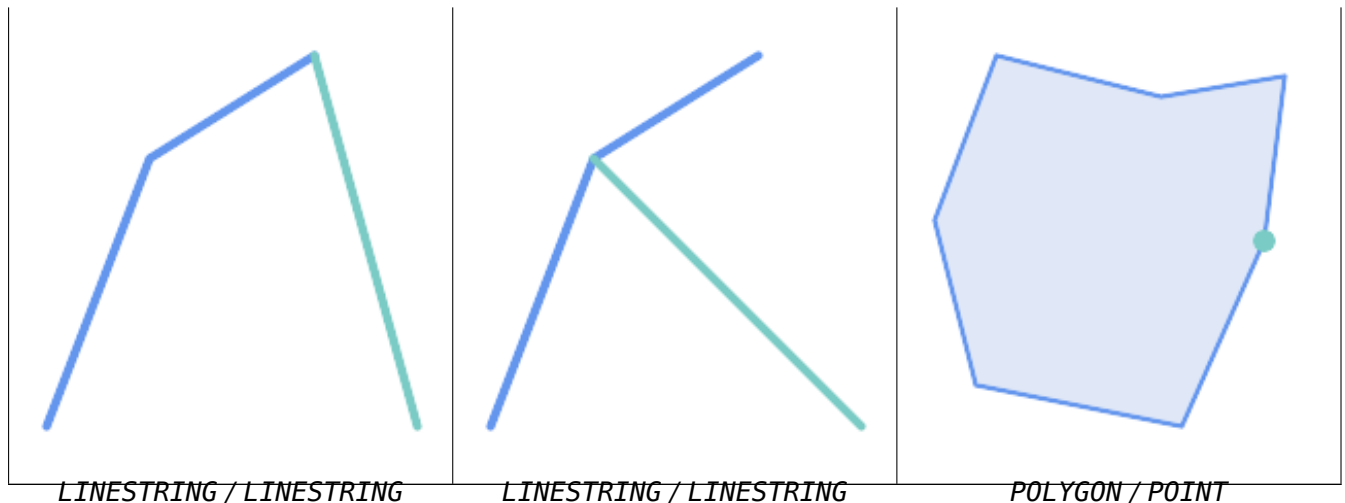
This method implements the SQL/MM specification. SQL-MM 3: 5.1.28



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_touches
-----
f
(1 row)

SELECT ST_Touches('LINESTRING(0 0, 1 1, 0 2)::geometry, 'POINT(0 2)::geometry');
st_touches
-----
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:  $ST\_Within(A, B) \Leftrightarrow (A \sqcap B = A) \wedge (Int(A) \sqcap Int(B) \neq \emptyset)$

The within relation is reflexive: every geometry is within itself. The relation is antisymmetric: if  $ST\_Within(A, B) = \text{true}$  and  $ST\_Within(B, A) = \text{true}$ , then the two geometries must be topologically equal ( $ST\_Equals(A, B) = \text{true}$ ).

**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`.

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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

国国

```
--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 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_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.

例

```
-- This compares the difference between fully within and distance within as well
-- as the distance fully within for the 2D footprint of the line/point vs. the 3d fully
-- within
SELECT ST_3DDFullyWithin(geom_a, geom_b, 10) as D3DFullyWithin10, ST_3DDWithin(geom_a,
    geom_b, 10) as D3DWithin10,
ST_DFullyWithin(geom_a, geom_b, 20) as D2DFullyWithin20,
ST_3DDFullyWithin(geom_a, geom_b, 20) as D3DFullyWithin20 from
(select ST_GeomFromEWKT('POINT(1 1 2)') as geom_a,
    ST_GeomFromEWKT('LINESTRING(1 5 2, 2 7 20, 1 9 100, 14 12 3)') as geom_b) t1;
d3dfullywithin10 | d3dwithin10 | d2dfullywithin20 | d3dfullywithin20
-----+-----+-----+-----
f                | t           | t               | f
```

例

**ST\_3DDWithin, ST\_DWithin, ST\_DFullyWithin, ST\_3DMaxDistance**

### 7.11.2.3 ST\_DFullyWithin

ST\_DFullyWithin — Tests if a geometry is entirely inside a distance of another

#### Synopsis

boolean **ST\_DFullyWithin**(geometry g1, geometry g2, double precision distance);

例

Returns true if g2 is entirely within distance of g1. Visually, the condition is true if g2 is contained within a distance buffer of g1. The distance is specified in units defined by the spatial reference system of the geometries.



#### Note

This function automatically includes a bounding box comparison that makes use of any spatial indexes that are available on the geometries.

1.5.0 简体中文。

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.

例

```
SELECT
    ST_DFullyWithin(geom_a, geom_b, 10) AS DFullyWithin10,
    ST_DWithin(geom_a, geom_b, 10) AS DWithin10,
    ST_DFullyWithin(geom_a, geom_b, 20) AS DFullyWithin20
FROM (VALUES
    ('POINT(1 1)', 'LINESTRING(1 5, 2 7, 1 9, 14 12)')
) AS v(geom_a, geom_b)
```

| dfullywithin10 | dwithin10 | dfullywithin20 |
|----------------|-----------|----------------|
| f              | t         | t              |

表头

[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);
```

表头

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



```
SELECT ST_PointInsideCircle(ST_Point(1,2), 0.5, 2, 3);
 st_pointinsidecircle
-----
t
```



ST DWithin

## 7.12 Measurement Functions

### 7.12.1 ST\_Area

ST Area — □□□□□□□□□□□□□□.

## Synopsis

```
float ST_Area(geometry g1);
float ST_Area(geography geog, boolean use_spheroid = true);
```



`ST_Surface` - ST\_MultiSurface  
- . SRID 2 .  
(curved surface)  
ST\_Area(geog,false)

2.0.0 2 (polyhedral surface)

GeographicLib 2.2.0, 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

XXXXXXXXXXXX, (2.5 XXXXXXX) 2 XXXXXXXXXXXXXXXXXXXX. 2.5 XXXXXXX 0 XXXX (non-zero) XXXXXXXXXXXXXXXX, XY XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX.



 (plot) . EPSG:2249 .

[illegible][illegible]

```

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;

```

本圖係根據 1984 年 1 月 1 日之 WGS84 4326 座標系統繪製。圖中所有之點位均係根據該座標系統計算所得。圖中所有之點位均係根據該座標系統計算所得。圖中所有之點位均係根據該座標系統計算所得。

```
select ST_Area(geog) / 0.3048 ^ 2 sqft_spheroid,
       ST_Area(geog, false) / 0.3048 ^ 2 sqft_sphere,
       ST_Area(geog) sqm_spheroid
from (
```

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 函数使用指定的偏移量将点或线移动到新的位置。有关 `upgis_lineshift` 函数的更多信息，请参阅 [Plpgsqlfunctions PostGIS wiki section](#)。

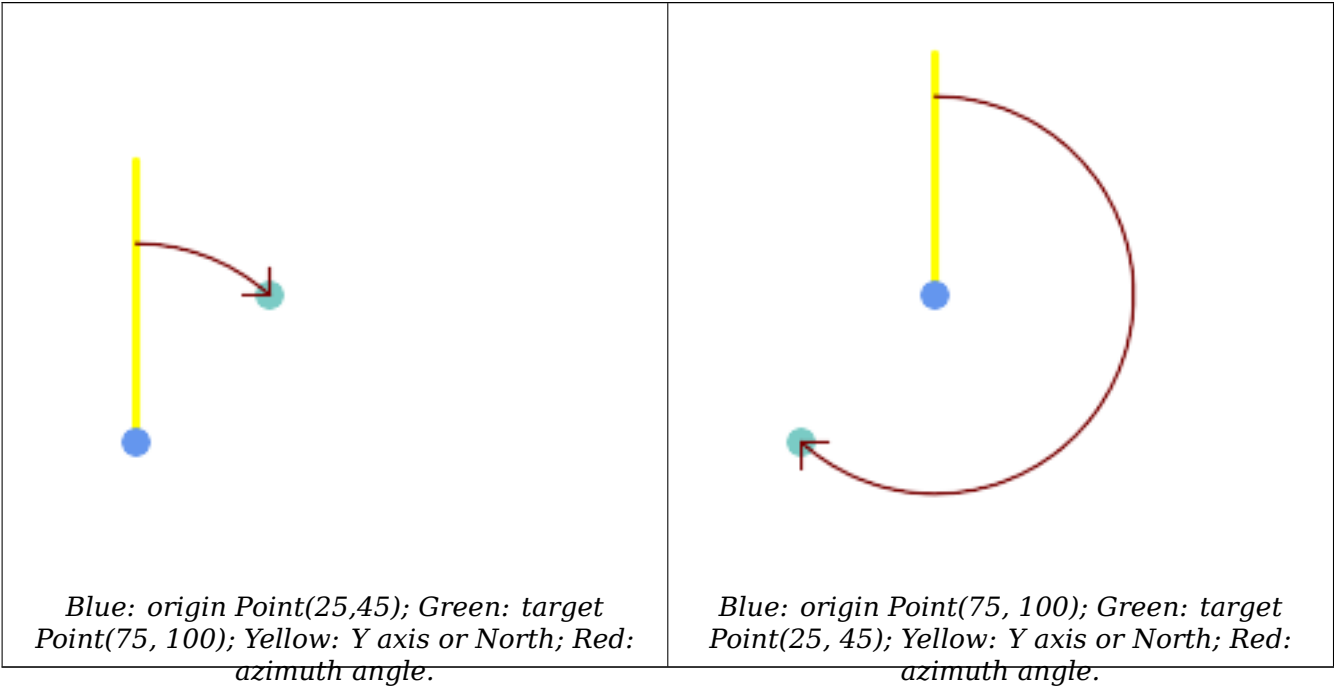
1.1.0 版本引入。  
更新: 2.0.0 版本引入。  
更新: 2.2.0 版本引入，依赖于 GeographicLib 库。需要 Proj 4.9.0 或更高版本。

例

SQL 语句

```
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 |



例

[ST\\_Angle](#), [ST\\_Translate](#), [ST\\_Project](#), [PostgreSQL Math Functions](#)

### 7.12.3 ST\_Angle

`ST_Angle` — 返回由 3 个点 (最长) 定义的角。

#### Synopsis

```
float ST_Angle(geometry point1, geometry point2, geometry point4);
float ST_Angle(geometry line1, geometry line2);
```

函数

返回由 3 个点 (最长) 定义的角度的度数。

**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 的 `degrees()` 函数返回角度的度数。PostgreSQL 的 `degrees()` 函数返回角度的度数。

Note that `ST_Angle(P1,P2,P3) = ST_Angle(P2,P1,P2,P3)`.

Availability: 2.5.0

函数

返回由 4 个点定义的角度的度数。

```
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
```

函数

**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);
```

返回

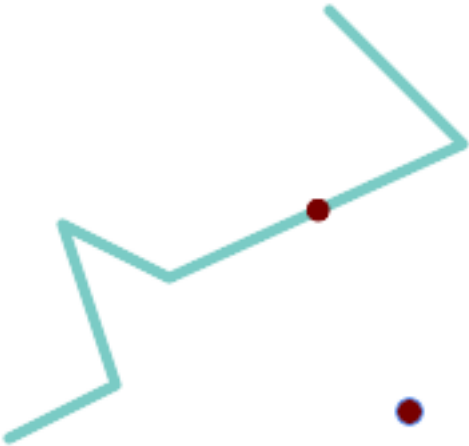
Returns the 2-dimensional point on `geom1` that is closest to `geom2`. This is the first point of the shortest line between the geometries (as computed by [ST\\_ShortestLine](#)).



**Note**  
3 版本中 [ST\\_3DClosestPoint](#) 函数返回 3D 结果。

Enhanced: 3.4.0 - Support for geography.  
1.5.0 版本中引入。

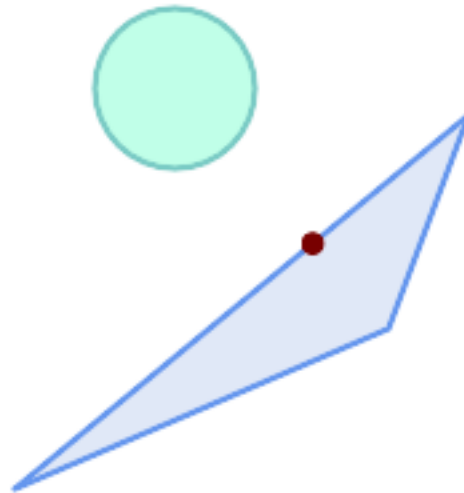
返回



*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                                                                                                                          

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

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒.

Figure 2.2.0: 2D plot of  $\rho(x, y, z)$ , ( $\rho(x, y, z) \geq 0$  for  $x, y, z \in [0, 1]$ ) 2D plot of  $\rho(x, y, z)$ . 2D plot of  $\rho(x, y, z)$ , ( $\rho(x, y, z) \geq 0$  for  $x, y, z \in [0, 1]$ ).

例

例 1: 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;
```

|              |  |   |
|--------------|--|---|
| cp3d_line_pt |  | ↔ |
| cp2d_line_pt |  |   |

---

POINT(54.6993798867619 128.935022917228 11.5475869506606) | POINT(73.0769230769231 115.284615384615)

例 2: 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;
```

|              |  |              |
|--------------|--|--------------|
| cp3d_line_pt |  | cp2d_line_pt |
|--------------|--|--------------|

---

POINT(54.6993798867619 128.935022917228 11.5475869506606) | POINT(50 75)

例 3: 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;
```

|      |  |      |
|------|--|------|
| cp3d |  | cp2d |
|------|--|------|

---

POINT(39.993580415989 54.1889925532825 5) | POINT(20 40)

例

**ST\_AsEWKT**, **ST\_ClosestPoint**, **ST\_3DDistance**, **ST\_3DShortestLine**

## 7.12.6 ST\_Distance

**ST\_Distance** — 返回 3D 几何体 (longest) 之间的最短距离。

### Synopsis

```
float ST_Distance(geometry g1, geometry g2);
float ST_Distance(geography geog1, geography geog2, boolean use_spheroid = true);
```





```
SELECT ST_Distance(
  ST_Transform('SRID=4326;POINT(-72.1235 42.3521)::geometry, 26986),
  ST_Transform('SRID=4326;LINESTRING(-72.1260 42.45, -72.123 42.1546)::geometry, 26986)  ←
);
-----
123.797937878454
```

Geometry example - units in meters (SRID: 2163 US National Atlas Equal area) (least accurate)

```
SELECT ST_Distance(
  ST_Transform('SRID=4326;POINT(-72.1235 42.3521)::geometry, 2163),
  ST_Transform('SRID=4326;LINESTRING(-72.1260 42.45, -72.123 42.1546)::geometry, 2163) )  ←
;
-----
126.664256056812
```

## ST\_Distance

Same as geometry example but note units in meters - use sphere for slightly faster and less accurate computation.

```
SELECT ST_Distance(gg1, gg2) As spheroid_dist, ST_Distance(gg1, gg2, false) As sphere_dist
FROM (SELECT
  'SRID=4326;POINT(-72.1235 42.3521)::geography as gg1,
  'SRID=4326;LINESTRING(-72.1260 42.45, -72.123 42.1546)::geography as gg2
) As foo ;

spheroid_dist | sphere_dist
-----+-----
123.802076746848 | 123.475736916397
```

## ST\_DistanceSpheroid

[ST\\_3DDistance](#), [ST\\_DWithin](#), [ST\\_DistanceSphere](#), [ST\\_DistanceSpheroid](#), [ST\\_MaxDistance](#), [ST\\_HausdorffDistance](#), [ST\\_FrechetDistance](#), [ST\\_Transform](#)

### 7.12.7 ST\_3DDistance

**ST\_3DDistance** — 计算两个几何体 (SRS 未指定) 3 维欧几里得距离。

#### Synopsis

float **ST\_3DDistance**(geometry g1, geometry g2);

#### 参数

geometry g1, geometry g2 3 维欧几里得距离 (SRS 未指定) 的几何体。



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 ISO/IEC 13249-3 2.0.0 文档.

文档: 2.2.0 文档, 2D 和 3D 文档 Z 文档 Z 为 0 文档.

Changed: 3.0.0 - SFCGAL version removed

文档

```
-- 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
```

文档

[ST\\_Distance](#), [ST\\_3DClosestPoint](#), [ST\\_3DDWithin](#), [ST\\_3DMaxDistance](#), [ST\\_3DShortestLine](#), [ST\\_Transform](#)

## 7.12.8 ST\_DistanceSphere

ST\_DistanceSphere — 文档. PostGIS 1.5 文档.

### Synopsis

float **ST\_DistanceSphere**(geometry geom1lonlatA, geometry geom1lonlatB, float8 radius=6371008);

注意

PostGIS 2 使用 `ST_DistanceSphere`。SRID 使用 `4326`。PostGIS 1.5 使用 `ST_DistanceSphere`。PostGIS 1.5 使用 `ST_DistanceSphere`。

1.5 使用 `ST_DistanceSphere`。1.5 使用 `ST_DistanceSphere`。

注意: 2.2.0 使用 `ST_Distance_Sphere`。

注意

```
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
```

注意

`ST_Distance`, `ST_DistanceSphere`

## 7.12.9 ST\_DistanceSphere

`ST_DistanceSphere` — 计算两个几何体之间的球面距离。PostGIS 1.5 使用 `ST_DistanceSphere`。

### Synopsis

float **ST\_DistanceSphere**(geometry geom1lonlatA, geometry geom1lonlatB, spheroid measurement\_spheroid)

注意

PostGIS 1.5 使用 `ST_DistanceSphere`。PostGIS 1.5 使用 `ST_DistanceSphere`。



#### Note

PostGIS 1.5 使用 `ST_DistanceSphere`。PostGIS 1.5 使用 `ST_DistanceSphere`。

1.5 使用 `ST_DistanceSpheroid` 函数。1.5 使用 `ST_DistanceSphere` 函数。

注意: 2.2.0 版本中 `ST_Distance_Spheroid` 函数已弃用。

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` — 计算 3 个最短 (shortest) 距离。

#### 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

该函数在 3.6.0 版本中引入。它使用 `ST_DensifyGeometry` 函数来对输入几何体进行分段。该函数在 3.6.0 版本中引入。它使用 `ST_DensifyGeometry` 函数来对输入几何体进行分段。

**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 函数

Availability: 2.4.0 - requires GEOS >= 3.7.0

SQL

```
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)
```

SQL

**ST\_HausdorffDistance**

### 7.12.11 ST\_HausdorffDistance

`ST_HausdorffDistance` — 返回两个几何体的最短距离 (shortest) 距离。

#### Synopsis

```
float ST_HausdorffDistance(geometry g1, geometry g2);
float ST_HausdorffDistance(geometry g1, geometry g2, float densifyFrac);
```

SQL

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 空间距离函数。

图例



*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);
```



ST FrechetDistance

### 7.12.12 ST\_Length

ST\_Length — .

## Synopsis

```
float ST_Length(geometry a_2dlinestring);
float ST_Length(geography geog, boolean use_spheroid = true);
```



注意: 曲线, 多曲线 2 个参数  
 0 个参数. **ST\_Perimeter** 个参数. 注意,  
 曲线, 多曲线 2 个参数

For geography types: computation is performed using the inverse geodesic calculation. Units of length are in meters. If PostGIS is compiled with PROJ version 4.8.0 or later, the spheroid is specified by the SRID, otherwise it is exclusive to WGS84. If `use_spheroid = false`, then the calculation is based on a sphere instead of a spheroid.

[illegible]

## Warning

0000: 2.0.0 0000000000000000. 2.0.0 0000000000000000/000000  
 0000000000000000/0000000000000000. 2.0.0 00000000000000  
 0 000000000000. 0000000000 ST Perimeter 00000000.



### Note

ST Length(gg,false);



✔ 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: 7.1.2, 9.3.4 1.5.0 ☒☒☒☒☒☒☒☒☒☒☒☒☒.



XXXXXXXXXXXXXXXXXXXXX. XXX EPSG:2249 XXXXXXXXXXXXXXXXXXXXXXXX  
XXXXXXXXXXXXXXXXXXXXX.

```
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
```

图 7.12.12

WGS84 地理坐标转换为平面坐标。

```
-- 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
```

图 7.12.13

**ST\_GeographyFromText, ST\_GeomFromEWKT, ST\_LengthSpheroid, ST\_Perimeter, ST\_Transform**

### 7.12.13 ST\_Length2D

ST\_Length2D — 返回 2D 平面上的长度。与 ST\_Length 类似。

#### Synopsis

float **ST\_Length2D**(geometry a\_2dlinestring);

图 7.12.14

图 7.12.14 显示了 ST\_Length2D 与 ST\_Length 的结果对比。



函数

**ST\_Length, ST\_3DLength**

### 7.12.14 ST\_3DLength

ST\_3DLength — 返回 3D 线段的长度。

#### Synopsis

```
float ST_3DLength(geometry a_3dlinestring);
```

函数

返回 3D 线段的长度。2D 线段的长度使用 ST\_Length 函数。2D 线段的长度使用 ST\_Length2D 函数。 (ST\_Length 与 ST\_Length2D 函数类似)。

- ✓ This function supports 3d and will not drop the z-index.
  - ✓ This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 7.1, 10.3
- 版本: 2.0.0 引入 ST\_Length3D 函数。

函数

3D 线段的长度。使用 EPSG:2249 坐标系。使用 EPSG:2249 坐标系。使用 EPSG:2249 坐标系。

```
SELECT ST_3DLength(ST_GeomFromText('LINESTRING(743238 2967416 1,743238 2967450 1,743265 2967450 3,743265.625 2967416 3,743238 2967416 3)',2249));
ST_3DLength
-----
122.704716741457
```

函数

**ST\_Length, ST\_Length2D**

### 7.12.15 ST\_LengthSpheroid

ST\_LengthSpheroid — 返回球面线段的长度。

#### Synopsis

```
float ST_LengthSpheroid(geometry a_geometry, spheroid a_spheroid);
```



### 7.12.16 ST\_LongestLine

ST\_LongestLine — 返回 3 维 (longest) 最长线。

#### Synopsis

geometry **ST\_LongestLine**(geometry g1, geometry g2);

返回

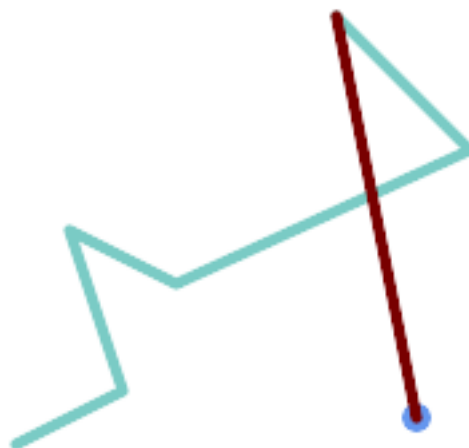
Returns the 2-dimensional longest line between the points of two geometries. The line returned starts on g1 and ends on g2.

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 首次引入。

返回



SQL 示例

```
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)
```

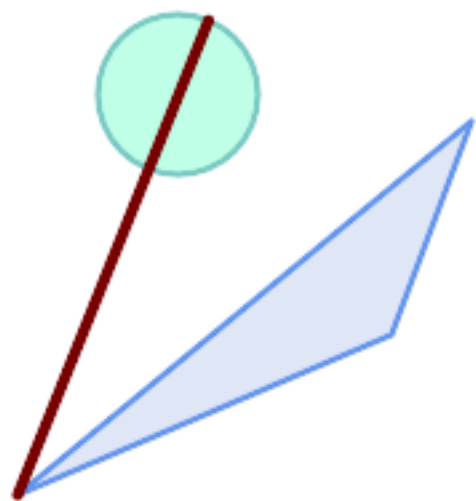
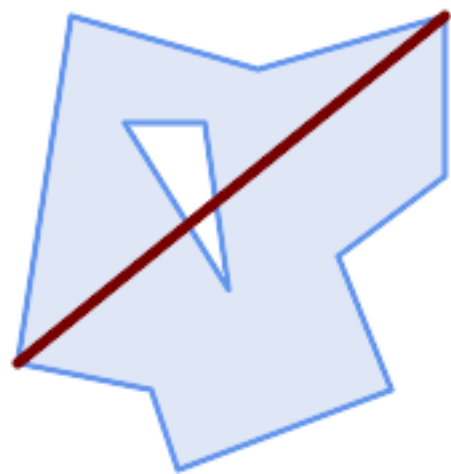


图 10-10 最长线

```
SELECT ST_AsText( ST_LongestLine(
    'POLYGON ((190 150, 20 10, 160 70, 190 150))',
    ST_Buffer('POINT(80 160)', 30)
) ) AS llinewkt;
-----
LINESTRING(20 10,105.3073372946034 186.95518130045156)
```



Longest line across a single geometry. The length of the line is equal to the Maximum Distance. The endpoints of the line lie on the Minimum Bounding Circle.

```
SELECT ST_AsText( ST_LongestLine( geom, geom)) AS llinewkt,
       ST_MaxDistance( geom, geom) AS max_dist,
       ST_Length( ST_LongestLine(geom, geom)) AS lenll
FROM (SELECT 'POLYGON ((40 180, 110 160, 180 180, 180 120, 140 90, 160 40, 80 10, 70 40, 20 50, 40 180),
       (60 140, 99 77.5, 90 140, 60 140))'::geometry AS geom) AS t;

 llinewkt          |      max_dist      |      lenll
-----+-----+-----
LINESTRING(20 50,180 180) | 206.15528128088303 | 206.15528128088303
```



3D, 2D 最长线

```
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 最长多线

```
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 — 返回两个几何体之间的最大距离。

### Synopsis

float **ST\_MaxDistance**(geometry g1, geometry g2);

3D

返回两个几何体之间的最大距离。g1 和 g2 可以是点、线、面或多面体。

返回两个几何体之间的最大距离。g1 和 g2 可以是点、线、面或多面体。

1.5.0 版本引入。

3D

3D 最长多线

```
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 —        (SRS ) 3                     .

## Synopsis

```
float ST_3DMaxDistance(geometry g1, geometry g2);
```



□□□□□□□□, □□□□□□□ 3 □□□□□□□□□□□□□□□□□□□□□□□□ (SRS □□) □□□□□□□.

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

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒.

OpenGL: 2.2.0, 2D, 3D, Z, Z, 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_3DMaxDistance(
    ST_Transform(ST_GeomFromEWKT('SRID=4326;POINT(-72.1235 42.3521 10000)'),2163),
    ST_Transform(ST_GeomFromEWKT('SRID=4326;LINESTRING(-72.1260 42.45 15, -72.123 42.1546 20)'),2163)
) As dist_3d,
ST_MaxDistance(
```

```

        ST_Transform(ST_GeomFromEWKT('SRID=4326;POINT(-72.1235 42.3521
        10000)'),2163),
        ST_Transform(ST_GeomFromEWKT('SRID=4326;LINESTRING(-72.1260 42.45
        15, -72.123 42.1546 20)'),2163)
    ) As dist_2d;

    dist_3d      |      dist_2d
-----+-----
24383.7467488441 | 22247.8472107251

```



ST Distance, ST 3DDWithin, ST 3DMaxDistance, ST Transform

### 7.12.20 ST MinimumClearance

ST MinimumClearance —  $\times \times \times \times \times \times$  (robustness)  $\times \times \times \times \times \times \times \times \times \times \times \times \times \times \times \times \times$  (clearance)  $\times \times \times \times \times \times$ .

## Synopsis

float **ST\_MinimumClearance**(geometry g);[illegible]

The minimum clearance is a quantitative measure of a geometry’s robustness to change in coordinate precision. It is the largest distance by which vertices of the geometry can be moved without creating an invalid geometry. Larger values of minimum clearance indicate greater robustness.

☐ e ☐, ☐

- [illegible]

ST Minimum Clearance 0.0625".

To avoid validity issues caused by precision loss, **ST\_ReducePrecision** can reduce coordinate precision while ensuring that polygonal geometry remains valid.

2.3.0 ☒☒☒☒☒☒☒☒☒☒☒.



```
SELECT ST_MinimumClearance('POLYGON ((0 0, 1 0, 1 1, 0.5 3.2e-4, 0 0))');
st_minimumclearance
-----
0.00032
```



函数

[ST\\_MinimumClearanceLine](#), [ST\\_Crosses](#), [ST\\_Dimension](#), [ST\\_Intersects](#)

### 7.12.21 ST\_MinimumClearanceLine

`ST_MinimumClearanceLine` — 返回 2 个点的 LineString，表示几何体的最小 clearance。

#### Synopsis

Geometry **ST\_MinimumClearanceLine**(geometry g);

函数

Returns the two-point LineString spanning a geometry's minimum clearance. If the geometry does not have a minimum clearance, LINESTRING EMPTY is returned.

GEOS 函数

2.3.0 引入。GEOS 3.6.0 引入。

函数

```
SELECT ST_AsText(ST_MinimumClearanceLine('POLYGON ((0 0, 1 0, 1 1, 0.5 3.2e-4, 0 0))'));
-----
LINESTRING(0.5 0.00032,0.5 0)
```

函数

[ST\\_MinimumClearance](#)

### 7.12.22 ST\_Perimeter

`ST_Perimeter` — Returns the length of the boundary of a polygonal geometry or geography.

#### Synopsis

float **ST\_Perimeter**(geometry g1);  
float **ST\_Perimeter**(geography geog, boolean use\_spheroid = true);

函数

对于 ST\_Surface, ST\_MultiSurface 函数，返回 2 个点的 LineString。对于 ST\_Geometry 函数，返回 0 个点的 LineString。对于 ST\_Geography 函数，返回 ST\_Length 函数。对于 ST\_Geography 函数，返回 ST\_Length 函数。

For geography types, the calculations are performed using the inverse geodesic problem, where perimeter units are in meters. If PostGIS is compiled with PROJ version 4.8.0 or later, the spheroid

is specified by the SRID, otherwise it is exclusive to WGS84. If `use_spheroid = false`, then calculations will approximate a sphere instead of a spheroid.

`ST_Perimeter2D` 函数, `ST_Perimeter2D` 函数。



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 函数参考。

函数: 函数

函数参考。函数 EPSG:2249 函数参考。

```
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)
```

函数: 函数

函数参考。函数 WGS84 函数参考。

```
SELECT ST_Perimeter(geog) As per_meters, ST_Perimeter(geog)/0.3048 As per_ft
FROM ST_GeogFromText('POLYGON((-71.1776848522251 42.3902896512902,-71.1776843766326 ↵
42.3903829478009,
-71.1775844305465 42.3903826677917,-71.1775825927231 42.3902893647987,-71.1776848522251 ↵
42.3902896512902)))' As geog;

per_meters | per_ft
-----+-----
37.3790462565251 | 122.634666195949

-- MultiPolygon example --
SELECT ST_Perimeter(geog) As per_meters, ST_Perimeter(geog,false) As per_sphere_meters, ↵
ST_Perimeter(geog)/0.3048 As per_ft
```

```
FROM ST_GeogFromText('MULTIPOLYGON((( (-71.1044543107478 42.340674480411, -71.1044542869917 ↵
    42.3406744369506,
    -71.1044553562977 42.340673886454, -71.1044543107478 42.340674480411))),
    (( (-71.1044543107478 42.340674480411, -71.1044860600303 42.3407237015564, -71.1045215770124 ↵
    42.3407653385914,
    -71.1045498002983 42.3407946553165, -71.1045611902745 42.3408058316308, -71.1046016507427 ↵
    42.340837442371,
    -71.104617893173 42.3408475056957, -71.1048586153981 42.3409875993595, -71.1048736143677 ↵
    42.3409959528211,
    -71.1048878050242 42.3410084812078, -71.1044020965803 42.3414730072048,
    -71.1039672113619 42.3412202916693, -71.1037740497748 42.3410666421308,
    -71.1044280218456 42.3406894151355, -71.1044543107478 42.340674480411))))') As geog;
```

| per_meters       | per_sphere_meters | per_ft           |
|------------------|-------------------|------------------|
| 257.634283683311 | 257.412311446337  | 845.256836231335 |



ST GeogFromText, ST GeomFromText, ST Length

### 7.12.23 ST Perimeter2D

ST Perimeter2D — Returns the 2D perimeter of a polygonal geometry. Alias for ST Perimeter.

## Synopsis

```
float ST Perimeter2D(geometry geomA);
```

[illegible]

## Note

**Note** ST\_Perimeter [mm]. ST\_Perimeter [mm]



## ST Perimeter

### 7.12.24 ST\_3DPerimeter

ST 3DPerimeter — □□□□□□□□□□□□□□.

## Synopsis

```
float ST_3DPerimeter(geometry geomA);
```

函数

返回几何体的 3D 周长。2D 周长使用 `ST_Perimeter2D` 函数。



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

版本: 2.0.0 函数名: `ST_Perimeter3D` 返回类型: `double`。

函数

以下 SQL 查询演示了 `ST_Perimeter3D` 函数的使用。

```
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 |

函数

`ST_GeomFromEWKT`, `ST_Perimeter`, `ST_Perimeter2D`

## 7.12.25 ST\_ShortestLine

`ST_ShortestLine` — 返回两个几何体之间的最短 2D 线。

### Synopsis

geometry **ST\_ShortestLine**(geometry geom1, geometry geom2);  
 geography **ST\_ShortestLine**(geography geom1, geography geom2, boolean use\_spheroid = true);

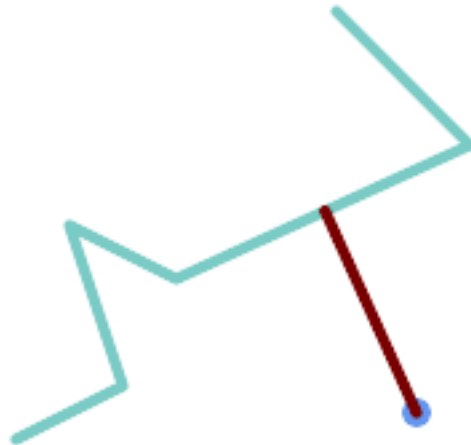
函数

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.

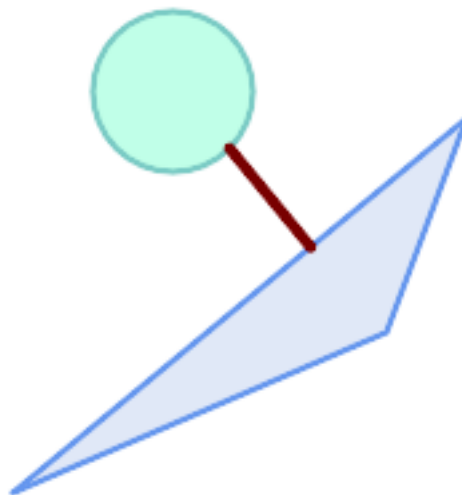
1.5.0 函数名: `ST_ShortestLine`。

图 10



*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 llinevkt;
-----
LINESTRING(131.59149149528952 101.89887534906197,101.21320343559644 138.78679656440357)
```

函数

[ST\\_ClosestPoint](#), [ST\\_Distance](#), [ST\\_LongestLine](#), [ST\\_MaxDistance](#)

### 7.12.26 ST\_3DShortestLine

`ST_3DShortestLine` — 返回 3 维最短 (shortest) 线。

#### Synopsis

geometry **ST\_3DShortestLine**(geometry g1, geometry g2);

函数

返回 3 维最短 (shortest) 线。如果输入是 2D 几何体，则返回 2D 线。如果输入是 3D 几何体，则返回 3D 线。g1 和 g2 可以是点、线、多边形、表面或多体素。如果 g1 和 g2 是点，则返回连接它们的线。如果 g1 和 g2 是线，则返回连接它们的最短线。如果 g1 和 g2 是多边形，则返回连接它们的最短线。如果 g1 和 g2 是表面或多体素，则返回连接它们的最短线。如果 g1 和 g2 是 2D 几何体，则返回 2D 线。如果 g1 和 g2 是 3D 几何体，则返回 3D 线。使用 [ST\\_3DDistance](#) 函数可以计算 g1 和 g2 之间的最短距离。

2.0.0 版本引入。

更新: 2.2.0 版本支持 2D 几何体 (即 Z 为 0 的 3D 几何体) 2D 和 3D 之间的最短距离，即 Z 为 0 的 3D 几何体。



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



This function supports Polyhedral surfaces.

函数

函数 -- 3D, 2D 几何体

```
SELECT ST_AsEWKT(ST_3DShortestLine(line,pt)) AS shl3d_line_pt,
       ST_AsEWKT(ST_ShortestLine(line,pt)) As shl2d_line_pt
FROM (SELECT 'POINT(100 100 30)::geometry As pt,
            'LINESTRING (20 80 20, 98 190 1, 110 180 3, 50 75 1000)::' AS
       geometry As line
      ) As foo;
```

| shl3d_line_pt                                                             | shl2d_line_pt                                         |
|---------------------------------------------------------------------------|-------------------------------------------------------|
| LINESTRING(54.6993798867619 128.935022917228 11.5475869506606,100 100 30) | LINESTRING(73.0769230769231 115.384615384615,100 100) |

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.

2.2.0

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  $A - \text{ST\_Intersection}(A,B)$ . 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** parameter is given (GEOS-3.9.0 or higher required), all result vertices are guaranteed to fall on a grid of the specified size. For the operation to give predictable results all the input vertices must fall already on the specified grid, see [ST\\_ReducePrecision](#).

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](#)



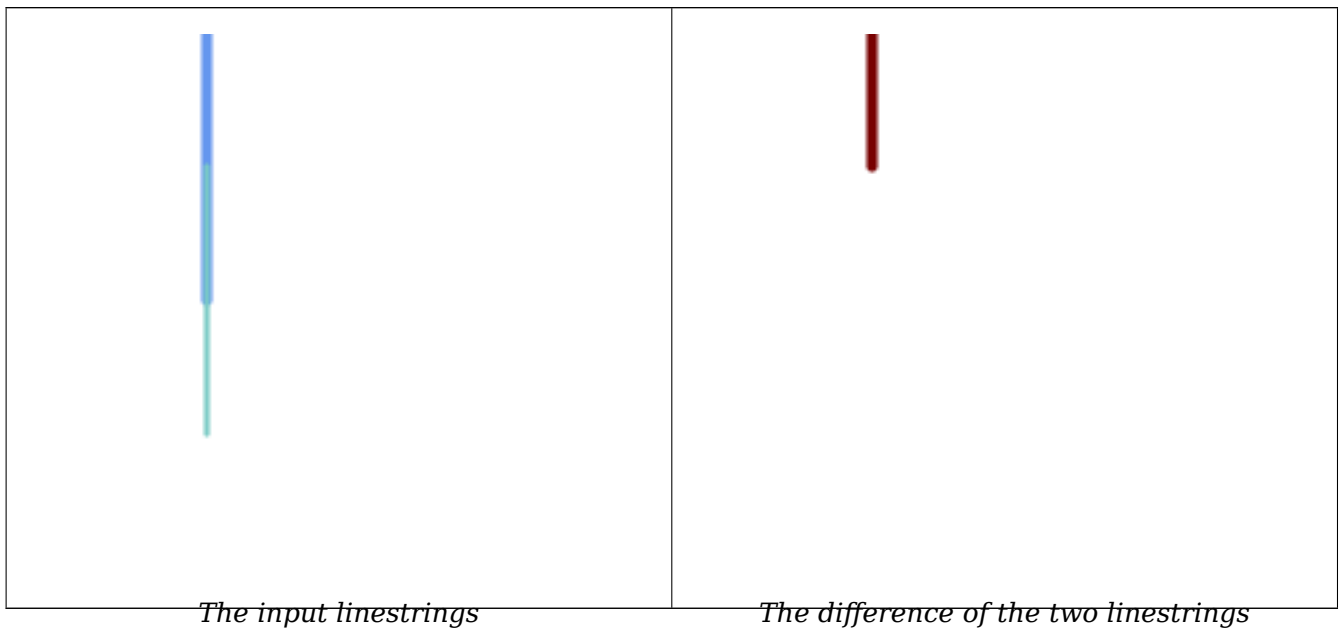
This method implements the SQL/MM specification. SQL-MM 3: 5.1.20



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.



图例



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)
```

图例

[ST\\_SymDifference](#), [ST\\_Intersection](#), [ST\\_Union](#), [ST\\_ReducePrecision](#)

### 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 );
```

国国

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` parameter is given (GEOS-3.9.0 or higher required), all result vertices are guaranteed to fall on a grid of the specified size. For the operation to give predictable results all the input vertices must fall already on the specified grid, see [ST\\_ReducePrecision](#).

`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 SFCGAL 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 国国国国国国

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: 1.5 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.

例

```
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\\_ClipByBox2D](#), [ST\\_Dimension](#), [ST\\_Dump](#), [ST\\_Force2D](#), [ST\\_SymDifference](#), [ST\\_Intersects](#), [ST\\_Multi](#), [ST\\_ReducePrecision](#)

### 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 noding 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 国国国国国

2.0.0 国国国国国国国国国国国国.

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.



Noding 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;
-----
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))
```

Noding 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;
-----
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.

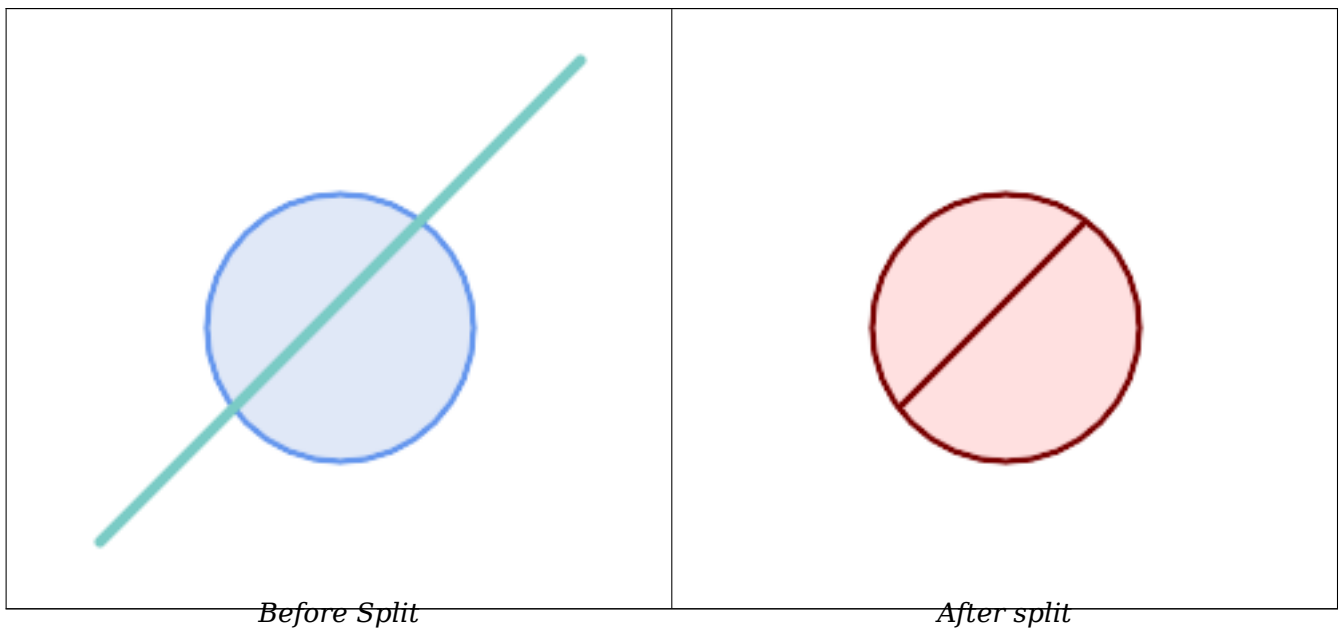
Availability: 2.0.0 requires GEOS

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.



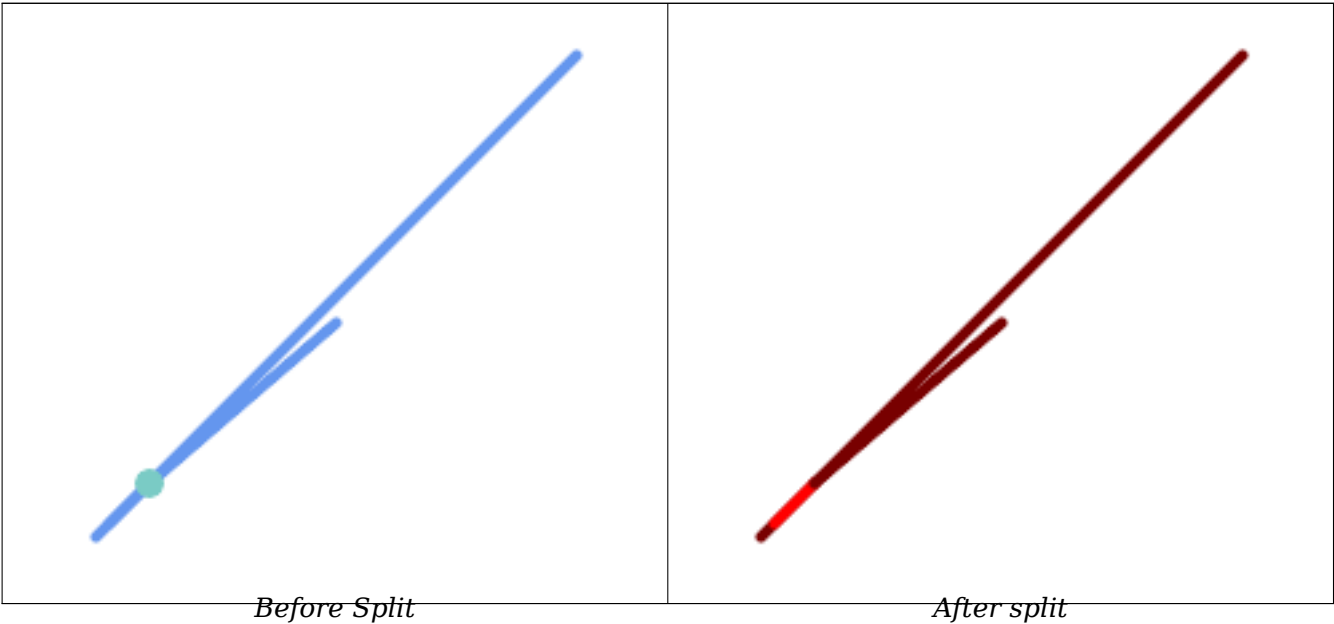
Split a Polygon by a Line.



```
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);
```

**返回**

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.

If the optional gridSize parameter is given (GEOS-3.9.0 or higher required), all result vertices are guaranteed to fall on a grid of the specified size. For the operation to give predictable results all the input vertices must fall already on the specified grid, see [ST\\_ReducePrecision](#).

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



When casting a subdivided geometry to geography, the resulting geography may differ from the original. Subdivision adds vertices in planar (geometry) space. If vertices are inserted along the boundary, they will alter the geographical representation, where edges are interpreted as geodesic segments. To minimize distortion, first densify the geography using [ST\\_Segmentize](#) to add geodesic vertices, then cast to geometry before subdivision.

#### 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 函数参考

2.2.0 函数参考.

Enhanced: 2.5.0 reuses existing points on polygon split, vertex count is lowered from 8 to 5.

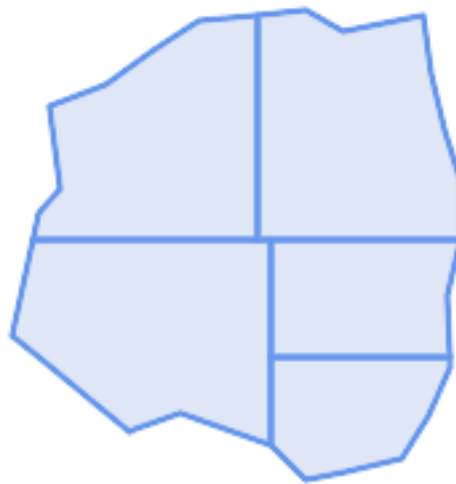
Enhanced: 3.1.0 accept a gridSize parameter.

Requires GEOS >= 3.9.0 to use the gridSize parameter

**示例**

**Example:** Subdivide a polygon into parts with no more than 10 vertices, and assign each part a unique id.



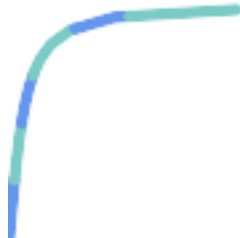


Subdivided to maximum 10 vertices

```
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 | b'' b'' | wkt                                                                                                            |
|----|---------|----------------------------------------------------------------------------------------------------------------|
| 1  | b'' b'' | POLYGON((119 23,85 35,68 29,66 28,32 56,22 64,29.8260869565217 100,119 100,119 23))                            |
| 2  | b'' b'' | POLYGON((132 10,119 23,119 56,186 56,186 52,178 34,168 18,147 13,132 10))                                      |
| 3  | b'' b'' | POLYGON((119 56,119 100,190 100,185 79,186 56,119 56))                                                         |
| 4  | b'' b'' | POLYGON((29.8260869565217 100,32 110,40 119,36 150,57 158,75 171,92 182,114 184,114 100,29.8260869565217 100)) |
| 5  | b'' b'' | 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. Densification minimizes the impact of changes to the geography representation of a geometry when subdividing.



*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;
```

国国

[ST\\_ClipByBox2D](#), [ST\\_Segmentize](#), [ST\\_Split](#), [ST\\_NPoints](#), [ST\\_ReducePrecision](#)

### 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);

国国

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` parameter is given (GEOS-3.9.0 or higher required), all result vertices are guaranteed to fall on a grid of the specified size. For the operation to give predictable results all the input vertices must fall already on the specified grid, see [ST\\_ReducePrecision](#).

GEOS 国国国国国

Enhanced: 3.1.0 accept a `gridSize` parameter.

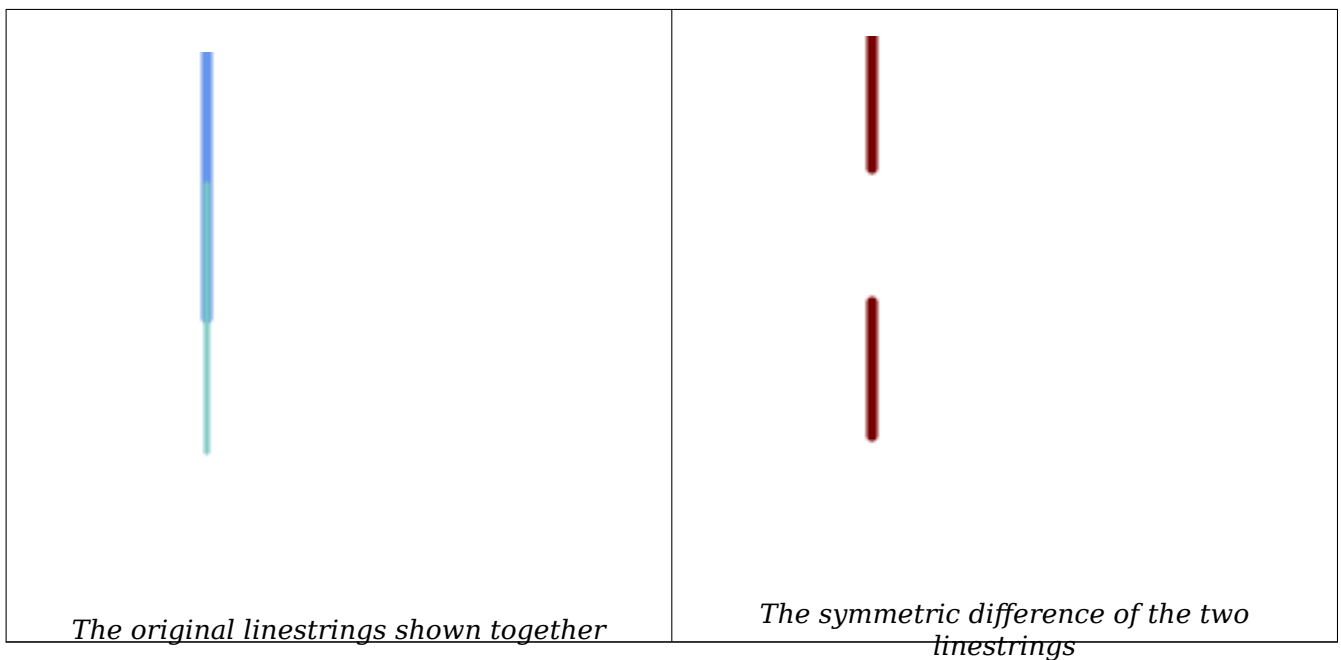
Requires GEOS  $\geq$  3.9.0 to use the `gridSize` parameter

✔ 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.

国国



```
--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))
```

国国

[ST\\_Difference](#), [ST\\_Intersection](#), [ST\\_Union](#), [ST\\_ReducePrecision](#)

### 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);

国国

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` parameter is given (GEOS-3.9.0 or higher required), all result vertices are guaranteed to fall on a grid of the specified size. For the operation to give predictable results all the input vertices must fall already on the specified grid, see **ST\_ReducePrecision**.



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 国国国国国国国国国国国国.

国国

**ST\_Union**, **ST\_MemUnion**, **ST\_MakeValid**, **ST\_Collect**, **ST\_Node**, **ST\_ReducePrecision**

### 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);
```

国国

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>

If the optional gridSize parameter is given (GEOS-3.9.0 or higher required), all result vertices are guaranteed to fall on a grid of the specified size. For the operation to give predictable results all the input vertices must fall already on the specified grid, see [ST\\_ReducePrecision](#).



#### 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 国国国国国

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.

国国

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))
```

函数

[ST\\_Collect](#), [ST\\_UnaryUnion](#), [ST\\_MemUnion](#), [ST\\_Intersection](#), [ST\\_Difference](#), [ST\\_SymDifference](#), [ST\\_Reduce](#)

## 7.14 几何操作

### 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);
```

描述

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 can handle invalid inputs and the output is always a valid polygonal geometry. Buffering by distance 0 is sometimes used as a way of repairing invalid polygons. **ST\_MakeValid** is more suitable for this process as it can handle multi-polygons.

**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 

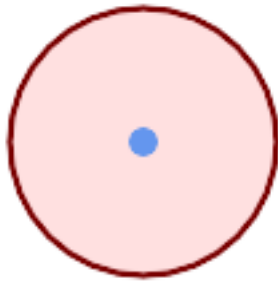


This method implements the **OGC Simple Features Implementation Specification for SQL 1.1. s2.1.1.3**



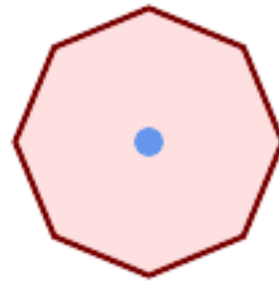
This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 5.1.30





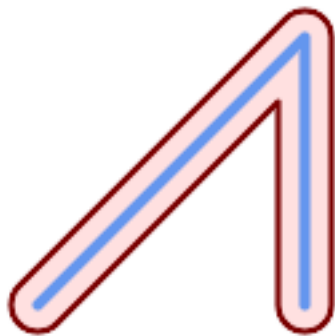
*quad\_segs=8 (圆)*

```
SELECT ST_Buffer(  
  ST_GeomFromText('POINT(100 90)'),  
  50, 'quad_segs=8');
```



*quad\_segs=2 (八边形)*

```
SELECT ST_Buffer(  
  ST_GeomFromText('POINT(100 90)'),  
  50, 'quad_segs=2');
```



*endcap=round join=round (圆角)*

```
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');
```



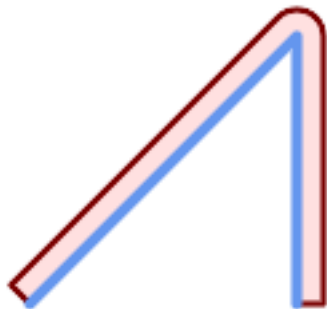
*join=bevel*

```
SELECT ST_Buffer(  
  ST_GeomFromText(  
    'LINESTRING(50 50,150 150,150 50)'  
  ), 10, 'join=bevel');
```



*join=mitre mitre\_limit=5.0 (简体中文)*

```
SELECT ST_Buffer(  
  ST_GeomFromText(  
    'LINESTRING(50 50,150 150,150 50)'  
  ), 10, 'join=mitre mitre_limit=5.0');
```



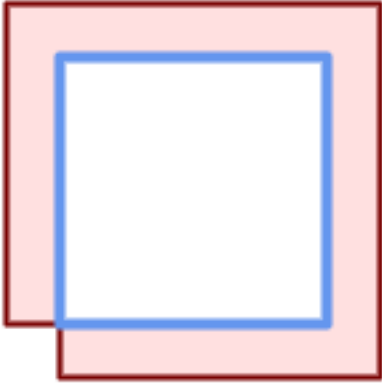
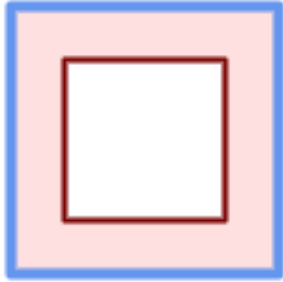
*side=left*

```
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');
```

|                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                              |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  <p><i>right-hand-winding, polygon boundary<br/>side=left</i></p> <pre>SELECT ST_Buffer(<br/>  ST_ForceRHR(<br/>    ST_Boundary(<br/>      ST_GeomFromText(<br/>'POLYGON ((50 50, 50 150, 150 150, 150 50, 50 50))')<br/>    ), 20, 'side=left');</pre> |  <p><i>right-hand-winding, polygon boundary<br/>side=right</i></p> <pre>SELECT ST_Buffer(<br/>  ST_ForceRHR(<br/>    ST_Boundary(<br/>      ST_GeomFromText(<br/>'POLYGON ((50 50, 50 150, 150 150, 150 50, 50 50))')<br/>    ), 20, 'side=right');</pre> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

```
--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))
```

☒☒

[ST\\_Collect](#), [ST\\_DWithin](#), [ST\\_SetSRID](#), [ST\\_Transform](#), [ST\\_Union](#), [ST\\_MakeValid](#)

### 7.14.2 ST\_BuildArea

**ST\_BuildArea** — Creates a polygonal geometry formed by the linework of a geometry.

#### Synopsis

geometry **ST\_BuildArea**(geometry geom);

☒☒

Creates an areal geometry formed by the constituent linework of the input geometry. The input can be a LineString, MultiLineString, Polygon, MultiPolygon or a GeometryCollection. The result is a Polygon or MultiPolygon, depending on input. If the input linework does not form polygons, NULL is returned.

Unlike [ST\\_MakePolygon](#), this function accepts rings formed by multiple lines, and can form any number of polygons.

This function converts inner rings into holes. To turn inner rings into polygons as well, use [ST\\_Polygonize](#).



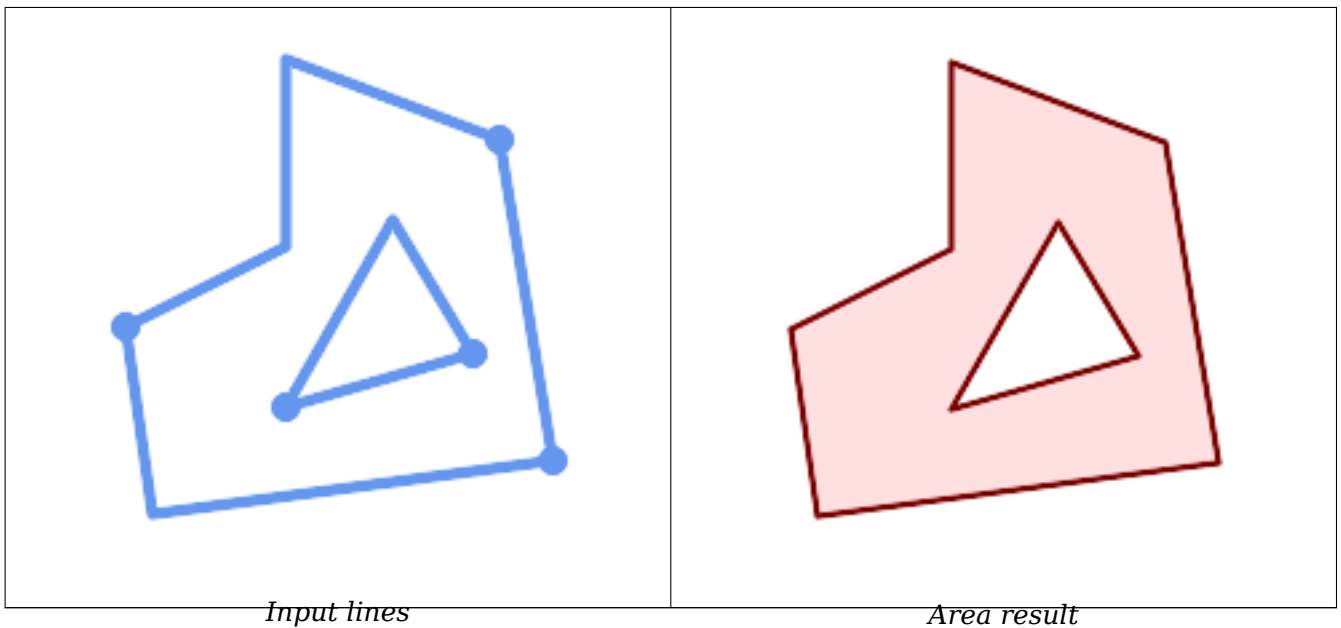
#### Note

Input linework must be correctly noded for this function to work properly. [ST\\_Node](#) can be used to node lines.

If the input linework crosses, this function will produce invalid polygons. [ST\\_MakeValid](#) can be used to ensure the output is valid.

1.1.0 简体中文版.

☒☒



```
WITH data(geom) AS (VALUES
  ('LINESTRING (180 40, 30 20, 20 90)')::geometry)
,('LINESTRING (180 40, 160 160)')::geometry)
,('LINESTRING (160 160, 80 190, 80 120, 20 90)')::geometry)
,('LINESTRING (80 60, 120 130, 150 80)')::geometry)
,('LINESTRING (80 60, 150 80)')::geometry)
)
SELECT ST_AsText( ST_BuildArea( ST_Collect( geom )))
FROM data;
```

-----  
 POLYGON((180 40,30 20,20 90,80 120,80 190,160 160,180 40),(150 80,120 130,80 60,150 80))



*Create a donut from two circular polygons*

```
SELECT ST_BuildArea(ST_Collect(inring,outring))
FROM (SELECT
  ST_Buffer('POINT(100 90)', 25) As inring,
  ST_Buffer('POINT(100 90)', 50) As outring) As t;
```

☒☒

[ST\\_Collect](#), [ST\\_MakePolygon](#), [ST\\_MakeValid](#), [ST\\_Node](#), [ST\\_Polygonize](#), [ST\\_BdPolyFromText](#), [ST\\_BdMPolyFromText](#) (wrappers to this function with standard OGC interface)

### 7.14.3 ST\_Centroid

ST\_Centroid — 返回几何的质心。

#### Synopsis

```
geometry ST_Centroid(geometry g1);
geography ST_Centroid(geography g1, boolean use_spheroid = true);
```

☒☒

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](#).

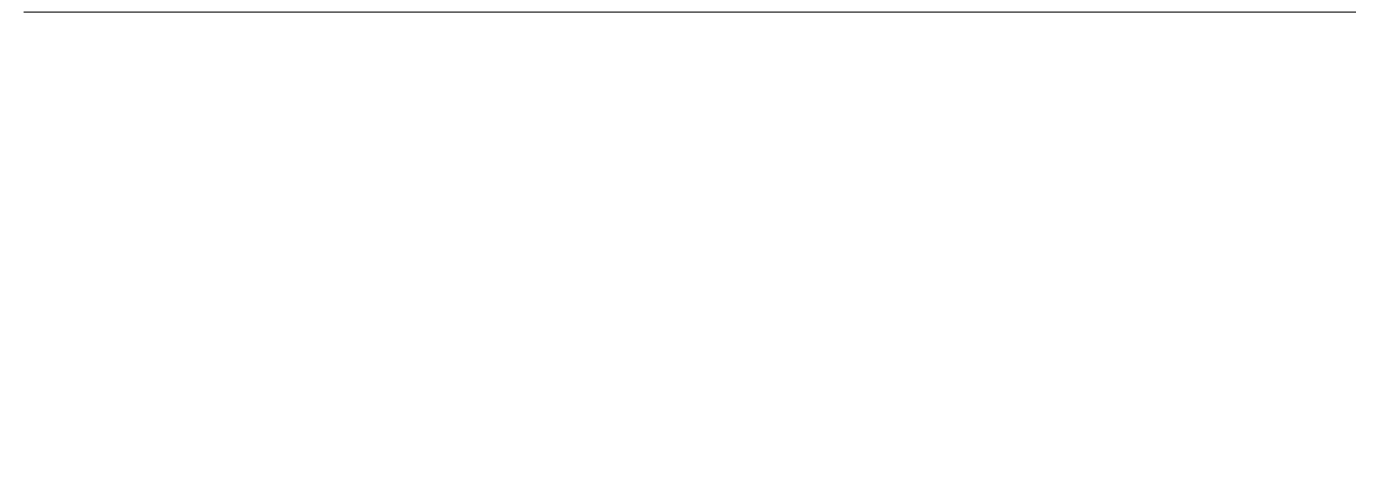
New in 2.3.0 : supports CIRCULARSTRING and COMPOUNDCURVE (using CurveToLine)

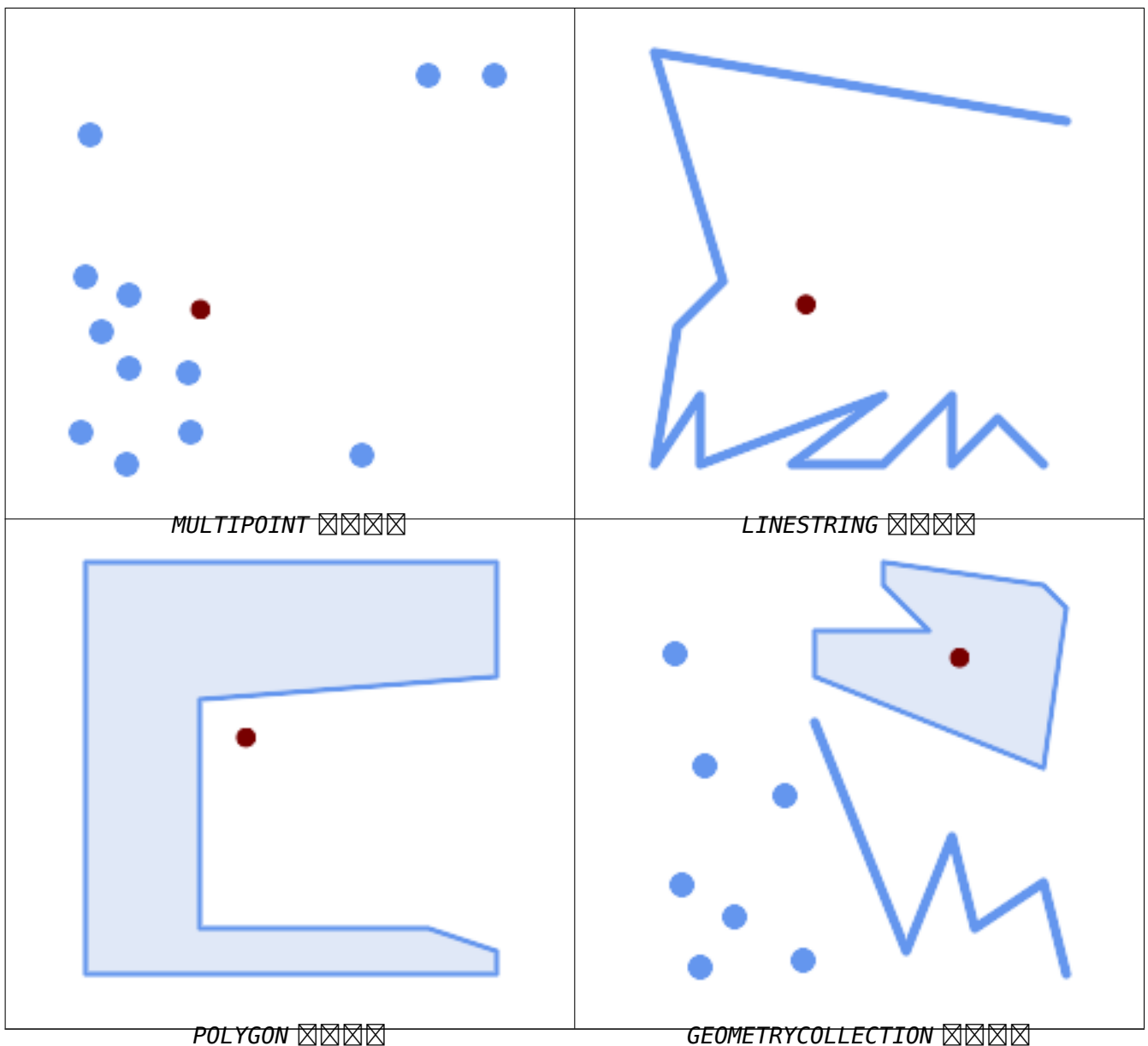
Availability: 2.4.0 support for geography was introduced.

- ✔ 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 ;
```

| ST_AsText(ST_centroid(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;
```

| ST_AsText(ST_centroid(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

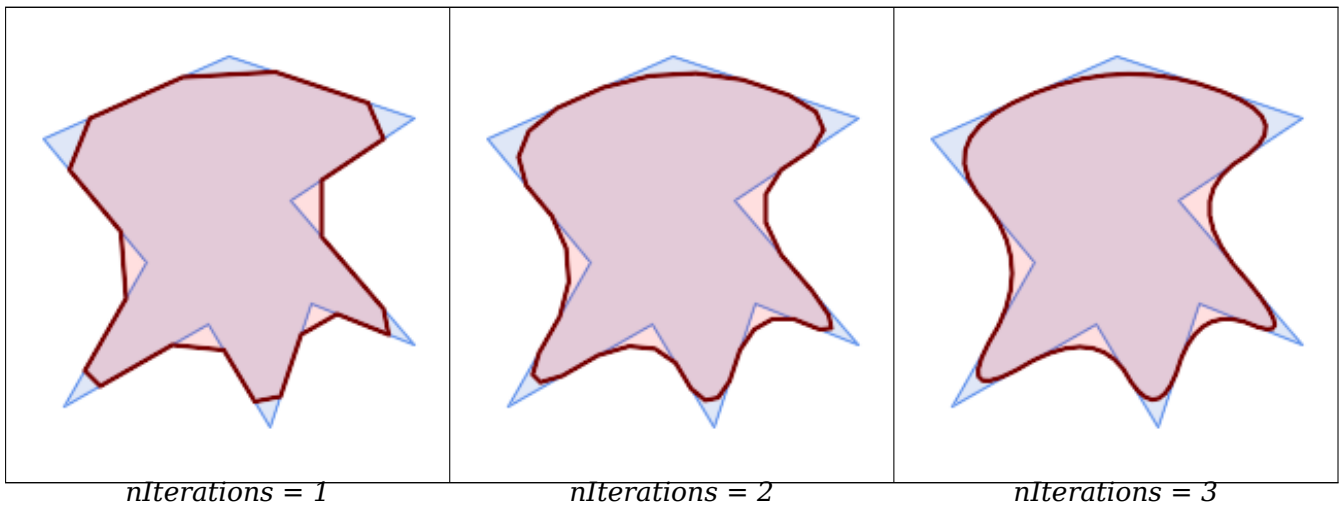


Smoothing a triangle:

```
SELECT ST_AsText(ST_ChainSmoother(ST_GeomFromText('POLYGON((0 0, 8 8, 0 16, 0 0))', 4326)) AS foo;

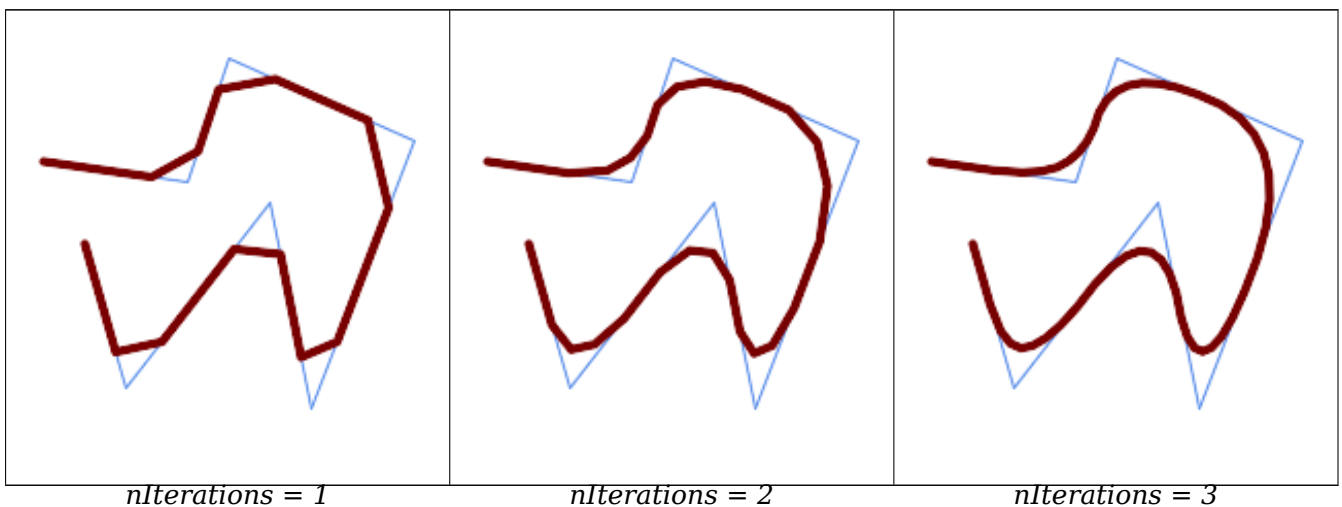
```

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);
```

国国

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.

The `param_pctconvex` controls the concaveness of the computed hull. A value of 1 produces the convex hull. Values between 1 and 0 produce hulls of increasing concaveness. A value of 0 produces a hull with maximum concaveness (but still a single polygon). Choosing a suitable value depends on the nature of the input data, but often values between 0.3 and 0.1 produce reasonable results.



### Note

Technically, the `param_pctconvex` determines a length as a fraction of the difference between the longest and shortest edges in the Delaunay Triangulation of the input points. Edges longer than this length are "eroded" from the triangulation. The triangles remaining form the concave hull.

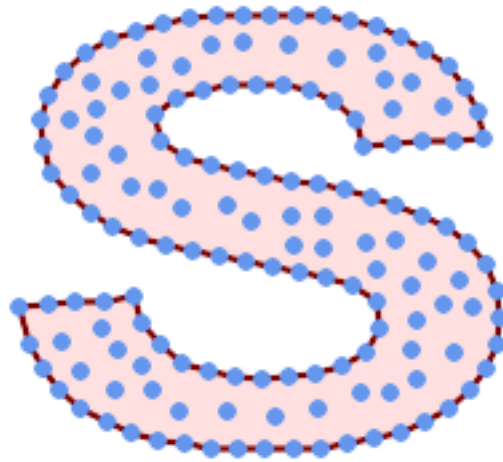
For point and linear inputs, the hull will enclose all the points of the inputs. For polygonal inputs, the hull will enclose all the points of the input *and also* all the areas covered by the input. If you want a point-wise hull of a polygonal input, convert it to points first using **ST\_Points**.

This is not an aggregate function. To compute the concave hull of a set of geometries use **ST\_Collect** (e.g. `ST_ConcaveHull( ST_Collect( geom ), 0.80)`).

2.0.0 国国国国国国国国国国国国.

Enhanced: 3.3.0, GEOS native implementation enabled for GEOS 3.11+

图 10.10

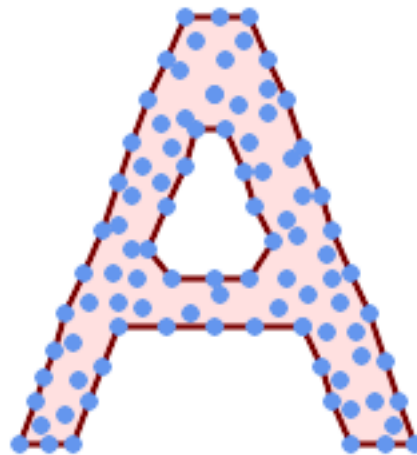


Concave Hull of a MultiPoint

```

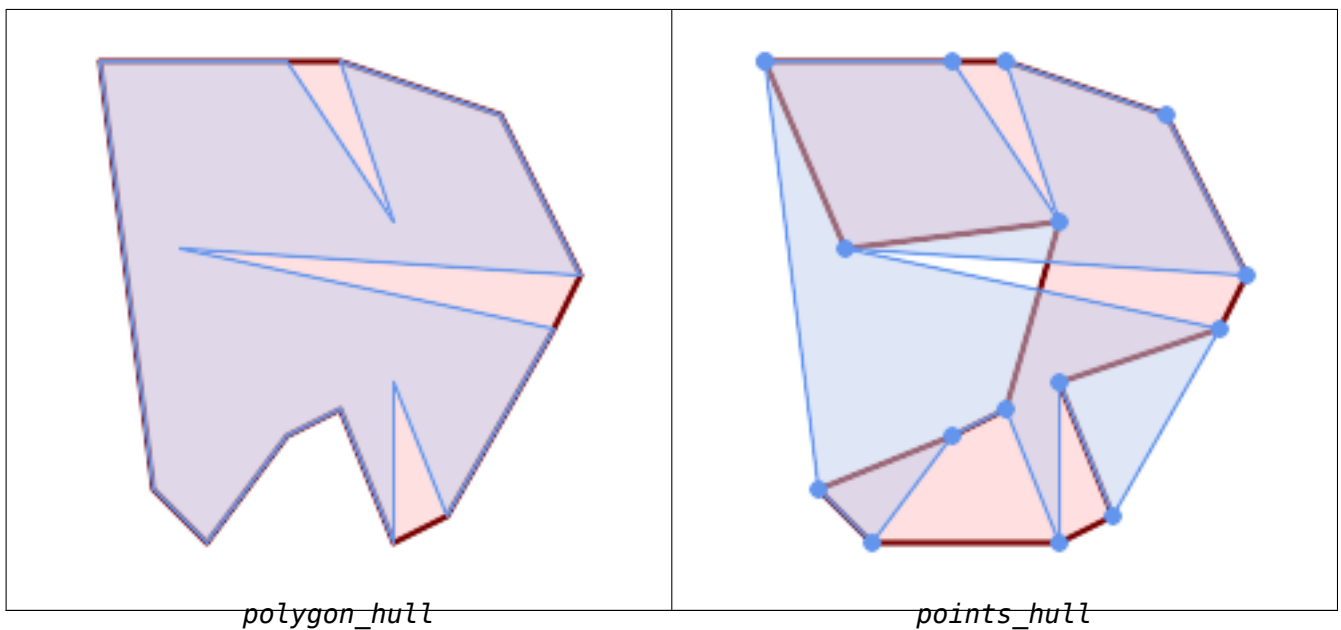
SELECT ST_AsText( ST_ConcaveHull(
  'MULTIPOINT ((10 72), (53 76), (56 66), (63 58), (71 51), (81 48), (91 46), (101 45), (111 46), (121 47), (131 50), (140 55), (145 64), (144 74), (135 80), (125 83), (115 85), (105 87), (95 89), (85 91), (75 93), (65 95), (55 98), (45 102), (37 107), (29 114), (22 122), (19 132), (18 142), (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), (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), (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);

## 概述

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.

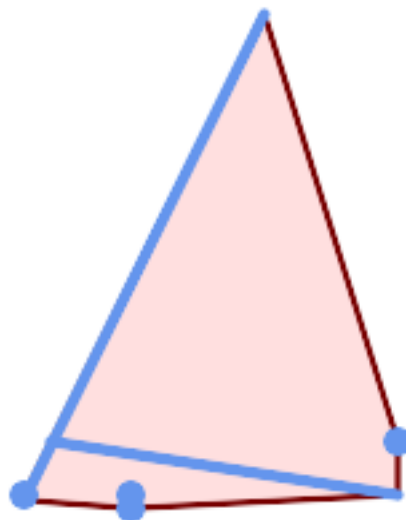
In the general case the convex hull is a Polygon. The convex hull of two or more collinear points is a two-point LineString. The convex hull of one or more identical points is a Point.

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 3.10.0

- ✓ 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.

## 示例



*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 ☐☐☐☐☐☐☐☐☐☐.



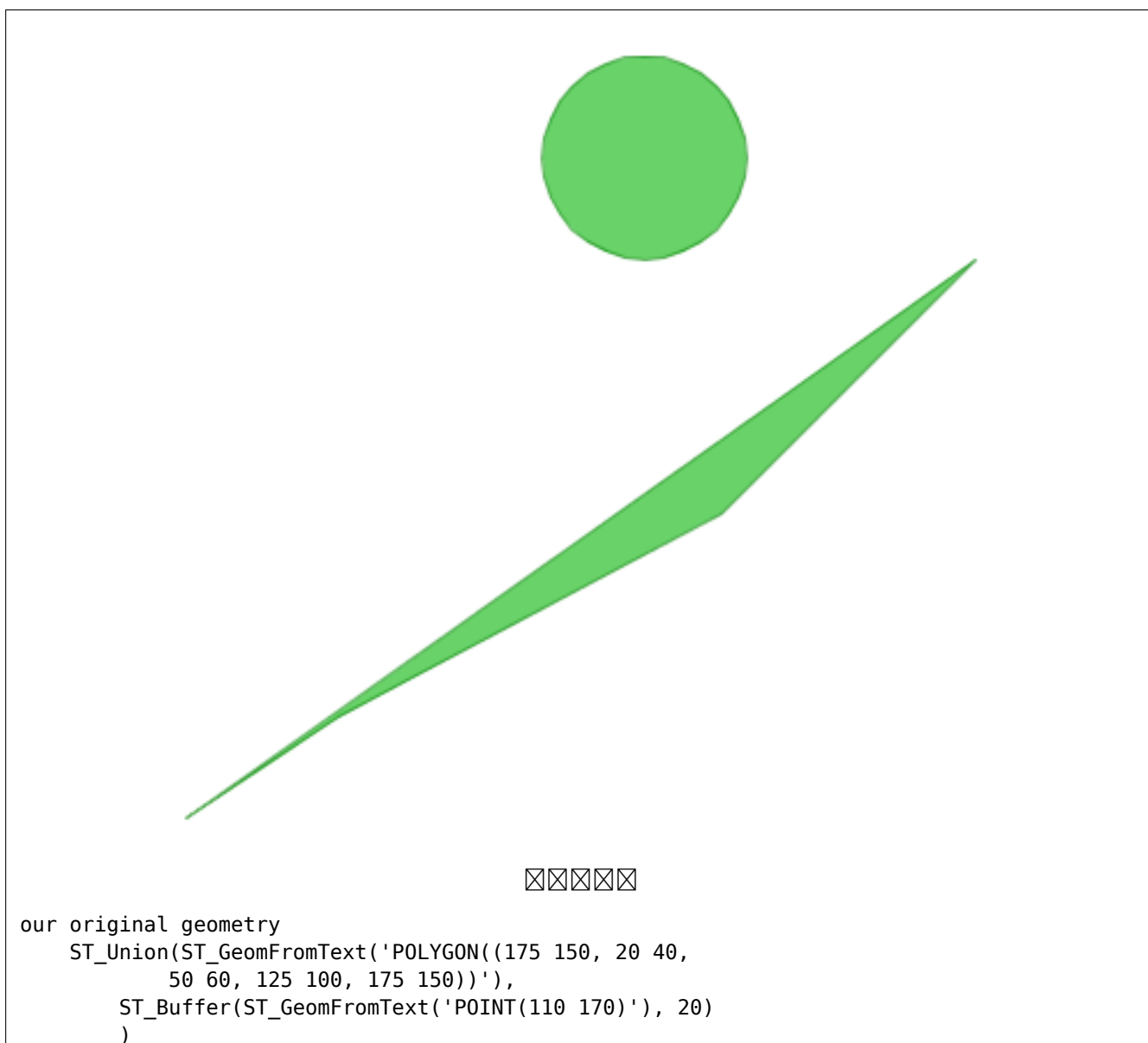
This function supports 3d and will not drop the z-index.

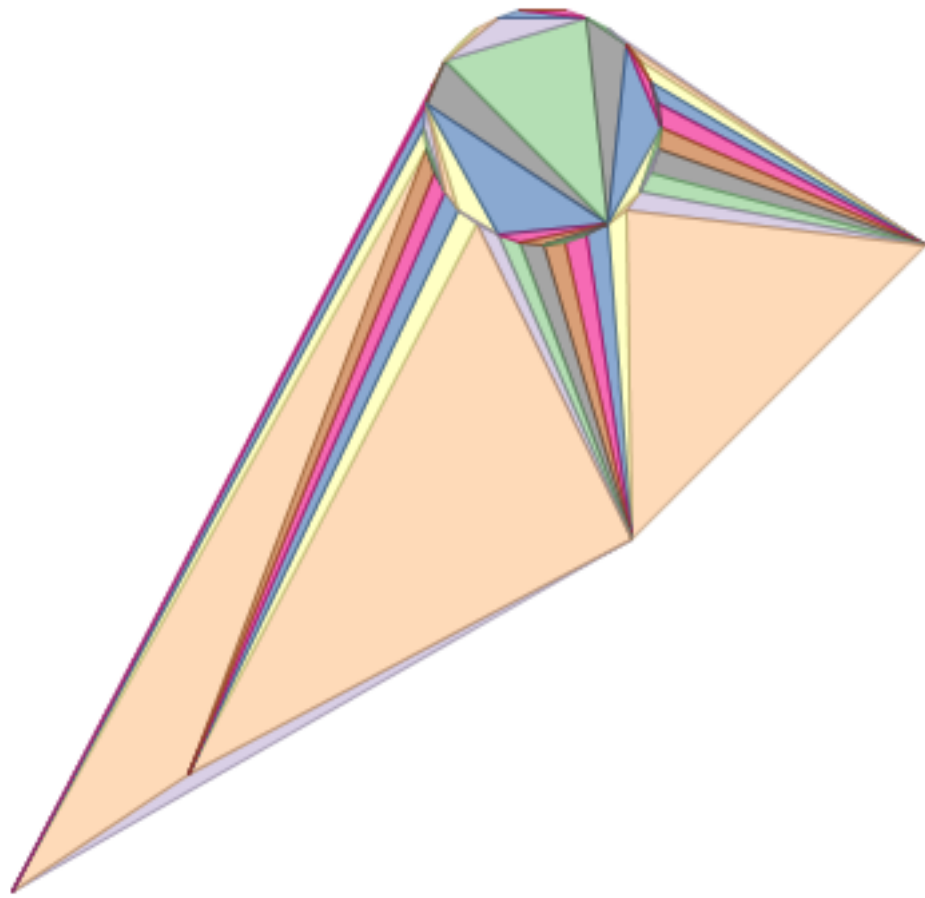


This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

☐☐



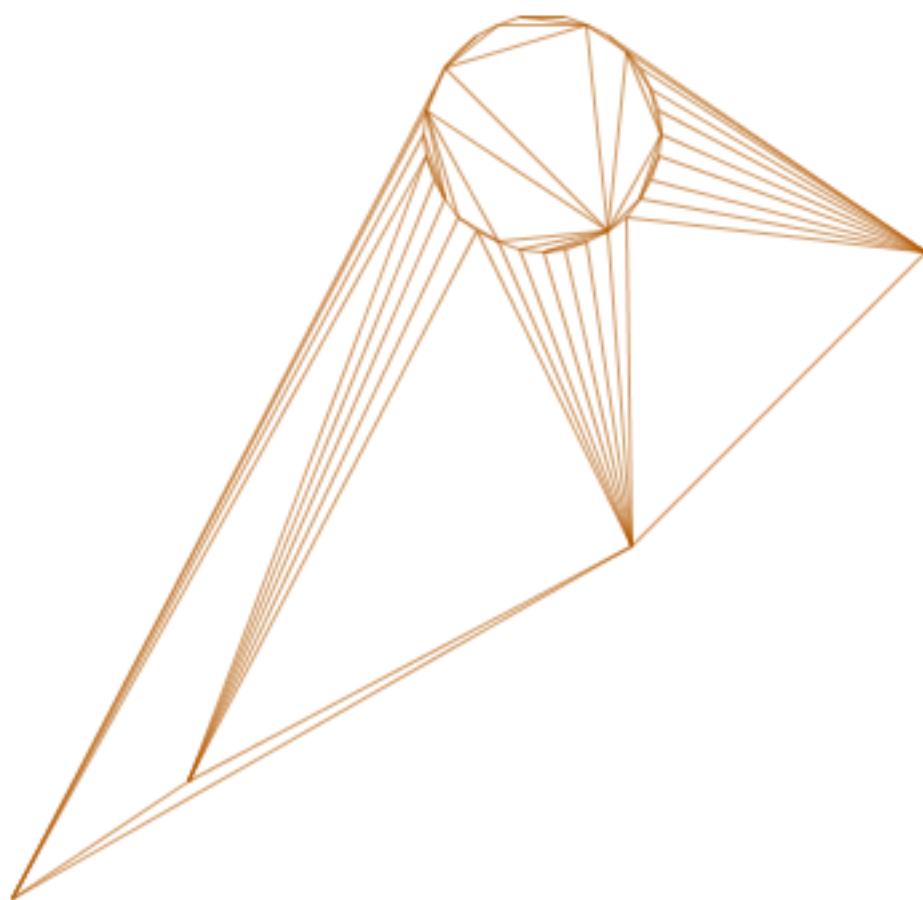




图形函数 *ST\_DelaunayTriangles*: 返回与输入几何体相关的 Delaunay 三角剖分的三角形集合。

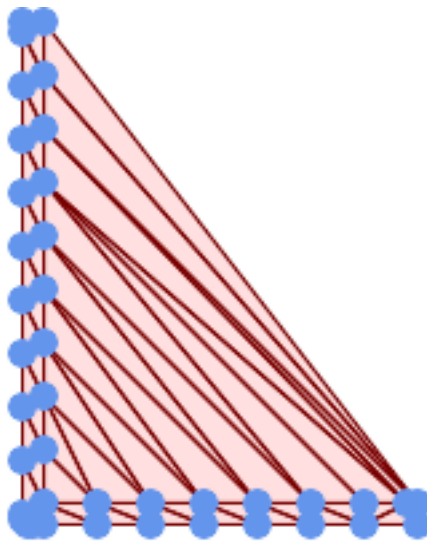
geometries overlaid multilinestring triangles

```
SELECT
  ST_DelaunayTriangles(
    ST_Union(ST_GeomFromText('POLYGON((175 150, 20 40,
      50 60, 125 100, 175 150))'),
    ST_Buffer(ST_GeomFromText('POINT(110 170)'), 20)
  )
  As dtriag;
```



-- 简体中文版

```
SELECT
  ST_DelaunayTriangles(
    ST_Union(ST_GeomFromText('POLYGON((175 150, 20 40,
      50 60, 125 100, 175 150))'),
    ST_Buffer(ST_GeomFromText('POINT(110 170)'), 20)
  ),0.001,1)
As dtriag;
```



```
-- 设置 55 度角 45 度角
```

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);

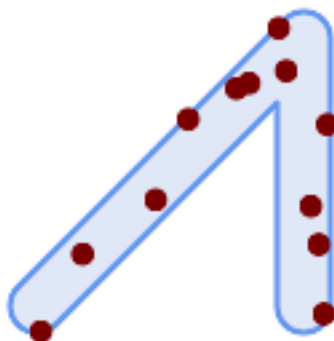
☒☒

**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 简体中文.

Enhanced: 3.0.0, added seed parameter

☒☒



*Generated a multipoint consisting of 12 Points overlaid on top of original polygon using a random seed value 1996*

```
SELECT ST_GeneratePoints(geom, 12, 1996)
FROM (
  SELECT ST_Buffer(
    ST_GeomFromText(
      'LINESTRING(50 50,150 150,150 50)'),
    10, 'endcap=round join=round') AS geom
) AS s;
```

Given a table of polygons *s*, return 12 individual points per polygon. Results will be different each time you run.

```
SELECT s.id, dp.path[1] AS pt_id, dp.geom
FROM s, ST_DumpPoints(ST_GeneratePoints(s.geom,12)) AS dp;
```

☐☐

## ST\_DumpPoints

### 7.14.10 ST\_GeometricMedian

ST\_GeometricMedian — 计算几何中位数 (median) 函数。

#### Synopsis

geometry **ST\_GeometricMedian** ( geometry geom, float8 tolerance = NULL, int max\_iter = 10000, boolean fail\_if\_not\_converged = false);

☐☐

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 函数参考。

Enhanced: 2.5.0 Added support for M as weight of points.

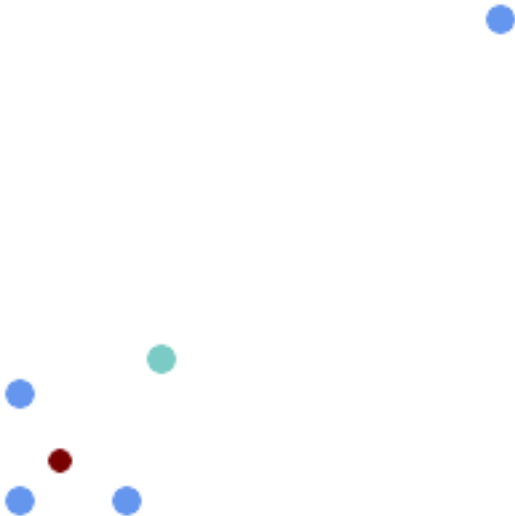


This function supports 3d and will not drop the z-index.



This function supports M coordinates.

🔍🔍



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 简体中文

Enhanced: 3.3.0 accept a directed parameter.

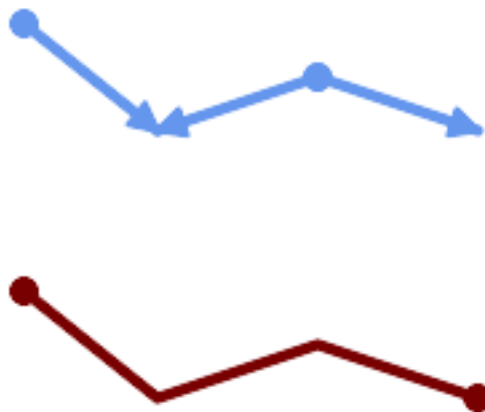
Requires GEOS >= 3.11.0 to use the directed parameter.

1.1.0 简体中文.

**Warning**

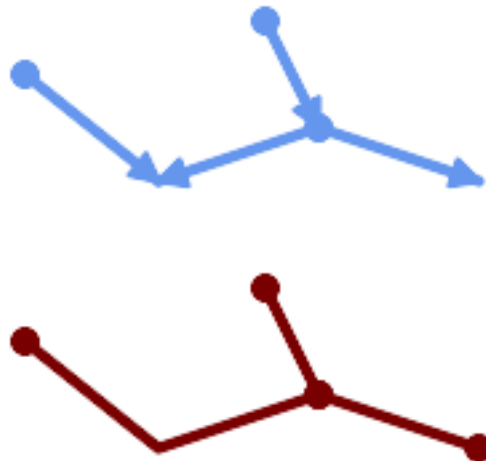
This function strips the M dimension.

图例



*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)
```

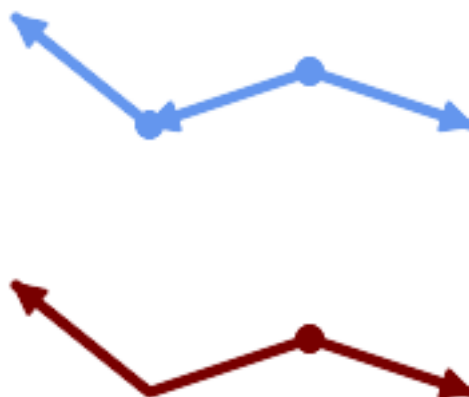


*Lines are not merged across intersections with degree > 2.*

```
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.

```
SELECT ST_AsText(ST_LineMerge(
'MULTILINESTRING((-29 -27,-30 -29.7,-36 -31,-45 -33),(-45.2 -33.2,-46 -32))'
));
-----
MULTILINESTRING((-45.2 -33.2,-46 -32),(-29 -27,-30 -29.7,-36 -31,-45 -33))
```

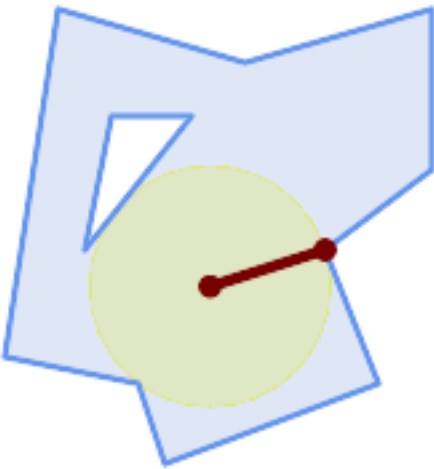


*Lines with opposite directions are not merged if directed = TRUE.*

```
SELECT ST_AsText(ST_LineMerge(
'MULTILINESTRING((60 30, 10 70), (120 50, 60 30), (120 50, 180 30))',
TRUE));
```



图例

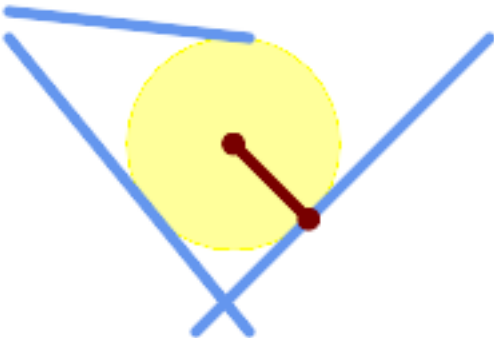


Maximum inscribed circle of a polygon. Center, nearest point, and radius are returned.

```
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.

图例

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);

描述

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

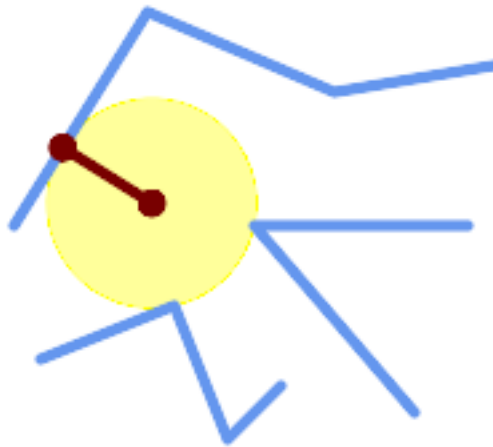
To find the largest empty circle in the interior of a polygon, see [ST\\_MaximumInscribedCircle](#).

Availability: 3.4.0.

Requires GEOS >= 3.9.0.

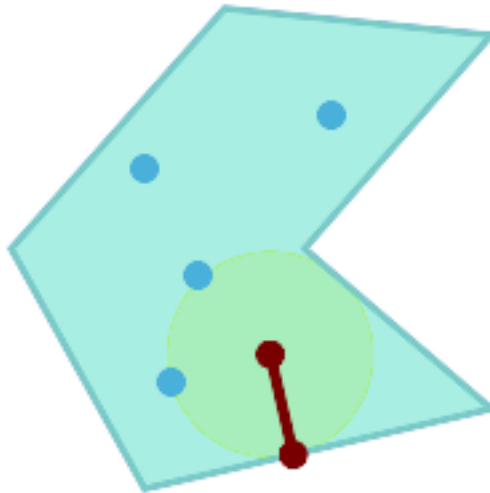
示例

```
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) ←
    ,
    0,
    'POLYGON ((90 190, 10 100, 60 10, 190 40, 120 100, 190 180, 90 190))'::geometry
  );
```



*Largest Empty Circle within a set of points, constrained to lie in a polygon. The constraint polygon boundary must be included as an obstacle, as well as specified as the constraint for the circle center.*

☒☒

**ST\_MinimumBoundingRadius**

### 7.14.14 ST\_MinimumBoundingCircle

ST\_MinimumBoundingCircle — Returns the smallest circle polygon that contains a geometry.

#### Synopsis

geometry **ST\_MinimumBoundingCircle**(geometry geomA, integer num\_segs\_per\_qt\_circ=48);

返回

Returns the smallest circle polygon that contains a geometry.



#### Note

默认使用 48 段圆弧来近似圆。使用 ST\_MinimumBoundingCircle (minimum bounding circle) 返回的圆，使用 ST\_MinimumBoundingRadius 返回的半径。使用 ST\_MinimumBoundingCircle 返回的圆，使用 ST\_MinimumBoundingRadius 返回的半径。

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**.

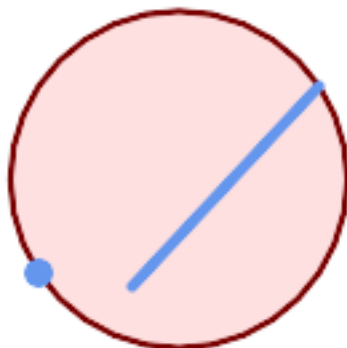
Example (Roeck) `SELECT ST_MinimumBoundingCircle(ST_Collect(d.geom)) As geom`

GEOS 版本

1.4.0 版本。

返回

```
SELECT d.disease_type,
       ST_MinimumBoundingCircle(ST_Collect(d.geom)) As geom
FROM disease_obs As d
GROUP BY d.disease_type;
```



返回的圆使用 8 段圆弧来近似。

```

SELECT ST_AsText(ST_MinimumBoundingCircle(
    ST_Collect(
        ST_GeomFromText('LINESTRING(55 75,125 150)'),
        ST_Point(20, 80)), 8
    )) As wktmbc;

wktmbc
-----
POLYGON((135.59714732062 115,134.384753327498 102.690357210921,130.79416296937 ↵
  90.8537670908995,124.963360620072 79.9451031602111,117.116420743937 ↵
  70.3835792560632,107.554896839789 62.5366393799277,96.6462329091006 ↵
  56.70583703063,84.8096427890789 53.115246672502,72.5000000000001 ↵
  51.9028526793802,60.1903572109213 53.1152466725019,48.3537670908996 ↵
  56.7058370306299,37.4451031602112 62.5366393799276,27.8835792560632 ↵
  70.383579256063,20.0366393799278 79.9451031602109,14.20583703063 ↵
  90.8537670908993,10.615246672502 102.690357210921,9.40285267938019 115,10.6152466725019 ↵
  127.309642789079,14.2058370306299 139.1462329091,20.0366393799275 ↵
  150.054896839789,27.883579256063 159.616420743937,
  37.4451031602108 167.463360620072,48.3537670908992 173.29416296937,60.190357210921 ↵
  176.884753327498,
  72.4999999999998 178.09714732062,84.8096427890786 176.884753327498,96.6462329091003 ↵
  173.29416296937,107.554896839789 167.463360620072,
  117.116420743937 159.616420743937,124.963360620072 150.054896839789,130.79416296937 ↵
  139.146232909101,134.384753327498 127.309642789079,135.59714732062 115))

```

☒☒

[ST\\_Collect](#), [ST\\_MinimumBoundingRadius](#), [ST\\_LargestEmptyCircle](#), [ST\\_LongestLine](#)

### 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.

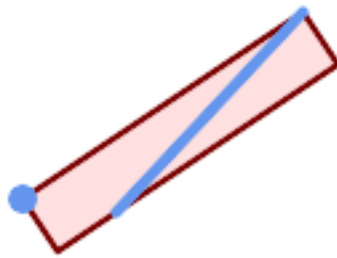
Availability: 2.5.0.

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="");
```



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.

[illegible]

Note that output may be a MULTILINESTRING or EMPTY for some jigsaw-shaped input geometries.

[illegible]

- 'quad\_segs=#' : 整数 (quarter circle) 的段数 (默认 8)
- 'join=round|mitre|bevel' : 连接类型 (round "圆", mitre "斜接", bevel "截断"). 'mitre' 和 'miter' 是同义词.
- 'mitre\_limit=#.#' : 斜接限制 (默认 1.05). 'mitre\_limit' 和 'miter\_limit' 是同义词.

## 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.

例

创建道路缓冲区.

```
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;
```



国国 15, 国国国国国'quad\_segs=4 join=round'  
国国国国国 15 国国

```
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)
```

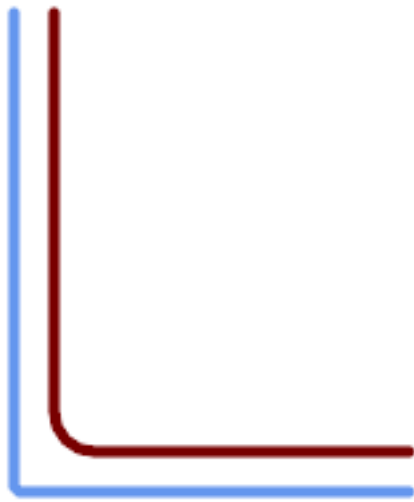


国国 -15, 国国国国国'quad\_segs=4  
join=round' 国国国国国 -15 国国

```
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

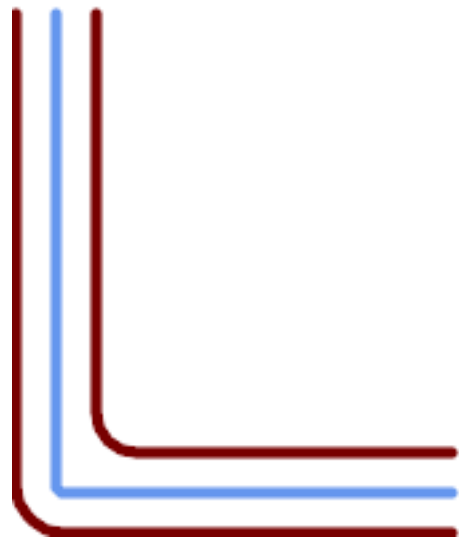
```
LINESTRING(31 195,31 31,164 31)
```



偏移距离为 15 单位，拐角半径为 15 单位。  $-30 + 15 = -15$  单位。

```
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)
```



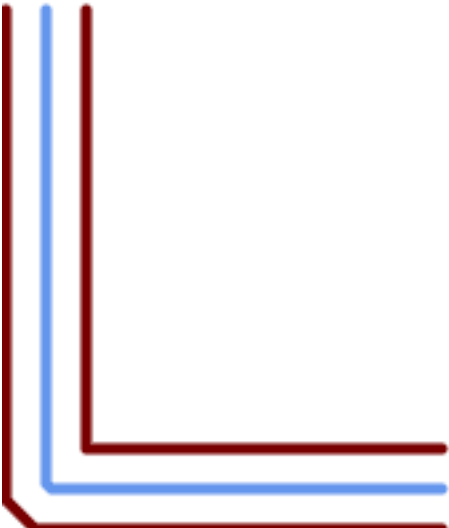
偏移距离为 15 单位，拐角半径为 15 单位。  $-30 + 15 = -15$  单位。

```
SELECT ST_AsText(ST_Collect(
  ST_OffsetCurve(geom, 15, 'quad_segs=4
  join=round'),
  ST_OffsetCurve(ST_OffsetCurve(geom,
    -30, 'quad_segs=4 join=round'), -15,
    'quad_segs=4 join=round')
)
```

```
) As parallel_curves
FROM ST_GeomFromText(
'LINESTRING(164 16,144 16,124 16,104
16,84 16,64 16,
44 16,24 16,20 16,18 16,17 17,
16 18,16 20,16 40,16 60,16 80,16 100,
16 120,16 140,16 160,16 180,16 195)')
As geom;
```

parallel curves

```
MULTILINESTRING((164 1,18
1,12.2597485145237 2.1418070123307,
7.39339828220179
5.39339828220179,5.39339828220179 7.39339828220179,
2.14180701233067 12.2597485145237,1 18,1
195),
(164 31,46 31,40.2597485145236
32.1418070123307,35.3933982822018 35.3933982822018,
32.1418070123307 40.2597485145237,31
46,31 195))
```

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  <p>国国 15, 国国国国国国国国国国'quad_segs=4<br/>join=round'</p> <pre>SELECT ST_AsText(ST_OffsetCurve(↵<br/>  ST_GeomFromText(<br/>'LINESTRING(164 16,144 16,124 16,104 ↵<br/>  16,84 16,64 16,<br/>  44 16,24 16,20 16,18 16,17 17,<br/>  16 18,16 20,16 40,16 60,16 80,16 100,<br/>  16 120,16 140,16 160,16 180,16 195)') ↵<br/>  ,<br/>    15, 'quad_segs=4 join=bevel'));</pre> <p>output</p> <pre>LINESTRING(164 1,18 1,7.39339828220179 ↵<br/>  5.39339828220179,<br/>  5.39339828220179 7.39339828220179,1 ↵<br/>  18,1 195)</pre> |  <p>国国国 15, -15. join=mitre mitre_limit=2.1</p> <pre>SELECT ST_AsText(ST_Collect(<br/>  ST_OffsetCurve(geom, 15, 'quad_segs=4 ↵<br/>    join=mitre mitre_limit=2.2'),<br/>  ST_OffsetCurve(geom, -15, 'quad_segs ↵<br/>    =4 join=mitre mitre_limit=2.2')<br/>  ) )<br/>FROM ST_GeomFromText(<br/>'LINESTRING(164 16,144 16,124 16,104 ↵<br/>  16,84 16,64 16,<br/>  44 16,24 16,20 16,18 16,17 17,<br/>  16 18,16 20,16 40,16 60,16 80,16 100,<br/>  16 120,16 140,16 160,16 180,16 195)') ↵<br/>  As geom;</pre> <p>output</p> <pre>MULTILINESTRING((164 1,11.7867965644036 ↵<br/>  1,1 11.7867965644036,1 195),<br/>  (31 195,31 31,164 31))</pre> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

国国

ST\_Buffer

7.14.18 ST\_PointOnSurface

ST\_PointOnSurface — Computes a point guaranteed to lie in a polygon, or on a geometry.

Synopsis

geometry **ST\_PointOnSurface**(geometry g1);



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.



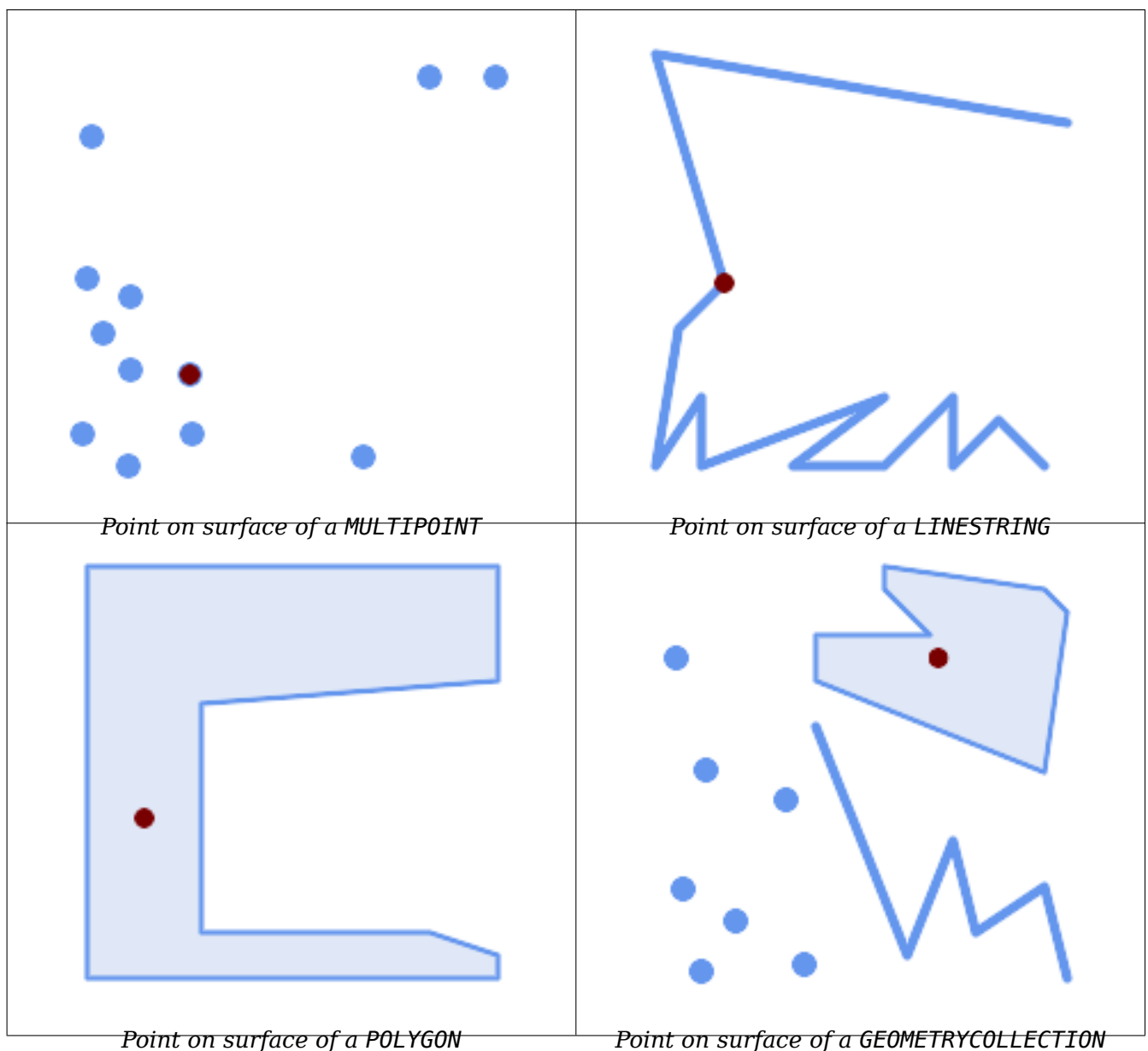
This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). s3.2.14.2 // s3.2.18.2



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.



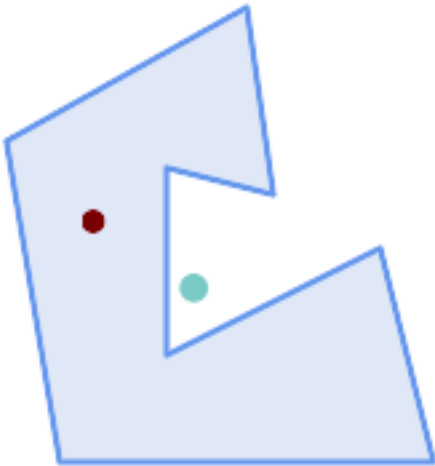
```
SELECT ST_AsText(ST_PointOnSurface('POINT(0 5)')::geometry);
-----
POINT(0 5)

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!

**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.

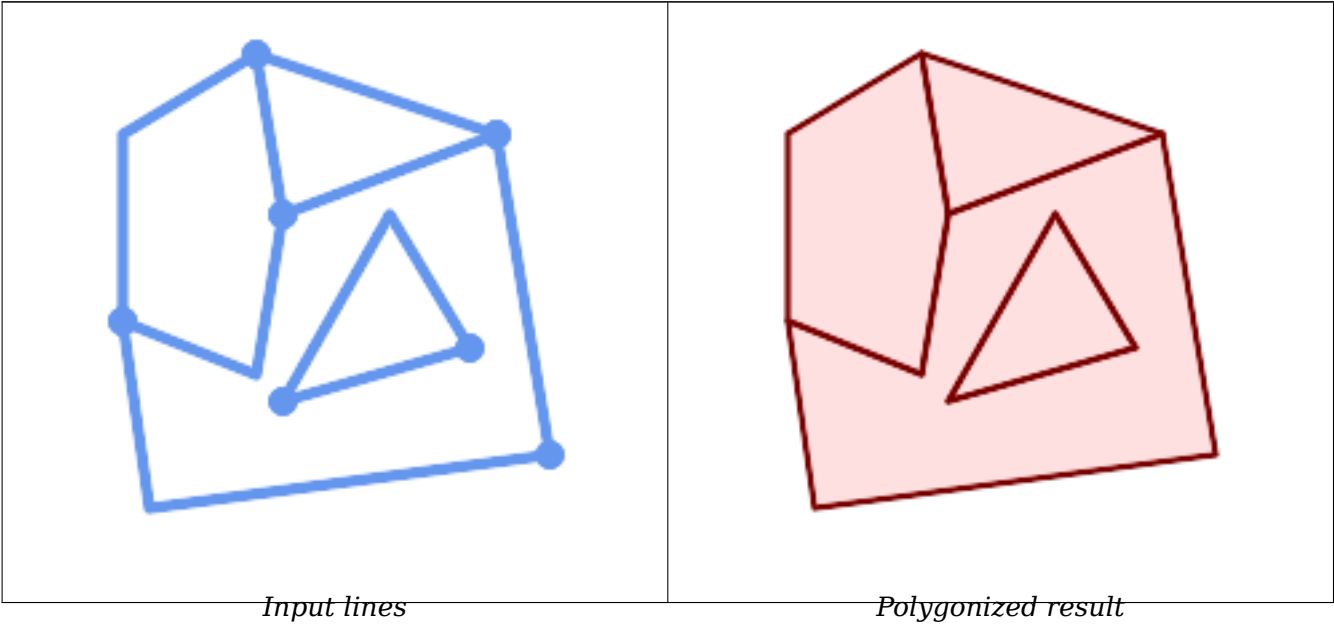
Note!

**Note**

GeometryCollections can be difficult to handle with external tools. Use **ST\_Dump** to convert the polygonized result into separate polygons.

GEOS 1.0.0RC1 简体中文.

¶¶



```
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 gridsz);

## ST\_Simplify

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.

## 示例

```
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)))
```

## 参见

[ST\\_SnapToGrid](#), [ST\\_Simplify](#), [ST\\_SimplifyVW](#)

### 7.14.21 ST\_SharedPaths

ST\_SharedPaths — 返回两个几何对象共享的路径。

#### Synopsis

geometry **ST\_SharedPaths**(geometry lineal1, geometry lineal2);

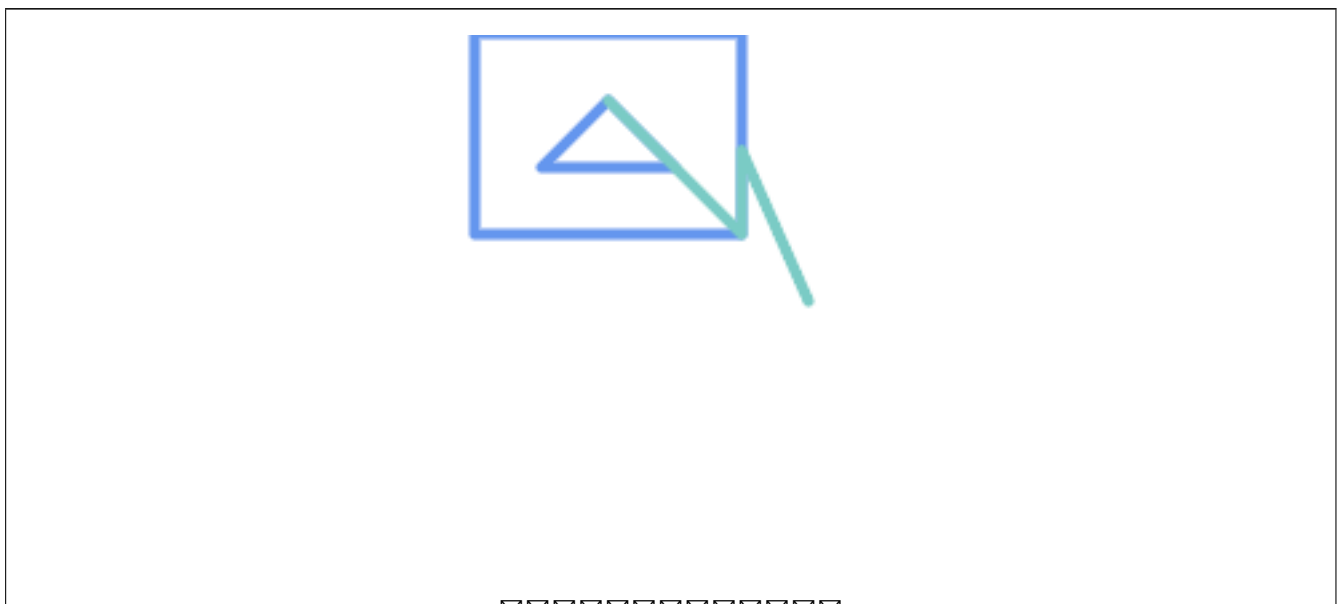
返回

返回两个几何对象共享的路径。如果两个几何对象没有共享的路径，则返回空几何对象。如果两个几何对象共享的路径是一个点，则返回该点。如果两个几何对象共享的路径是一个线，则返回该线。

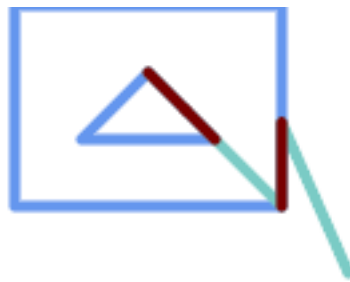
GEOS 版本

2.0.0 版本。

注意：返回的几何对象



返回的几何对象



图例：ST\_SharedPaths 函数

```
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)))
```

图例

[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);
```

注意

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 测试用例

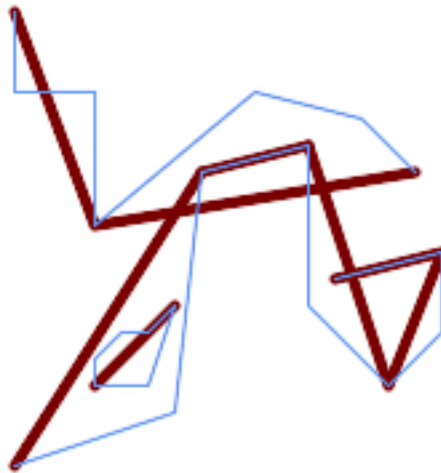
注意

测试用例如下：

```
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;
```

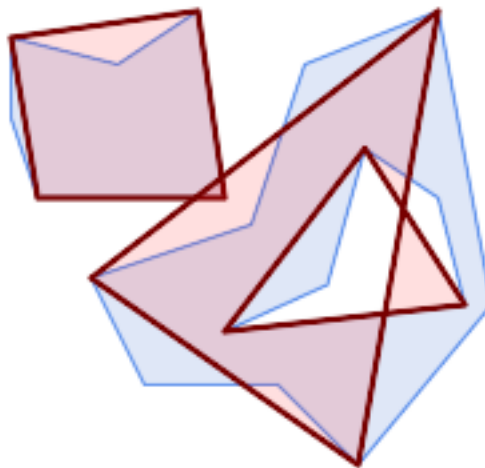
| np_before | np01_notbadcircle | np05_notquitecircle | np1_octagon | np10_triangle | np100_geometrygoesaway |
|-----------|-------------------|---------------------|-------------|---------------|------------------------|
| 49        | 33                | 17                  | 9           | 4             | t                      |

Simplifying a set of lines. Lines may intersect after simplification.



```
SELECT ST_Simplify(
  'MULTILINESTRING ((20 180, 20 150, 50 150, 50 100, 110 150, 150 140, 170 120), (20 10, 80 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. Polygonal results may be invalid.



```
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 3.10.0

1.3.3 函数参考.



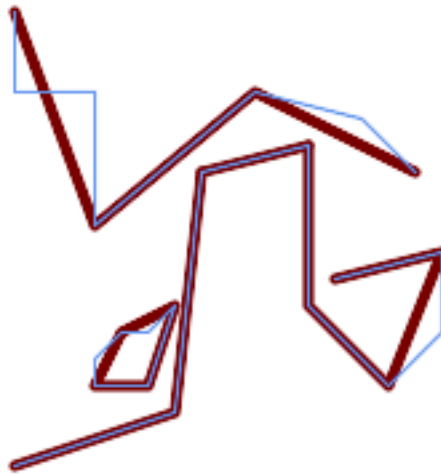
For the same example as [ST\\_Simplify](#), `ST_SimplifyPreserveTopology` prevents oversimplification. The circle can at most become a square.

```
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                 |                     |             |             |   |

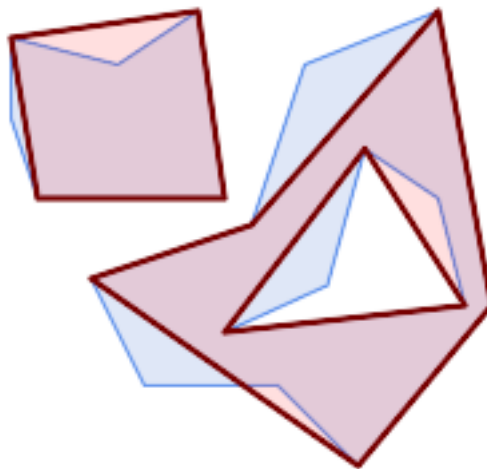
Simplifying a set of lines, preserving topology of non-intersecting lines.





```
SELECT ST_SimplifyPreserveTopology(
  'MULTILINESTRING ((20 180, 20 150, 50 150, 50 100, 110 150, 150 140, 170 120), (20 10, 80 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);
```

国国

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.

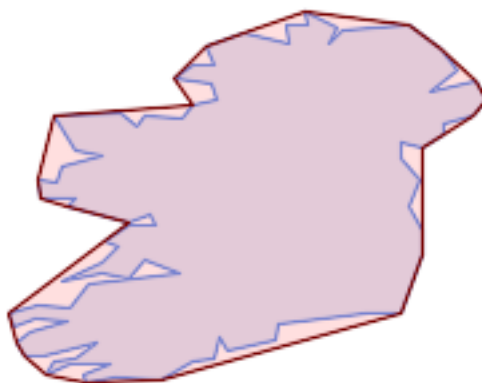
To get better results with geometries that contain relatively long line segments, it might be necessary to “segmentize” the input, as shown below.

GEOS 国国国国国

Availability: 3.3.0.

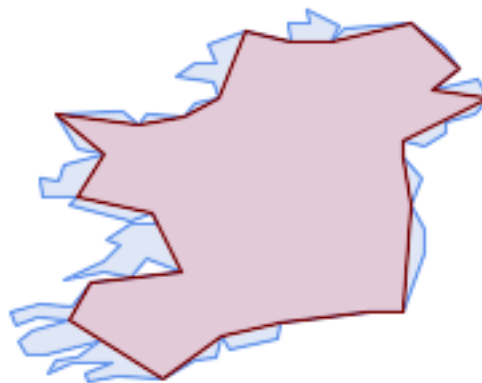
Requires GEOS >= 3.11.0.

国国



*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);
```

国国

[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);

国国

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**  
返回 3 个结果, 每个结果都是一个多边形。

2.2.0 简化几何体。

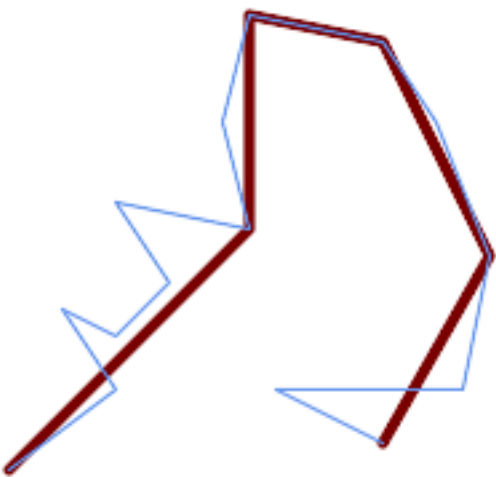
线

A LineString 是简化的, 具有最小面积公差为 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;

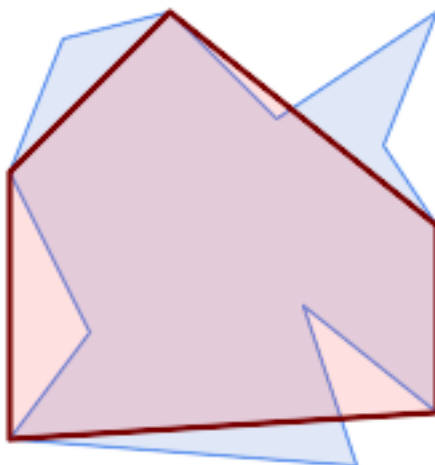
simplified
-----
LINESTRING(5 2,7 25,10 10)
```

简化线。



```
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);
```

简化多边形。



```
SELECT ST_SimplifyVW(
  'MULTIPOLYGON (((90 110, 80 180, 50 160, 10 170, 10 140, 20 110, 90 110)), ((40 80, 100 80, 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);
```

图例

[ST\\_SetEffectiveArea](#), [ST\\_Simplify](#), [ST\\_SimplifyPreserveTopology](#), [ST\\_CoverageSimplify](#), [Topology ST\\_Simplify](#)

### 7.14.26 ST\_SetEffectiveArea

**ST\_SetEffectiveArea** — Sets the effective area for each vertex, using the Visvalingam-Whyatt algorithm.

#### Synopsis

geometry **ST\_SetEffectiveArea**(geometry geom, float threshold = 0, integer set\_area = 1);

图例

图例展示了 ST\_SetEffectiveArea 函数的使用。图中显示了一个多边形，其顶点被标记为 M。图中还显示了该多边形的简化版本，其顶点被标记为 0。图中还显示了该多边形的简化版本，其顶点被标记为 0。图中还显示了该多边形的简化版本，其顶点被标记为 0。

图例展示了 ST\_SetEffectiveArea 函数的使用。图中显示了一个多边形，其顶点被标记为 M。图中还显示了该多边形的简化版本，其顶点被标记为 0。图中还显示了该多边形的简化版本，其顶点被标记为 0。图中还显示了该多边形的简化版本，其顶点被标记为 0。

图例展示了 ST\_SetEffectiveArea 函数的使用。图中显示了一个多边形，其顶点被标记为 M。图中还显示了该多边形的简化版本，其顶点被标记为 0。图中还显示了该多边形的简化版本，其顶点被标记为 0。图中还显示了该多边形的简化版本，其顶点被标记为 0。



#### Note

图例展示了 ST\_SetEffectiveArea 函数的使用。图中显示了一个多边形，其顶点被标记为 M。图中还显示了该多边形的简化版本，其顶点被标记为 0。图中还显示了该多边形的简化版本，其顶点被标记为 0。图中还显示了该多边形的简化版本，其顶点被标记为 0。

**Note**

ST\_Simplify (topology) 保持拓扑关系。 ST\_SimplifyPreserveTopology 保持拓扑关系。

**Note**

ST\_Simplify M 保持拓扑关系。

**Note**

ST\_Simplify 3 保持拓扑关系。

## 2.2.0 设置有效面积。

SQL

设置有效面积。 设置 0 为默认值， 设置 30 为默认值。

```
select ST_AsText(ST_SetEffectiveArea(geom)) all_pts, ST_AsText(ST_SetEffectiveArea(geom,30) ↔
) thrshld_30
FROM (SELECT 'LINESTRING(5 2, 3 8, 6 20, 7 25, 10 10)::geometry geom) As foo;
-result
all_pts | thrshld_30
-----+-----
LINESTRING M (5 2 3.40282346638529e+38,3 8 29,6 20 1.5,7 25 49.5,10 10 3.40282346638529e ↔
+38) | LINESTRING M (5 2 3.40282346638529e+38,7 25 49.5,10 10 3.40282346638529e+38)
```

SQL

ST\_SimplifyVW

### 7.14.27 ST\_TriangulatePolygon

ST\_TriangulatePolygon — Computes the constrained Delaunay triangulation of polygons

#### Synopsis

geometry **ST\_TriangulatePolygon**(geometry geom);

SQL

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.

图 10.1

Triangulation of a square.

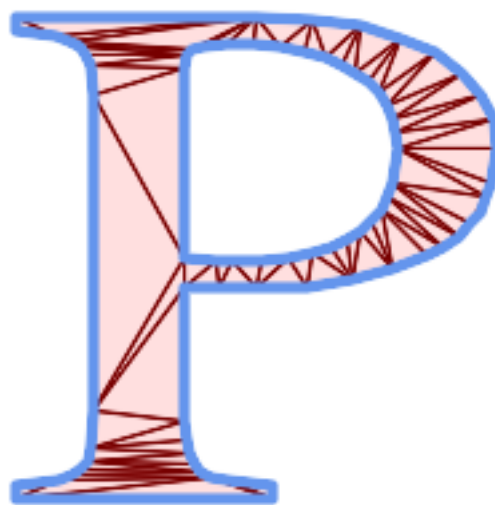
```
SELECT ST_AsText(
  ST_TriangulatePolygon('POLYGON((0 0, 0 1, 1 1, 1 0, 0 0))'));

          st_astext
-----
GEOMETRYCOLLECTION(POLYGON((0 0,0 1,1 1,0 0)),POLYGON((1 1,1 0,0 0,1 1)))
```

图 10.2

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
);
```

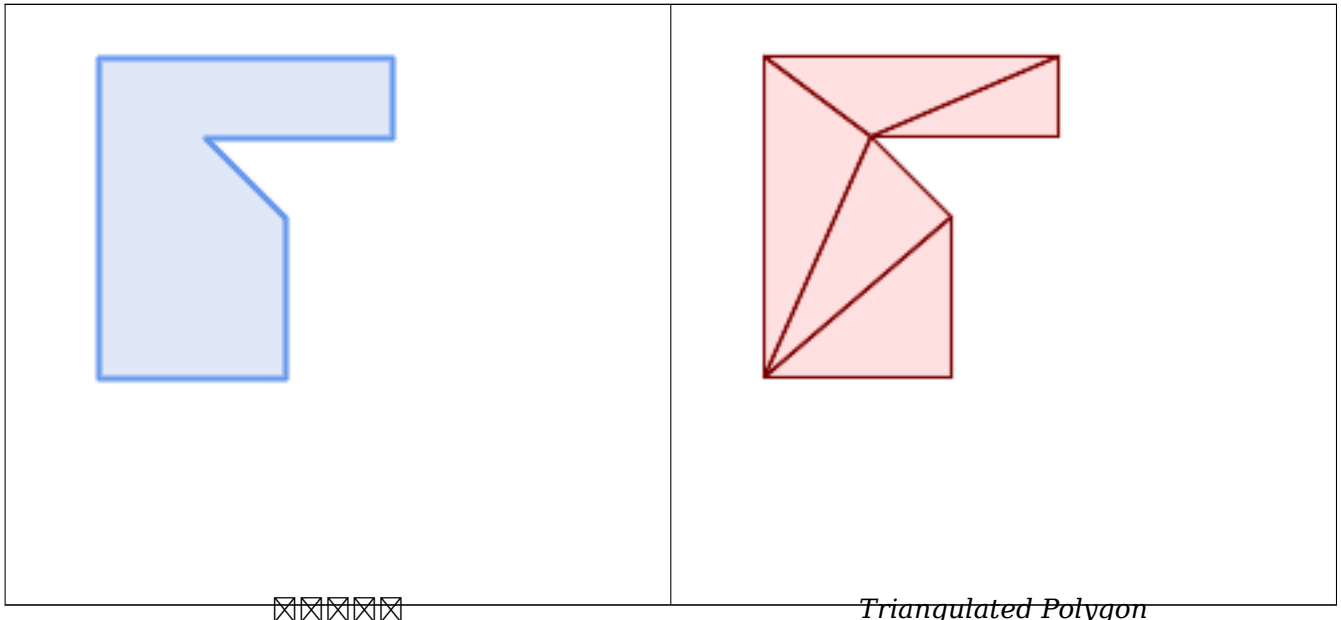
ST\_AsText 图 10.3:



```

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)))

```



国国

[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 );

国国

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.

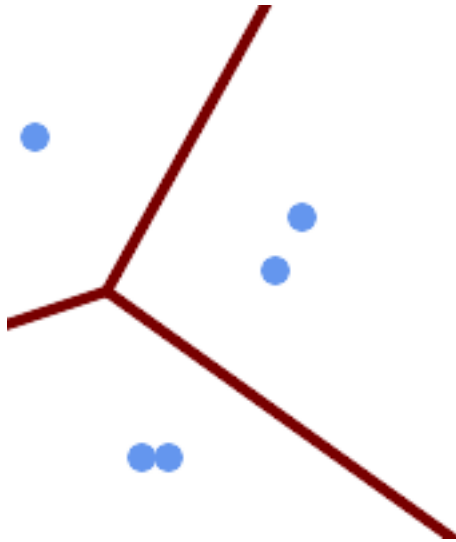
国国国国国国国国:

- **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 3.10.0

2.3.0 简体中文版.

图



*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))
```

图

[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 );
```

## ST\_VoronoiPolygons

Computes a two-dimensional **Voronoi diagram** from the vertices of the supplied geometry. The result is a GEOMETRYCOLLECTION of POLYGONs that covers an envelope larger than the extent of the input vertices. 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.

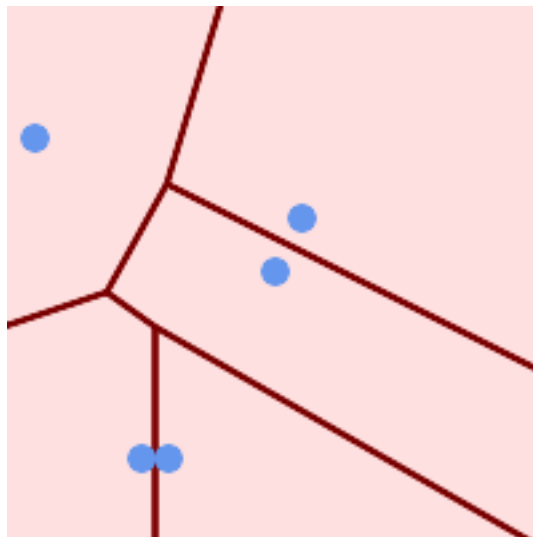
函数参数:

- **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 函数

2.3.0 函数。

## 示例

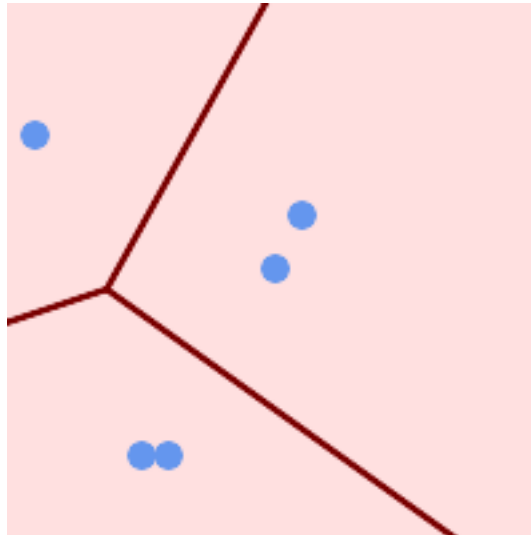


*Points overlaid on top of Voronoi diagram*

```
SELECT ST_VoronoiPolygons(
    'MULTIPOINT (50 30, 60 30, 100 100,10 150, 110 120) '::geometry
) AS geom;
```

ST\_AsText output

```
GEOMETRYCOLLECTION(POLYGON((-110 43.3333333333333, -110 270, 100.5 270, 59.3478260869565 ↵
    132.826086956522, 36.8181818181818 92.2727272727273, -110 43.3333333333333)),
POLYGON((55 -90, -110 -90, -110 43.3333333333333, 36.8181818181818 92.2727272727273, 55 ↵
    79.2857142857143, 55 -90)),
POLYGON((230 47.5, 230 -20.7142857142857, 55 79.2857142857143, 36.8181818181818 ↵
    92.2727272727273, 59.3478260869565 132.826086956522, 230 47.5)), POLYGON((230 ↵
    -20.7142857142857, 230 -90, 55 -90, 55 79.2857142857143, 230 -20.7142857142857)),
POLYGON((100.5 270, 230 270, 230 47.5, 59.3478260869565 132.826086956522, 100.5 270)))
```



*Voronoi 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

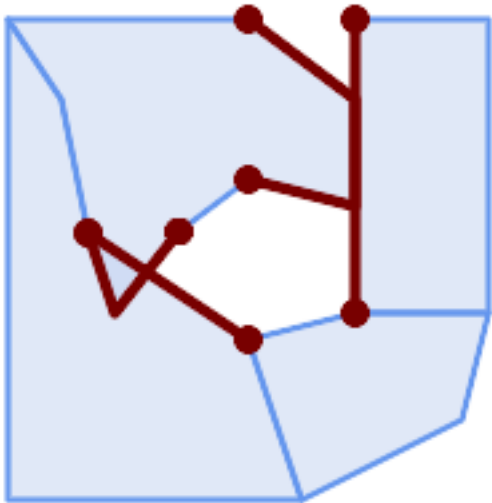
As a window function a value is returned for every input polygon. For polygons which violate one or more of the validity conditions the return value is a MULTILINESTRING containing the problematic edges. Coverage-valid polygons return the value NULL. Non-polygonal or empty geometries also produce NULL 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\\_CoverageClean](#), [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.



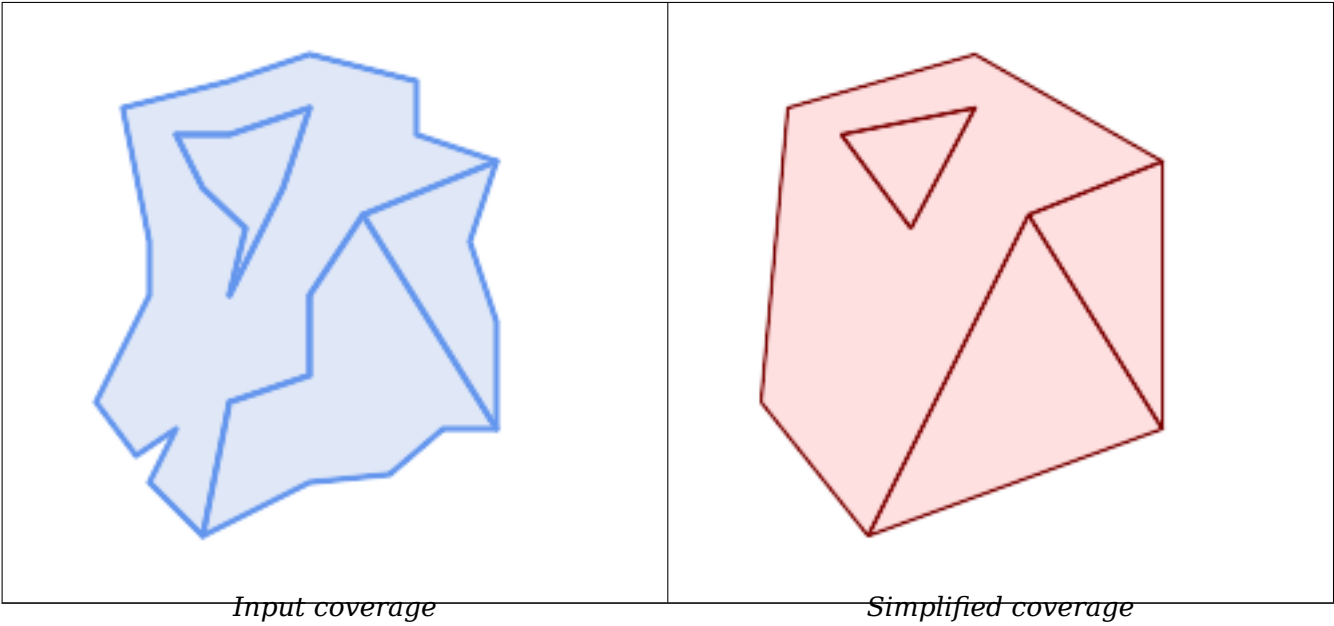
#### Note

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`, `ST_CoverageUnion`, `ST_CoverageClean`

### 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);

## ST\_CoverageUnion

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.

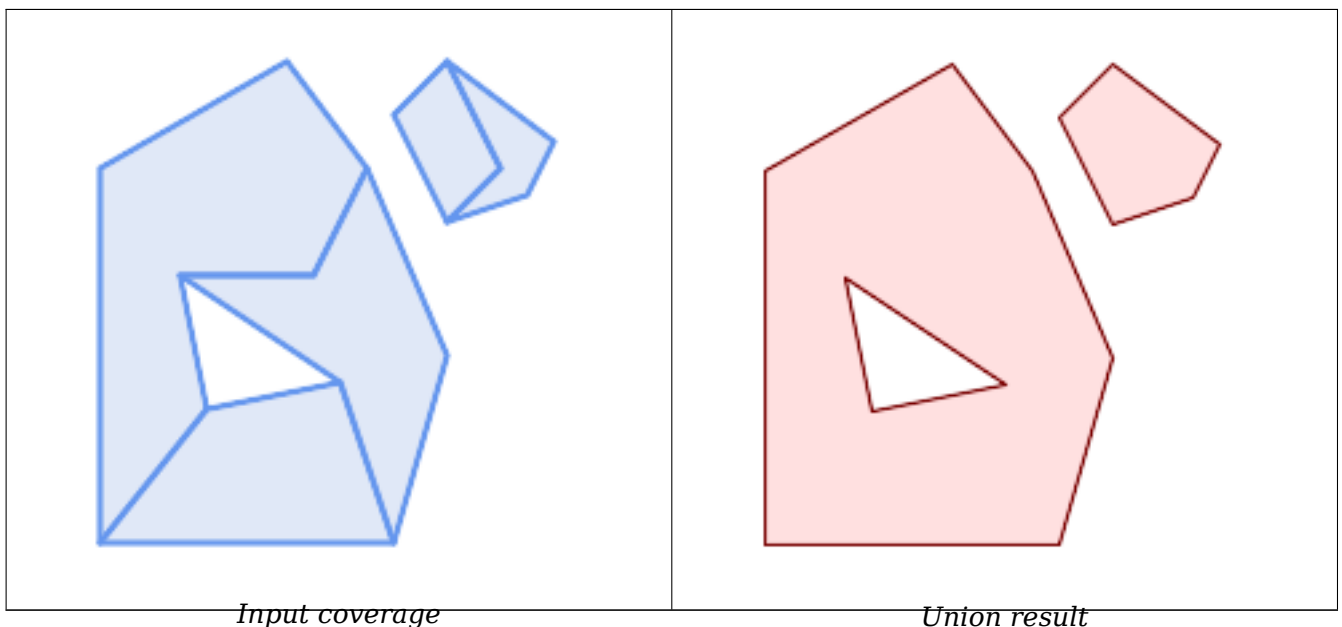


### Note

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

## Examples



```
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)))
```

## See also

[ST\\_CoverageInvalidEdges](#), [ST\\_CoverageSimplify](#), [ST\\_CoverageClean](#), [ST\\_Union](#)



### 7.15.4 ST\_CoverageClean

**ST\_CoverageClean** — Computes a clean (edge matched, non-overlapping, gap-cleared) polygonal coverage, given a non-clean input.

#### Synopsis

geometry **ST\_CoverageClean**(geometry winset geom, float8 gapMaximumWidth = 0, float8 snappingDistance = -1, text overlapMergeStrategy = 'MERGE\_LONGEST\_BORDER');

説明

A window function which alters the edges of a polygonal coverage to ensure that none of the polygons overlap, that small gaps are snapped away, and that all shared edges are exactly identical. The result is a clean coverage that will pass validation tests like [ST\\_CoverageInvalidEdges](#)

The *gapMaximumWidth* controls the cleaning of gaps between polygons. Gaps smaller than this tolerance will be closed.

The *snappingDistance* controls the node snapping step, when nearby vertices are snapped together. The default setting (-1) applies an automatic snapping distance based on an analysis of the input. Set to 0.0 to turn off all snapping.

The *overlapMergeStrategy* controls the algorithm used to determine which neighboring polygons to merge overlapping areas into.

MERGE\_LONGEST\_BORDER chooses polygon with longest common border

MERGE\_MAX\_AREA chooses polygon with maximum area

MERGE\_MIN\_AREA chooses polygon with minimum area

MERGE\_MIN\_INDEX chooses polygon with smallest input index

Availability: 3.6.0 - requires GEOS >= 3.14.0

例

```
-- Populate demo table
CREATE TABLE example AS SELECT * FROM (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)
) AS v(id, geom);

-- Prove it is a dirty coverage
SELECT ST_AsText(ST_CoverageInvalidEdges(geom) OVER ())
FROM example;

-- Clean the coverage
CREATE TABLE example_clean AS
  SELECT id, ST_CoverageClean(geom) OVER () AS GEOM
  FROM example;

-- Prove it is a clean coverage
SELECT ST_AsText(ST_CoverageInvalidEdges(geom) OVER ())
FROM example_clean;
```

国国

[ST\\_CoverageInvalidEdges](#), [ST\\_Union](#) [ST\\_CoverageSimplify](#)

## 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);

国国

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.

版本: 2.0.0 引入, 通过 TIN 支持。

Availability: 1.1.2. Name changed from Affine to ST\_Affine in 1.2.2



#### Note

1.3.4 版本引入 (curve) 支持。1.3.4 版本引入。

- ✓ 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.

SQL

```
--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;
      using_affine      |      using_rotate
-----+-----
LINESTRING(-1 -2 3,-1 -4 3) | LINESTRING(-1 -2 3,-1 -4 3)
(1 row)

--Rotate a 3d line 180 degrees in both the x and z axis
SELECT ST_AsEWKT(ST_Affine(geom, cos(pi()), -sin(pi()), 0, sin(pi()), cos(pi()), -sin(pi()),
0, 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)
```

SQL

**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);
```

## ST\_Rotate

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).

**版本:** 2.0.0 添加了对 3D 几何的支持, 并支持 TIN 几何。

**增强:** 2.0.0 增加了用于指定旋转原点的参数。

**可用性:** 1.1.2. 名称从 Rotate 改为 ST\_Rotate 在 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).

## 示例

```
--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)
```

## 相关链接

[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 新增, ☐☐☐☐ 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

版本: 2.0.0 添加, 支持 TIN 数据。

- ✔ 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).

例

```
--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)
```

例

[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);

例

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).

版本: 2.0.0 添加, 支持 TIN 数据。

Availability: 1.1.2. Name changed from RotateZ to ST\_RotateZ in 1.2.2

**Note**

1.3.4 版本中，`ST_Azimuth` (curve) 函数在 1.3.4 版本中进行了更新。1.3.4 版本中，`ST_Azimuth` 函数在 1.3.4 版本中进行了更新。



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).

SQL

```
--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))
```

SQL

`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);
```

## ST\_Scale

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 曲线 (curve) 支持。1.3.4 支持。

Availability: 1.1.0.

支持: 2.0.0 支持, 支持 TIN 支持。

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.

## ST\_Scale

```
--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));
-----
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));
-----
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)));
-----
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 deltaz);

☐☐

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 在曲线 (curve) 上使用 ST\_Translate 函数。1.3.4 在 1.3.4 版本之前，ST\_Translate 函数不支持曲线。

1.2.2 在 1.2.2 版本之前，ST\_Translate 函数不支持 3D。



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.

### Synopsis

geometry **ST\_TransScale**(geometry geomA, float deltaX, float deltaY, float XFactor, float YFactor);

☒☒

Translates the geometry using the deltaX and deltaY args, then scales it using the XFactor, YFactor args, working in 2D only.



#### Note

**ST\_TransScale**(geomA, deltaX, deltaY, XFactor, YFactor) is short-hand for **ST\_Affine**(geomA, XFactor, 0, 0, 0, YFactor, 0, 0, 0, 1, deltaX\*XFactor, deltaY\*YFactor, 0).



#### Note

1.3.4 简体中文 (curve) 简体中文. 1.3.4 简体中文.

Availability: 1.1.0.



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



This method supports Circular Strings and Curves.



```
SELECT ST_AsEWKT(ST_TransScale(ST_GeomFromEWKT('LINESTRING(1 2 3, 1 1 1)'), 0.5, 1, 1, 2));
           st_asewkt
-----
LINESTRING(1.5 6 3,1.5 4 1)

--Buffer a point to get an approximation of a circle, convert to curve and then translate ↩
1,2 and scale it 3,4
SELECT ST_AsText(ST_Transscale(ST_LineToCurve(ST_Buffer('POINT(234 567)', 3)),1,2,3,4));

-----

CURVEPOLYGON(CIRCULARSTRING(714 2276,711.363961030679 2267.51471862576,705 ↩
2264,698.636038969321 2284.48528137424,714 2276))
```



[ST\\_Affine](#), [ST\\_Translate](#)

## 7.17 Clustering Functions

### 7.17.1 ST\_ClusterDBSCAN

`ST_ClusterDBSCAN` — Window function that returns a cluster id for each input geometry using the DBSCAN algorithm.

#### Synopsis

integer **ST\_ClusterDBSCAN**(geometry winset geom, float8 eps, integer minpoints);



A window function that returns a cluster number for each input geometry, using the 2D [Density-based spatial clustering of applications with noise \(DBSCAN\)](#) algorithm. Unlike [ST\\_ClusterKMeans](#), it does not require the number of clusters to be specified, but instead uses the desired [distance](#) (eps) and density (minpoints) parameters to determine each cluster.

An input geometry is added to a cluster if it is either:

- A “core” geometry, that is within eps [distance](#) of at least minpoints input geometries (including itself); or

- A "border" geometry, that is within eps **distance** of a core geometry.

Note that border geometries may be within eps distance of core geometries in more than one cluster. Either assignment would be correct, so the border geometry will be arbitrarily assigned to one of the available clusters. In this situation it is possible for a correct cluster to be generated with fewer than minpoints geometries. To ensure deterministic assignment of border geometries (so that repeated calls to ST\_ClusterDBSCAN will produce identical results) use an ORDER BY clause in the window definition. Ambiguous cluster assignments may differ from other DBSCAN implementations.

**Note**

Geometries that do not meet the criteria to join any cluster are assigned a cluster number of NULL.

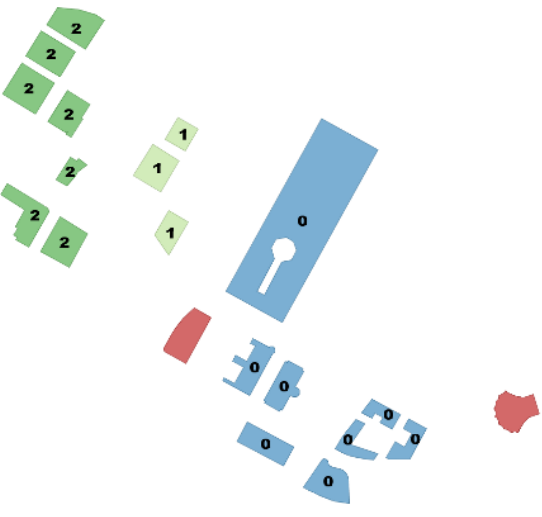
### 2.3.0 地理数据库.



This method supports Circular Strings and Curves.



Clustering polygon within 50 meters of each other, and requiring at least 2 polygons per cluster.



*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 简体中文.

ⓘ

```
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);
```

概要

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

例

```
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       |

関数

[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 k , float8 max\_radius );

戻り値

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

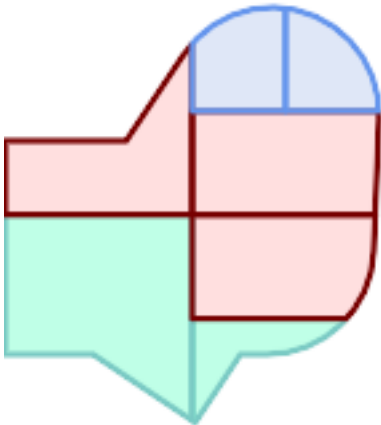
Enhanced: 3.1.0 Support for 3D geometries and weights

2.3.0 新特性.

¶¶

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\_ClusterST\_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  $\Rightarrow 0$ .

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_ClusterWithin(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.

**Compatibility:** 2.0.0 **Supported:** **Yes**, **Yes** TIN **Supported:** **Yes**.

-  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)
```

国国

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);
```

国国

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 >= 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

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

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 国国国国国国国国国国国国.

Changed: 2.1.0. Up to 2.0.x this was called ST\_Estimated\_Extent.



This method supports Circular Strings and Curves.

国国

```
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)
```

新新

**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);
```

新新

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.

新新新: 2.0.0 新新新新新新新, 新新新 TIN 新新新新新新新新新.

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.

注意: 2.0.0 版本开始, 支持 TIN 数据类型。

- ✔ This function supports Polyhedral surfaces.
- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

注意



**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))
```

注意

`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);

返回

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.

兼容性: 2.0.0 兼容 PostgreSQL, 支持 TIN 数据类型。

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).

示例

```
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)
```

参见

**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
```



返回

`ST_GeomFromEWKT`, `ST_GeomFromText`, `ST_XMin`, `ST_XMax`, `ST_YMax`, `ST_YMin`, `ST_ZMax`

## 7.19 线性参照 (Linear Referencing)

### 7.19.1 `ST_LineInterpolatePoint`

`ST_LineInterpolatePoint` — Returns a point interpolated along a line at a fractional location.

#### Synopsis

geometry **`ST_LineInterpolatePoint`**(geometry a\_linestring, float8 a\_fraction);  
 geography **`ST_LineInterpolatePoint`**(geography a\_linestring, float8 a\_fraction, boolean use\_spheroid = true);

返回

返回一个点，该点位于沿给定的线（linestring）的指定分数位置。分数必须在 0 到 1 之间。Float8 参数指定了沿线的分数位置。

该函数与 `ST_LineLocatePoint` 函数一起使用。



#### Note

This function computes points in 2D and then interpolates values for Z and M, while `ST_3DLineInterpolatePoint` computes points in 3D and only interpolates the M value.



#### Note

1.1.1 版本中，M 和 Z 值（如果有）将被插值。分数 0.0 返回线的起始点。

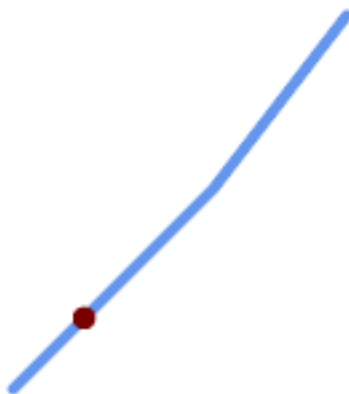
0.8.2 版本中，1.1.1 版本中 Z 和 M 值将被插值。

版本：2.1.0 版本，在 2.0.x 版本中，`ST_Line_Interpolate_Point` 函数。



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

图



20% 点 (0.20) 沿线的点

-- The point 20% along a line

```
SELECT ST_AsEWKT( ST_LineInterpolatePoint(
    'LINESTRING(25 50, 100 125, 150 190)',
    0.2 ));
-----
POINT(51.5974135047432 76.5974135047432)
```

The mid-point of a 3D line:

```
SELECT ST_AsEWKT( ST_LineInterpolatePoint('
    LINESTRING(1 2 3, 4 5 6, 6 7 8)',
    0.5 ));
-----
POINT(3.5 4.5 5.5)
```

The closest point on a line to a point:

```
SELECT ST_AsText( ST_LineInterpolatePoint( line.geom,
    ST_LineLocatePoint( line.geom, 'POINT(4 3)')) )
FROM (SELECT ST_GeomFromText('LINESTRING(1 2, 4 5, 6 7)') As geom) AS line;
-----
POINT(3 4)
```

图

[ST\\_LineInterpolatePoints](#), [ST\\_LineInterpolatePoint](#), [ST\\_LineMerge](#)

## 7.19.2 ST\_3DLineInterpolatePoint

**ST\_3DLineInterpolatePoint** — Returns a point interpolated along a 3D line at a fractional location.

### Synopsis

geometry **ST\_3DLineInterpolatePoint**(geometry a\_linestring, float8 a\_fraction);

注意

ST\_LineInterpolatePoint 返回一个 POINT。ST\_LineInterpolatePoints 返回一个 MULTIPOINT。ST\_LineInterpolatePoint 的第二个参数是一个 float8 值，范围从 0 到 1，表示沿线的比例。ST\_LineInterpolatePoints 的第二个参数是一个 float8 值，表示点之间的比例间隔。



#### Note

**ST\_LineInterpolatePoint** computes points in 2D and then interpolates the values for Z and M, while this function computes points in 3D and only interpolates the M value.

2.1.0 版本支持 3D。



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

注意

Return point 20% along 3D line

```
SELECT ST_AsText(
  ST_3DLineInterpolatePoint('LINESTRING(25 50 70, 100 125 90, 150 190 200)',
    0.20));

 st_asetext
-----
POINT Z (59.0675892910822 84.0675892910822 79.0846904776219)
```

注意

**ST\_LineInterpolatePoint**, **ST\_LineInterpolatePoints**, **ST\_LineMerge**

## 7.19.3 ST\_LineInterpolatePoints

**ST\_LineInterpolatePoints** — Returns points interpolated along a line at a fractional interval.

### Synopsis

geometry **ST\_LineInterpolatePoints**(geometry a\_linestring, float8 a\_fraction, boolean repeat);  
 geography **ST\_LineInterpolatePoints**(geography a\_linestring, float8 a\_fraction, boolean use\_spheroid = true, boolean repeat = true);

注意

Returns one or more points interpolated along a line at a fractional interval. The first argument must be a LINESTRING. The second argument is a float8 between 0 and 1 representing the spacing between the points as a fraction of line length. If the third argument is false, at most one point will be constructed (which is equivalent to **ST\_LineInterpolatePoint**.)

If the result has zero or one points, it is returned as a POINT. If it has two or more points, it is returned as a MULTIPOINT.

Availability: 2.5.0



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



This function supports M coordinates.

图 7.19.3

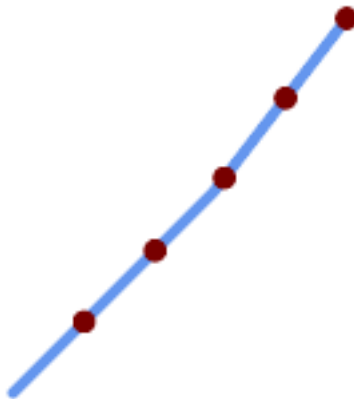


图 7.19.3 一条 LineString，其上的点每隔 20% 进行插值

```
--Return points each 20% along a 2D line
SELECT ST_AsText(ST_LineInterpolatePoints('LINESTRING(25 50, 100 125, 150 190)', 0.20))
-----
MULTIPOINT((51.5974135047432 76.5974135047432),(78.1948270094864 103.194827009486) ↔
, (104.132163186446 130.37181214238),(127.066081593223 160.18590607119),(150 190))
```

图 7.19.4

**ST\_LineInterpolatePoint, ST\_LineLocatePoint**

## 7.19.4 ST\_LineLocatePoint

**ST\_LineLocatePoint** — Returns the fractional location of the closest point on a line to a point.

### Synopsis

```
float8 ST_LineLocatePoint(geometry a_linestring, geometry a_point);
float8 ST_LineLocatePoint(geography a_linestring, geography a_point, boolean use_spheroid = true);
```

图 7.19.4

图 7.19.4 展示了 ST\_LineLocatePoint 函数的用法。该函数返回一个浮点值，表示给定点在给定线串中的相对位置。该值在 0 和 1 之间，其中 0 表示线的起始点，1 表示线的结束点。

图 7.19.4 展示了 ST\_LineInterpolatePoint 函数的用法。该函数返回一个点，该点是给定线串中距离给定点最近的点。该函数使用 ST\_LineSubstring 函数来提取线串的一部分。

图 7.19.4 展示了 ST\_LineInterpolatePoint 函数的用法。该函数返回一个点，该点是给定线串中距离给定点最近的点。

1.1.0 版本中首次引入。

兼容性：2.1.0 版本中，在 2.0.x 版本中，ST\_Line\_Locate\_Point 函数可用。

例

```
--Rough approximation of finding the street number of a point along the street
--Note the whole foo thing is just to generate dummy data that looks
--like house centroids and street
--We use ST_DWithin to exclude
--houses too far away from the street to be considered on the street
SELECT ST_AsText(house_loc) As as_text_house_loc,
       startstreet_num +
       CAST( (endstreet_num - startstreet_num)
            * ST_LineLocatePoint(street_line, house_loc) As integer) As
       street_num
FROM
  (SELECT ST_GeomFromText('LINESTRING(1 2, 3 4)') As street_line,
        ST_Point(x*1.01,y*1.03) As house_loc, 10 As startstreet_num,
        20 As endstreet_num
  FROM generate_series(1,3) x CROSS JOIN generate_series(2,4) As y)
As foo
WHERE ST_DWithin(street_line, house_loc, 0.2);

as_text_house_loc | street_num
-----+-----
POINT(1.01 2.06) |          10
POINT(2.02 3.09) |          15
POINT(3.03 4.12) |          20

--find closest point on a line to a point or other geometry
SELECT ST_AsText(ST_LineInterpolatePoint(foo.the_line, ST_LineLocatePoint(foo.the_line,
  ST_GeomFromText('POINT(4 3)'))))
FROM (SELECT ST_GeomFromText('LINESTRING(1 2, 4 5, 6 7)') As the_line) As foo;
st_astext
-----
POINT(3 4)
```

例

**ST\_DWithin, ST\_Length2D, ST\_LineInterpolatePoint, ST\_LineSubstring**

### 7.19.5 ST\_LineSubstring

**ST\_LineSubstring** — Returns the part of a line between two fractional locations.

#### Synopsis

geometry **ST\_LineSubstring**(geometry a\_linestring, float8 startfraction, float8 endfraction);  
 geography **ST\_LineSubstring**(geography a\_linestring, float8 startfraction, float8 endfraction);

例

Computes the line which is the section of the input line starting and ending at the given fractional locations. The first argument must be a LINESTRING. The second and third arguments are values in the range [0, 1] representing the start and end locations as fractions of line length. The Z and M values are interpolated for added endpoints if present.

'例' 例 例 例 例 例 例 例 **ST\_LineInterpolatePoint** 例 例 例 例 例 例.

**Note**

This only works with LINESTRINGs. To use on contiguous MULTILINESTRINGs first join them with **ST\_LineMerge**.

**Note**

1.1.1 函数支持 M 和 Z 索引 (3D 和 4D 几何). 1.1.0 版本不支持 M 和 Z 索引.

Enhanced: 3.4.0 - Support for geography was introduced.

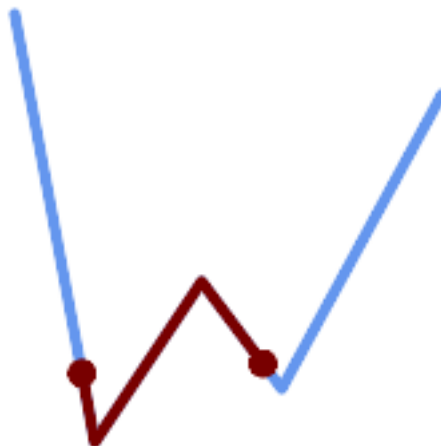
更新: 2.1.0 版本, 在 2.0.x 版本中引入 **ST\_Line\_Substring** 函数.

1.1.0 版本支持 M 和 Z 索引. 1.1.1 版本支持 Z 和 M 索引.



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

图例



图例 1/3 提取 (0.333, 0.666) 之间的子字符串

```
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);



Returns the location(s) along a measured geometry that have the given measure values. The result is a Point or MultiPoint. Polygonal inputs are not supported.

If offset is provided, the result is offset to the left or right of the input line by the specified distance. A positive offset will be to the left, and a negative one to the right.



### Note

Use this function only for linear geometries with an M component

The semantic is specified by the *ISO/IEC 13249-3 SQL/MM Spatial* standard.

### 1.1.0 ST\_Locate\_Along\_Measure

Figure 2.0.0: ST\_Locate\_Along\_Measure. Returns the location of the point along the line.



This function supports M coordinates.



This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 5.1.13



```
SELECT ST_AsText(
  ST_LocateAlong(
    'MULTILINESTRINGM((1 2 3, 3 4 2, 9 4 3),(1 2 3, 5 4 5))':geometry,
    3 ));

-----
MULTIPOINT M ((1 2 3),(9 4 3),(1 2 3))
```



ST LocateBetween, ST LocateBetweenElevations, ST InterpolatePoint

### 7.19.7 ST\_LocateBetween

ST LocateBetween — Returns the portions of a geometry that match a measure range.

## Synopsis

```
geometry ST_LocateBetween(geometry geom, float8 measure_start, float8 measure_end, float8 off-
set = 0):
```



## 说明

如果输入几何体是无效的，那么返回的几何体也是无效的。如果输入几何体是有效的，那么返回的几何体也是有效的。如果输入几何体是无效的，那么返回的几何体也是无效的。如果输入几何体是有效的，那么返回的几何体也是有效的。

Clipping a non-convex POLYGON may produce invalid geometry.

The semantic is specified by the *ISO/IEC 13249-3 SQL/MM Spatial* standard.

1.1.0 添加函数 `ST_Locate_Between_Measures`。

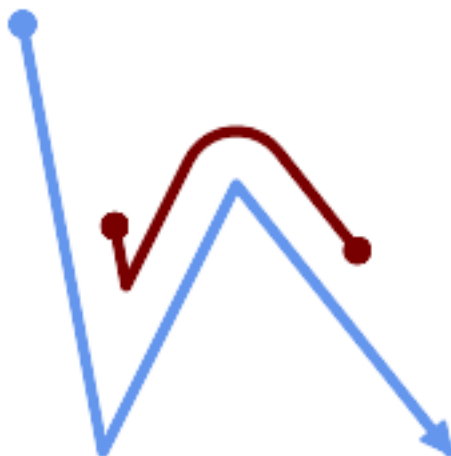
2.0.0 添加函数 `ST_Locate_Along_Measure`。如果输入几何体是无效的，那么返回的几何体也是无效的。如果输入几何体是有效的，那么返回的几何体也是有效的。

Enhanced: 3.0.0 - added support for POLYGON, TIN, TRIANGLE.

- ✓ This function supports M coordinates.
- ✓ This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 5.1

## 示例

```
SELECT ST_AsText(
  ST_LocateBetween(
    'MULTILINESTRING M ((1 2 3, 3 4 2, 9 4 3),(1 2 3, 5 4 5))':: geometry,
    1.5, 3 ));
-----
GEOMETRYCOLLECTION M (LINESTRING M (1 2 3,3 4 2,9 4 3),POINT M (1 2 3))
```



*A LineString with the section between measures 2 and 8, offset to the left*

```
SELECT ST_AsText( ST_LocateBetween(
  ST_AddMeasure('LINESTRING (20 180, 50 20, 100 120, 180 20)', 0, 10),
  2, 8,
  20
));
-----
```

```
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))
```

函数

[ST\\_Dump](#), [ST\\_LocateAlong](#), [ST\\_LocateBetween](#)

### 7.19.9 ST\_InterpolatePoint

`ST_InterpolatePoint` — 返回线性几何体在给定位置 (M 分量) 的插值点。

#### Synopsis

```
float8 ST_InterpolatePoint(geometry linear_geom_with_measure, geometry point);
```

函数

Returns an interpolated measure value of a linear measured geometry at the location closest to the given point.



#### Note

Use this function only for linear geometries with an M component

2.0.0 版本引入。



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

函数

```
SELECT ST_InterpolatePoint('LINESTRING M (0 0 0, 10 0 20)', 'POINT(5 5)');
-----
      10
```

函数

[ST\\_AddMeasure](#), [ST\\_LocateAlong](#), [ST\\_LocateBetween](#)

### 7.19.10 ST\_AddMeasure

`ST_AddMeasure` — 沿线性几何体插值。

#### Synopsis

```
geometry ST_AddMeasure(geometry geom_mline, float8 measure_start, float8 measure_end);
```

注意

此函数在 1.5.0 版本之前不支持 3D 几何。在 1.5.0 版本中，它支持 3D 几何，并且不会丢弃 z 索引。

1.5.0 版本支持 3D 几何。



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

示例

```
SELECT ST_AsText(ST_AddMeasure(
  ST_GeomFromEWKT('LINESTRING(1 0, 2 0, 4 0)'),1,4)) As ewelev;
           ewelev
-----
LINESTRINGM(1 0 1,2 0 2,4 0 4)

SELECT ST_AsText(ST_AddMeasure(
  ST_GeomFromEWKT('LINESTRING(1 0 4, 2 0 4, 4 0 4)'),10,40)) As ewelev;
           ewelev
-----
LINESTRING(1 0 4 10,2 0 4 20,4 0 4 40)

SELECT ST_AsText(ST_AddMeasure(
  ST_GeomFromEWKT('LINESTRINGM(1 0 4, 2 0 4, 4 0 4)'),10,40)) As ewelev;
           ewelev
-----
LINESTRINGM(1 0 10,2 0 20,4 0 40)

SELECT ST_AsText(ST_AddMeasure(
  ST_GeomFromEWKT('MULTILINESTRINGM((1 0 4, 2 0 4, 4 0 4),(1 0 4, 2 0 4, 4 0 4)'),10,70)) As ←
           ewelev;
           ewelev
-----
MULTILINESTRINGM((1 0 10,2 0 20,4 0 40),(1 0 40,2 0 50,4 0 70))
```

## 7.20 Trajectory Functions

### 7.20.1 ST\_IsValidTrajectory

**ST\_IsValidTrajectory** — Tests if the geometry is a valid trajectory.

#### Synopsis

boolean **ST\_IsValidTrajectory**(geometry line);

注意

Tests if a geometry encodes a valid trajectory. A valid trajectory is represented as a **LINESTRING** with measures (M values). The measure values must increase from each vertex to the next.

Valid trajectories are expected as input to spatio-temporal functions like [ST\\_ClosestPointOfApproach](#)

## 2.2.0 简体中文.



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

例

```
-- 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
```

例

**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);

例

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 简体中文.



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

例

```
-- 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_3DDistance(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 | 1.9652147377620688 | 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 简体中文.

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

例

```
-- Return the minimum distance of two objects moving between 10:00 and 11:00
WITH inp AS ( SELECT
  ST_AddMeasure('LINESTRING Z (0 0 0, 10 0 5)::geometry',
    extract(epoch from '2015-05-26 10:00'::timestampz),
    extract(epoch from '2015-05-26 11:00'::timestampz)
  ) a,
  ST_AddMeasure('LINESTRING Z (0 2 10, 12 1 2)::geometry',
    extract(epoch from '2015-05-26 10:00'::timestampz),
    extract(epoch from '2015-05-26 11:00'::timestampz)
  ) b
)
SELECT ST_DistanceCPA(a,b) distance FROM inp;

      distance
-----
1.965214737762069
```

例

[ST\\_IsValidTrajectory](#), [ST\\_ClosestPointOfApproach](#), [ST\\_AddMeasure](#), [|](#)

## 7.20.4 ST\_CPAWithin

**ST\_CPAWithin** — Tests if the closest point of approach of two trajectories is within the specified distance.

### Synopsis

boolean **ST\_CPAWithin**(geometry track1, geometry track2, float8 dist);

例

Tests whether two moving objects have ever been closer than the specified distance.

Inputs must be valid trajectories as checked by [ST\\_IsValidTrajectory](#). False is returned if the trajectories do not overlap in their M ranges.

2.2.0 简体中文.



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

例

```
WITH inp AS ( SELECT
  ST_AddMeasure('LINESTRING Z (0 0 0, 10 0 5)::geometry',
    extract(epoch from '2015-05-26 10:00'::timestampz),
    extract(epoch from '2015-05-26 11:00'::timestampz)
  ) a,
  ST_AddMeasure('LINESTRING Z (0 2 10, 12 1 2)::geometry',
    extract(epoch from '2015-05-26 10:00'::timestampz),
    extract(epoch from '2015-05-26 11:00'::timestampz)
  ) b
```

```
)
SELECT ST_CPAWithin(a,b,2), ST_DistanceCPA(a,b) distance FROM inp;

 st_cpawithin |      distance
-----+-----
 t            | 1.96521473776207
```

国国

**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);

国国

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 unpackaged 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.

国国

```
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\\_Wagyu\\_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()**;

函数

Returns the version number of the liblwgeom library/

函数

```
SELECT PostGIS_Liblwgeom_Version();
postgis_liblwgeom_version
-----
3.4.0dev 3.3.0rc2-993-g61bdf43a7
(1 row)
```

函数

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Version](#)

### 7.21.6 PostGIS\_LibXML\_Version

`PostGIS_LibXML_Version` — Returns the version number of the libxml2 library.

#### Synopsis

text **PostGIS\_LibXML\_Version**();

函数

Returns the version number of the LibXML2 library.

1.5 函数参考.

函数

```
SELECT PostGIS_LibXML_Version();
postgis_libxml_version
-----
2.9.10
(1 row)
```

函数

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Version](#)

### 7.21.7 PostGIS\_LibJSON\_Version

`PostGIS_LibJSON_Version` — Returns the version number of the libjson-c library.

## 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()**;

---

函数

Returns the version number of the PostGIS library.

函数

```
SELECT PostGIS_Lib_Version();
 postgis_lib_version
-----
 3.4.0dev
(1 row)
```

函数

[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**();

函数

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

函数

```
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)
```

函数

[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()**;

**PROJ**

Returns the version number of the PROJ library, or against which PostGIS was built.

Availability: 3.5.0

**SQL**

```
SELECT PostGIS_PROJ_Compiled_Version();
       postgis_proj_compiled_version
-----
    9.1.1
(1 row)
```

**See Also**

[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()**;

**WAGYU**

Returns the version number of the internal Wagyu library, or NULL if Wagyu support is not enabled.

**SQL**

```
SELECT PostGIS_Wagyu_Version();
       postgis_wagyu_version
-----
    0.5.0 (Internal)
(1 row)
```

**See Also**

[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()**;

返回

Returns PostGIS version number and compile-time options.

返回

```
SELECT PostGIS_Version();
               postgis_version
-----
3.4 USE_GEOS=1 USE_PROJ=1 USE_STATS=1
(1 row)
```

返回

**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.gdal\_datapath

**postgis.gdal\_datapath** — GDAL 的 GDAL\_DATA 目录的路径。如果未设置，则默认为 GDAL\_DATA 目录。

返回

GDAL 的 GDAL\_DATA 目录的路径 PostgreSQL GUC 设置。 **postgis.gdal\_datapath** 是 GDAL 的 GDAL\_DATA 目录的路径。

GDAL 的 GDAL\_DATA 目录的路径 (hard-coded) 是 GDAL 的 GDAL\_DATA 目录的路径。 GDAL 的 GDAL\_DATA 目录的路径。



#### Note

PostgreSQL 的 postgresql.conf 文件中的 postgresql.conf 文件。 postgresql.conf 文件。

2.2.0 版本。



#### Note

GDAL 的 GDAL\_DATA 目录的路径 GDAL\_DATA 目录的路径。

❌❌

postgis.gdal\_datapath 安装失败。

```
SET postgis.gdal_datapath TO '/usr/local/share/gdal.hidden';
SET postgis.gdal_datapath TO default;
```

安装失败。

```
ALTER DATABASE gisdb
SET postgis.gdal_datapath = 'C:/Program Files/PostgreSQL/9.3/gdal-data';
```

❌❌

**PostGIS\_GDAL\_Version, ST\_Transform**

## 7.22.2 postgis.gdal\_enabled\_drivers

postgis.gdal\_enabled\_drivers — PostGIS 支持的 GDAL 驱动程序。GDAL 驱动程序 GDAL\_SKIP 驱动程序。

❌❌

PostGIS 支持的 GDAL 驱动程序。GDAL 驱动程序 GDAL\_SKIP 驱动程序。PostgreSQL 的 postgresql.conf 文件。驱动程序驱动程序。

PostgreSQL 的 postgresql.conf 文件。POSTGIS\_GDAL\_ENABLED\_DRIVERS 驱动程序 (pass) 驱动程序 postgis.gdal\_enabled\_drivers 驱动程序。

驱动程序 GDAL 驱动程序。驱动程序 GDAL 驱动程序。驱动程序 GDAL 驱动程序。驱动程序 GDAL 驱动程序。

### Note

postgis.gdal\_enabled\_drivers 驱动程序。驱动程序。



- DISABLE\_ALL 驱动程序 GDAL 驱动程序。DISABLE\_ALL 驱动程序, postgis.gdal\_enabled\_drivers 驱动程序。
- ENABLE\_ALL 驱动程序 GDAL 驱动程序。
- VSICURL 驱动程序 GDAL 驱动程序 /vsicurl/ 驱动程序。

postgis.gdal\_enabled\_drivers 驱动程序 DISABLE\_ALL 驱动程序, DB 驱动程序, ST\_FromGDALRaster(), ST\_AsGDALRaster(), ST\_AsTIFF(), ST\_AsJPEG() 驱动程序 ST\_AsPNG() 驱动程序。



### Note

驱动程序 PostGIS 驱动程序, postgis.gdal\_enabled\_drivers 驱动程序 DISABLE\_ALL 驱动程序。

**Note**

GDAL\_SKIP 选项 GDAL 的 [Configuration Options](#) 文档。

2.2.0 版本。

要

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();
```

要

[ST\\_FromGDALRaster](#), [ST\\_AsGDALRaster](#), [ST\\_AsTIFF](#), [ST\\_AsPNG](#), [ST\\_AsJPEG](#), [postgis.enable\\_outdb\\_raster](#)

### 7.22.3 postgis.enable\_outdb\_rasters

`postgis.enable_outdb_rasters` — DB 选项。

要

DB 选项。PostgreSQL 的 `postgresql.conf` 文件。

PostgreSQL 的 `0` 选项 `POSTGIS_ENABLE_OUTDB_RASTERS` (pass) `postgis.enable_outdb_rasters` 选项。

**Note**

`postgis.enable_outdb_rasters` 选项, GUC `postgis.enable_outdb_rasters` 选项。

**Note**

PostGIS 的 `postgis.enable_outdb_rasters` 选项。

2.2.0 版本。

❏

`postgis.enable_outdb_rasters` 配置选项。

```
SET postgis.enable_outdb_rasters TO True;
SET postgis.enable_outdb_rasters = default;
SET postgis.enable_outdb_rasters = True;
SET postgis.enable_outdb_rasters = False;
```

Set for all new connections to a specific database

```
ALTER DATABASE gisdb SET postgis.enable_outdb_rasters = true;
```

Setting for whole database cluster. Requires super user access. Also note that database, session, and user settings override this.

```
--writes to postgres.auto.conf
ALTER SYSTEM SET postgis.enable_outdb_rasters = true;
--Reloads postgres conf
SELECT pg_reload_conf();
```

❏

`postgis.gdal_enabled_drivers` `postgis.gdal_vsi_options`

## 7.22.4 postgis.gdal\_vsi\_options

`postgis.gdal_vsi_options` — DB 配置选项。

❏

A string configuration to set options used when working with an out-db raster. **Configuration options** control things like how much space GDAL allocates to local data cache, whether to read overviews, and what access keys to use for remote out-db data sources.

Availability: 3.2.0

❏

`postgis.enable_outdb_rasters` 配置选项。

```
SET postgis.gdal_vsi_options = 'AWS_ACCESS_KEY_ID=xxxxxxxxxxxxx AWS_SECRET_ACCESS_KEY=
yyyyyyyyyyyyyyyyyyyyyyyyyyyy';
```

Set `postgis.gdal_vsi_options` just for the *current transaction* using the `LOCAL` keyword:

```
SET LOCAL postgis.gdal_vsi_options = 'AWS_ACCESS_KEY_ID=xxxxxxxxxxxxx
AWS_SECRET_ACCESS_KEY=yyyyyyyyyyyyyyyyyyyyyyyy';
```

❏

`postgis.enable_outdb_rasters` `postgis.gdal_enabled_drivers`

### 7.22.5 postgis.gdal\_cpl\_debug

`postgis.gdal_cpl_debug` — A boolean configuration to turn logging of GDAL debug messages on and off.



By default, GDAL logging is printed to stderr, and lower level debug messages are not printed at all. Turning this GUC to true will cause GDAL logging to be sent into the PostgreSQL logging stream, so you can see more or less of it by altering the `client_min_message` PostgreSQL GUC.

Availability: 3.6.0



```
postgis.enable_outdb_rasters postgis.gdal enabled drivers
```

## 7.23 Troubleshooting Functions

### 7.23.1 PostGIS\_AddBBox

PostGIS\_AddBBox — .

## Synopsis

```
geometry PostGIS_AddBBox(geometry geomA);
```

[illegible]

### Note

1. 本行在 2019 年 12 月 31 日及 2020 年 6 月 30 日，均符合《香港公司條例》第 216 條及《公司條例》第 216 條的規定，並已獲豁免遵守《公司條例》第 216 條的規定。



This method supports Circular Strings and Curves.



```
UPDATE sometable
SET geom = PostGIS_AddBBox(geom)
WHERE PostGIS_HasBBox(geom) = false;
```



## PostGIS DropBBox, PostGIS HasBBox

### 7.23.2 PostGIS\_DropBBox

[illegible]

## Synopsis

```
geometry PostGIS_DropBBox(geometry geomA);
```



ST Intersects

### Note



Note!

[illegible]

 This method supports Circular Strings and Curves.



```
--This example drops bounding boxes where the cached box is not correct
--The force to ST_AsBinary before applying Box2D forces a ↵
    recalculation of the box, and Box2D applied to the table ↵
    geometry always
-- returns the cached bounding box.
    UPDATE sometable
SET geom = PostGIS_DropBBOX(geom)
WHERE Not (Box2D(ST_AsBinary(geom)) = Box2D(geom));

    UPDATE sometable
SET geom = PostGIS_AddBBOX(geom)
WHERE Not PostGIS_HasBBOX(geom);
```



## PostGIS AddBBox, PostGIS HasBBox, Box2D

### 7.23.3 PostGIS HasBBBox

PostGIS HasBBox — `boolean`, `boolean`.

## Synopsis

boolean **PostGIS\_HasBBox**(geometry geomA);

返回

如果几何体 geomA 具有边界框，则返回 true，否则返回 false。 使用 **PostGIS\_AddBBox** 或 **PostGIS\_DropBBox** 函数。



This method supports Circular Strings and Curves.

返回

```
SELECT geom
FROM sometable WHERE PostGIS_HasBBox(geom) = false;
```

返回

**PostGIS\_AddBBox**, **PostGIS\_DropBBox**

## Chapter 8

# SFCGAL Functions Reference

SFCGAL 是一个 2D 和 3D 的几何引擎，它封装了 CGAL 和 C++ (wrapper) 库。它提供了许多函数，用于处理几何数据。

SFCGAL 的官方网站是 <http://www.sfcgal.org>。您可以在该网站上找到有关 SFCGAL 的更多信息。您可以在 `postgis_sfcgal` 扩展中找到 SFCGAL 的函数。

## 8.1 SFCGAL Management Functions

### 8.1.1 `postgis_sfcgal_version`

`postgis_sfcgal_version` — 返回 SFCGAL 的版本号。

#### Synopsis

```
text postgis_sfcgal_version(void);
```

返回

返回 SFCGAL 的版本号。

2.1.0 版本开始支持。

 This method needs SFCGAL backend.

返回

`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);

返回

Returns the full version of SFCGAL in use including CGAL and Boost versions

Availability: 3.3.0



This method needs SFCGAL backend.

返回

**postgis\_sfcgal\_version**

## 8.2 SFCGAL Accessors and Setters

### 8.2.1 CG\_ForceLHR

CG\_ForceLHR — LHR(Left Hand Reverse; 返回) 返回。

## Synopsis

geometry **CG\_ForceLHR**(geometry geom);

返回

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 — 返回。

## Synopsis

boolean **CG\_IsPlanar**(geometry geom);

函数

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).

### 8.2.3 CG\_IsSolid

`CG_IsSolid` — 检查几何体是否是实心体。返回布尔值。

#### Synopsis

boolean **CG\_IsSolid**(geometry geom1);

函数

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).

### 8.2.4 CG\_MakeSolid

`CG_MakeSolid` — 将几何体转换为实心体。如果输入是 Polyhedral 表面、Triangles 或 TIN，则返回 Polyhedral 表面。否则返回 NULL。

#### Synopsis

geometry **CG\_MakeSolid**(geometry geom1);

函数

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).

## 8.2.5 CG\_Orientation

CG\_Orientation — 返回几何体的朝向 (orientation)。

### Synopsis

integer **CG\_Orientation**(geometry geom);

返回

返回几何体的朝向。如果几何体是逆时针方向，则返回 -1；如果是顺时针方向，则返回 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 — 计算几何体的面积

### Synopsis

double precision **CG\_Area**( geometry geom );

返回

计算几何体的面积。

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.

示例

```
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)
```

返回

**ST\_3DArea, ST\_Area**

### 8.2.7 CG\_3DArea

CG\_3DArea — 3 维多面体表面的面积。返回 0 或正浮点值。

#### Synopsis

```
float CG_3DArea(geometry geom1);
```

返回

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

注意: 此函数使用 KWT 多面体表面表示法。返回 0 或正浮点值。返回 0 表示空几何体。

```
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
```

返回

**CG\_Area, CG\_MakeSolid, CG\_IsSolid, CG\_Area**

### 8.2.8 CG\_Volume

CG\_Volume — 3 维多面体的体积。返回 0 或正浮点值。

**Synopsis**

```
float CG_Volume(geometry geom1);
```

国国

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)

国国

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
```

国国

**CG\_3DArea**, **CG\_MakeSolid**, **CG\_IsSolid**

**8.2.9 ST\_ForceLHR**

ST\_ForceLHR — LHR(Left Hand Reverse; 国国国国) 国国国国国国国国.

**Synopsis**

```
geometry ST_ForceLHR(geometry geom);
```

注意



**Warning**

**ST\_ForceLHR** is deprecated as of 3.5.0. Use **CG\_ForceLHR** instead.

2.1.0 新增功能。

- ✓ 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).

### 8.2.10 ST\_IsPlanar

ST\_IsPlanar — 判断几何体是否是平面。

**Synopsis**

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

注意



**Warning**

**ST\_IsPlanar** is deprecated as of 3.5.0. Use **CG\_IsPlanar** instead.

2.2.0 新增功能。从 2.1.0 版本开始，2.1 版本的功能。

- ✓ 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).

### 8.2.11 ST\_IsSolid

ST\_IsSolid — 判断几何体是否是实心体。

**Synopsis**

boolean **ST\_IsSolid**(geometry geom1);

¶



**Warning**

**ST\_IsSolid** is deprecated as of 3.5.0. Use **CG\_IsSolid** instead.

2.2.0 新增功能。

- ✓ 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).

### 8.2.12 ST\_MakeSolid

**ST\_MakeSolid** — 将几何体转换为多面体。如果输入是 TIN，则将其转换为多面体。

**Synopsis**

geometry **ST\_MakeSolid**(geometry geom1);

¶



**Warning**

**ST\_MakeSolid** is deprecated as of 3.5.0. Use **CG\_MakeSolid** instead.

2.2.0 新增功能。

- ✓ 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).

### 8.2.13 ST\_Orientation

**ST\_Orientation** — 返回几何体的朝向 (orientation)。

**Synopsis**

integer **ST\_Orientation**(geometry geom);

图例



### Warning

**ST\_Orientation** is deprecated as of 3.5.0. Use **CG\_Orientation** instead.

返回几何体的方位角。方位角范围从 -1 到 1。

2.1.0 版本引入。



This method needs SFCGAL backend.



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

## 8.2.14 ST\_3DArea

ST\_3DArea — 3D 几何体的面积。返回 0 到正无穷。

### Synopsis

```
float ST_3DArea(geometry geom1);
```

图例



### Warning

**ST\_3DArea** is deprecated as of 3.5.0. Use **CG\_3DArea** instead.

2.1.0 版本引入。



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).

图例

图例: 返回 KWT 几何体的面积。返回 0 到正无穷。图例: 返回 0 到正无穷。



```
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。返回几何体 (多面体) 的体积。

#### Synopsis

float **ST\_Volume**(geometry geom1);

☐☐



#### Warning

**ST\_Volume** is deprecated as of 3.5.0. Use **CG\_Volume** instead.

2.2.0 版本引入。

- ✔ 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 多面体, 多面体。使用 [ST\\_MakeSolid](#) 创建多面体。返回几何体的体积。

```

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)

```

函数

[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 );

函数

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).

函数示例

```
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)
```

函数

[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 — 3D 幾何体間の差を計算する関数。

#### 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 版本引入。

- ✔ 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 维几何体差。

#### Synopsis

geometry **CG\_3DDifference**(geometry geom1, geometry geom2);

返回

geom2 返回 geom1 的副本。

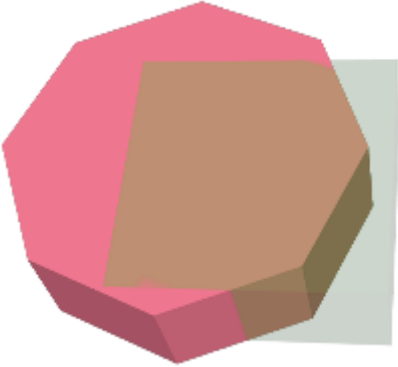
Availability: 3.5.0

- ✔ 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

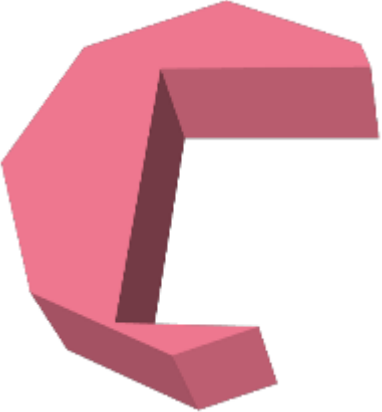
PostGIS **ST\_AsX3D** 函数返回 3 维几何体的 X3Dom HTML 格式。HTML 格式。

```
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;
```



3 个 3D 模型。geom2 是 3D 模型。

```
SELECT CG_3DDifference(geom1,geom2)
  quad_segs=2'),0,0,30) AS geom1,
  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;
```



geom2 是 3D 模型。

注意

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 );

注意

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).

例

```
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)
```

见

[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 );

见

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).

例

```
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)
```

见

[CG\\_Distance](#), [ST\\_3DDistance](#)



### 8.3.9 ST\_3DConvexHull

ST\_3DConvexHull — 计算 3D 几何体的凸包。

#### Synopsis

```
geometry ST_3DConvexHull(geometry geom1);
```

返回



#### Warning

**ST\_3DConvexHull** is deprecated as of 3.5.0. Use **CG\_3DConvexHull** instead.

---

Availability: 3.3.0

-  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).

### 8.3.10 CG\_3DConvexHull

CG\_3DConvexHull — 计算 3D 几何体的凸包。

#### Synopsis

```
geometry CG_3DConvexHull(geometry geom1);
```

返回

Availability: 3.5.0

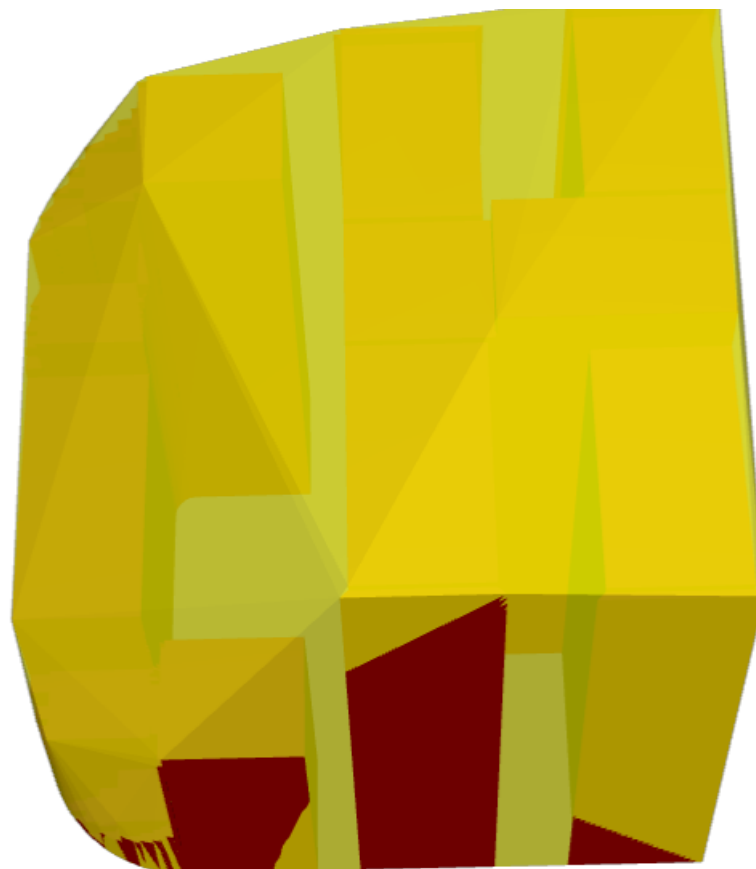
-  This method needs SFCGAL backend.
  -  This function supports 3d and will not drop the z-index.
  -  This function supports Polyhedral surfaces.
  -  This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).
-

图 8.3.10

```
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

图 8.3.11

ST\_Letters, ST\_AsX3D

### 8.3.11 ST\_3DIntersection

ST\_3DIntersection — 3 个 3D 几何体的交集。

## Synopsis

geometry **ST\_3DIntersection**(geometry geom1, geometry geom2);

⚠



### Warning

**ST\_3DIntersection** is deprecated as of 3.5.0. Use **CG\_3DIntersection** instead.

geom1 ⚠ geom2 文档

2.1.0 文档

- ✔ 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).

## 8.3.12 CG\_3DIntersection

CG\_3DIntersection — 3 文档

## Synopsis

geometry **CG\_3DIntersection**(geometry geom1, geometry geom2);

⚠

geom1 ⚠ geom2 文档

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).

图 10-10

PostGIS **ST\_AsX3D** 函数 3 维几何体转换为 X3Dom HTML 格式，并生成 HTML 文件。

```
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;
```

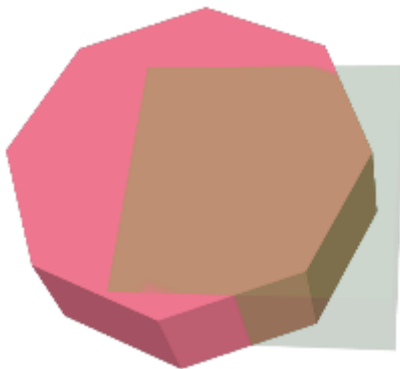
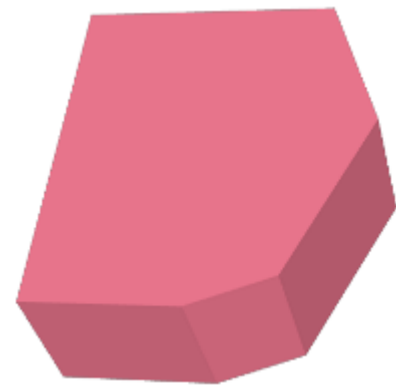


图 10-11 3 维几何体相交。geom2 与 geom1 相交。

```
SELECT CG_3DIntersection(geom1,geom2)
  50, 'quad_segs=2'),0,0,30) AS geom1,
  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;
```



geom1 与 geom2 相交。

3 维几何体相交

```
SELECT ST_AsText(CG_3DIntersection(linestring, polygon)) As wkt
FROM ST_GeomFromText('LINESTRING Z (2 2 6,1.5 1.5 7,1 1 8,0.5 0.5 8,0 0 10)') AS linestring
CROSS JOIN ST_GeomFromText('POLYGON((0 0 8, 0 1 8, 1 1 8, 1 0 8, 0 0 8))') AS polygon;

wkt
-----
LINESTRING Z (1 1 8,0.5 0.5 8)
```

图 10-12 (3 维几何体) 相交 Z

```
SELECT ST_AsText(CG_3DIntersection(
  ST_GeomFromText('POLYHEDRALSURFACE Z( ((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
  ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
  ((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
  ((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)) )'),
  'POLYGON Z ((0 0 0, 0 0 0.5, 0 0.5 0.5, 0 0.5 0, 0 0 0))'::geometry))
```

```
TIN Z (((0 0 0,0 0 0.5,0 0.5 0.5,0 0 0)),((0 0.5 0,0 0 0,0 0.5 0.5,0 0.5 0)))
```

图 10-13 3 维几何体相交 (ST\_Dimension 函数 3 维)

```
SELECT ST_AsText(CG_3DIntersection( CG_Extrude(ST_Buffer('POINT(10 20)'::geometry,10,1)
  ,0,0,30),
  CG_Extrude(ST_Buffer('POINT(10 20)'::geometry,10,1),2,0,10) ));
```

```

POLYHEDRALSURFACE Z (((13.333333333333 13.333333333333 10,20 20 0,20 20  ←
10,13.333333333333 13.333333333333 10)),
((20 20 10,16.666666666667 23.333333333333 10,13.333333333333 13.333333333333  ←
10,20 20 10)),
((20 20 0,16.666666666667 23.333333333333 10,20 20 10,20 20 0)),
((13.333333333333 13.333333333333 10,10 10 0,20 20 0,13.333333333333  ←
13.333333333333 10)),
((16.666666666667 23.333333333333 10,12 28 10,13.333333333333 13.333333333333  ←
10,16.666666666667 23.333333333333 10)),
((20 20 0,9.999999999995 30 0,16.666666666667 23.333333333333 10,20 20 0)),
((10 10 0,9.999999999995 30 0,20 20 0,10 10 0)),((13.333333333333  ←
13.333333333333 10,12 12 10,10 10 0,13.333333333333 13.333333333333 10)),
((12 28 10,12 12 10,13.333333333333 13.333333333333 10,12 28 10)),
((16.666666666667 23.333333333333 10,9.999999999995 30 0,12 28  ←
10,16.666666666667 23.333333333333 10)),
((10 10 0,0 20 0,9.999999999995 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)),
((9.999999999995 30 0,11 29 10,12 28 10,9.999999999995 30 0)),((0 20 0,2 20  ←
10,9.999999999995 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)),
((9.999999999995 30 0,2 20 10,11 29 10,9.999999999995 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)

```

国国

[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);

国国

**Warning**

[ST\\_3DUnion](#) is deprecated as of 3.5.0. Use [CG\\_3DUnion](#) instead.

2.2.0 国国国国国国国国国国.

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);

函数

Availability: 3.5.0

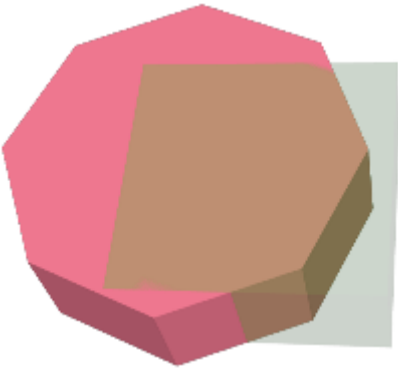
- ✔ This method needs SFCGAL backend.
- ✔ This method implements the SQL/MM specification. SQL-MM IEC 13249-3: 5.1
- ✔ This function supports 3d and will not drop the z-index.
- ✔ This function supports Polyhedral surfaces.
- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

**Aggregate variant:** returns a geometry that is the 3D union of a rowset of geometries. The `CG_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.

函数

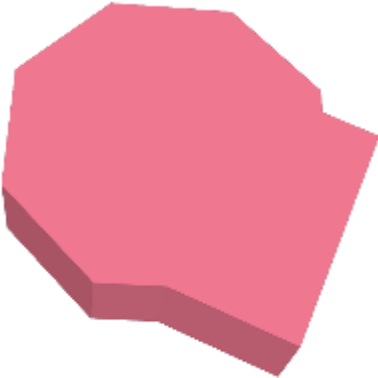
PostGIS **ST\_AsX3D** 函数 3 维几何体转换为 X3Dom HTML 或 VRML 2.0 HTML 格式。

```
SELECT CG_Extrude(ST_Buffer(
    ST_GeomFromText('POINT(100 90)'),
    50, 'quad_segs=1'),0,0,30) AS geom2;
```



3 维几何体 `geom2` 的 3D 渲染。

```
SELECT CG_3DUnion(geom1,geom2)
    50, 'quad_segs=2'),0,0,30) AS geom1,
    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 )
```



`geom1` 与 `geom2` 的 3D 并集。

函数

`CG_Extrude`, `ST_AsX3D`, `CG_3DIntersection` `CG_3DDifference`

### 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.

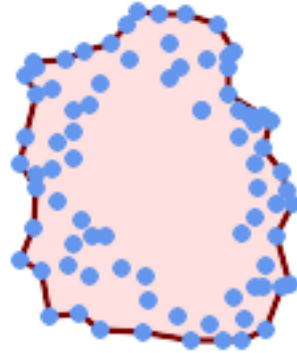
Availability: 3.5.0 - requires SFCGAL >= 1.4.1.



This method needs SFCGAL backend.



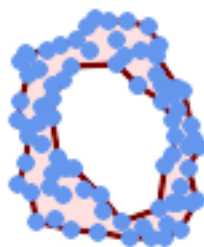
图 10



*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));
```

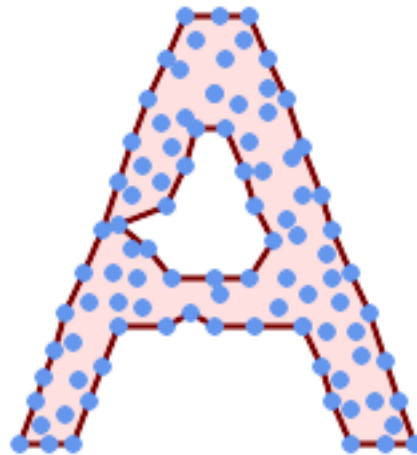
```
POLYGON((89 53,91 50,87 42,90 30,88 29,84 19,78 16,73 16,65 16,53 18,43 19,
37 23,30 22,28 33,23 36,26 44,27 54,23 60,24 67,27 77,
24 82,26 85,34 86,39 88,45 90,49 95,52 98,57 97,
64 97,72 95,76 88,75 84,83 72,85 71,88 58,89 53))
```



*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)) ←
```

国国

[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);

国国

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.

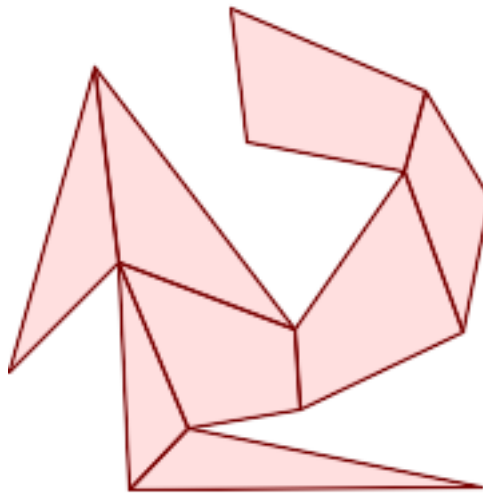
Availability: 3.5.0 - requires SFCGAL >= 1.5.0.

Requires SFCGAL >= 1.5.0



This method needs SFCGAL backend.

图 8.3.18



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)))
```

图 8.3.19

[CG\\_YMonotonePartition](#), [CG\\_GreeneApproxConvexPartition](#), [CG\\_OptimalConvexPartition](#)

### 8.3.19 ST\_ApproximateMedialAxis

ST\_ApproximateMedialAxis — 返回几何体的近似中轴。

#### Synopsis

geometry **ST\_ApproximateMedialAxis**(geometry geom);

图 8.3.20



#### 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 函数参考.

- ✔ 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` — 函数参考.

#### Synopsis

`geometry CG_ApproximateMedialAxis(geometry geom);`

函数

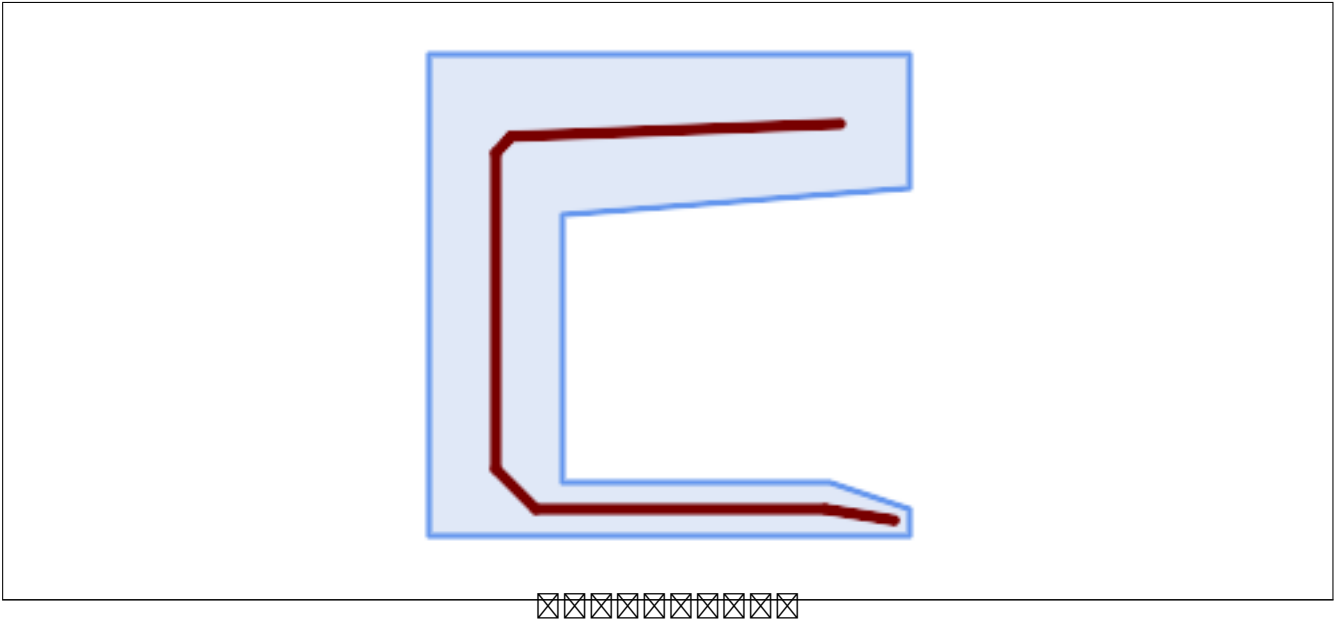
Return an approximate medial axis for the areal input based on its straight skeleton. Uses an SFCGAL specific API when built against a capable version (1.2.0+). Otherwise the function is just a wrapper around `CG_StraightSkeleton` (slower case).

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).

函数

```
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 ))'));
```



图例

[CG\\_StraightSkeleton](#), [CG\\_StraightSkeletonPartition](#)

8.3.21 ST\_ConstrainedDelaunayTriangles

ST\_ConstrainedDelaunayTriangles — Return a constrained Delaunay triangulation around the given input geometry.

Synopsis

geometry **ST\_ConstrainedDelaunayTriangles**(geometry g1);

图例



**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

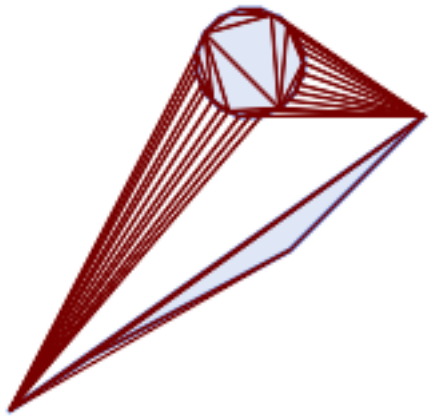
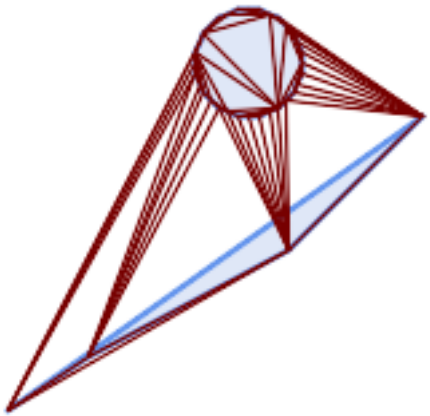
geometry **CG\_ConstrainedDelaunayTriangles**(geometry g1);

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.

|                                                                                                                                                                                                 |                                                                                                                                                                                      |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                                              |                                                                                                  |
| <i>CG_ConstrainedDelaunayTriangles of 2 polygons</i>                                                                                                                                            | <i><b>ST_DelaunayTriangles</b> of 2 polygons. Triangle edges cross polygon boundaries.</i>                                                                                           |
| <pre>select CG_ConstrainedDelaunayTriangles(<br/>  ST_Union(<br/>    POLYGON((175 150, 20 40, 50 60, 125 100, 175 150)),<br/>    ST_Buffer('POINT(110 170)::geometry', 20)<br/>  )<br/>);</pre> | <pre>select ST_DelaunayTriangles(<br/>  ST_Union(<br/>    POLYGON((175 150, 20 40, 50 60, 125 100, 175 150)),<br/>    ST_Buffer('POINT(110 170)::geometry', 20)<br/>  )<br/>);</pre> |

函数

[ST\\_DelaunayTriangles](#), [ST\\_TriangulatePolygon](#), [CG\\_Tessellate](#), [ST\\_ConcaveHull](#), [ST\\_Dump](#)

### 8.3.23 ST\_Extrude

ST\_Extrude — 将几何体沿 z 轴挤出。

#### Synopsis

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

函数



#### Warning

**ST\_Extrude** is deprecated as of 3.5.0. Use **CG\_Extrude** instead.

2.1.0 函数参考。

- ✓ 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 — 将几何体沿 z 轴挤出。

#### Synopsis

geometry **CG\_Extrude**(geometry geom, float x, float y, float z);

函数

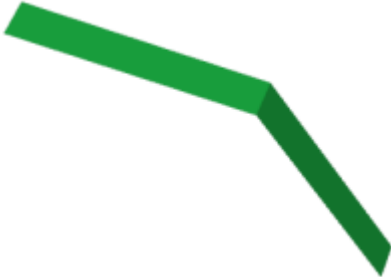
Availability: 3.5.0

- ✓ 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 描述。X3Dom HTML 描述是 XML 格式，可以在浏览器中通过 **HTML 查看器** 查看。

|                                                                                                                                                                              |                                                                                                                                                                                                                              |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre>SELECT ST_Buffer(ST_GeomFromText('POINT (100 90)'), 50, 'quad_segs=2'),0,0,30);</pre>  | <pre>CG_Extrude(ST_Buffer(ST_GeomFromText('POINT (100 90)'), 50, 'quad_segs=2'),0,0,30);</pre>  <p>Z 值范围 30 使用 PolyhedralSurfaceZ 函数。</p> |
| <p>图例</p> <pre>SELECT ST_GeomFromText('LINESTRING(50 50, 100 90, 95 150)')</pre>          | <pre>SELECT CG_Extrude(ST_GeomFromText('LINESTRING(50 50, 100 90, 95 150)'))</pre>  <p>Z 值范围 30 使用 PolyhedralSurfaceZ 函数。</p>            |

图例

图

**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)) ←
,((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\_ExtrudeStraightSkeleton**, **CG\_StraightSkeleton**, **CG\_StraightSkeletonPartition**

### 8.3.26 CG\_GreeneApproxConvexPartition

CG\_GreeneApproxConvexPartition — Computes approximal convex partition of the polygon geometry

#### Synopsis

geometry **CG\_GreeneApproxConvexPartition**(geometry geom);

国国

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.

---

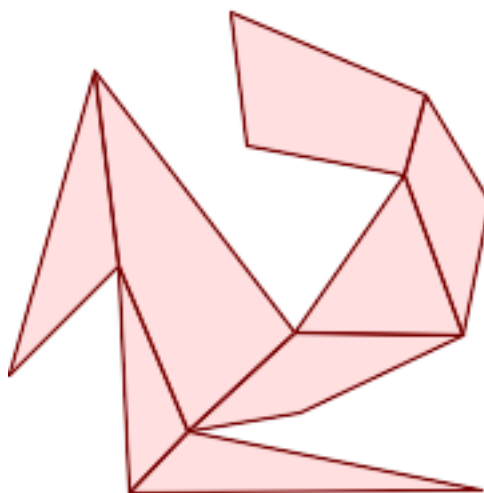
Availability: 3.5.0 - requires SFCGAL >= 1.5.0.

Requires SFCGAL >= 1.5.0



This method needs SFCGAL backend.

国国



*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

**Warning**  
ST\_MinkowskiSum is deprecated as of 3.5.0. Use CG\_MinkowskiSum instead.

□□□□□□□□, □□□, □□□□□□□□ 2 □□□□□□□□□□□□□□□□.

000 A 0 B 000000000 A 0 B 0000000000, 00000000000. 000000  
 000000 (motion planning) 0 CAD(computer-aided design) 0000000000. 000000  
 Wikipedia Minkowski addition 0000000.

$\mathbb{R}^n$  2  $\mathbb{R}^n$  ( $\mathbb{R}^n$ ,  $\mathbb{R}^n$ ,  $\mathbb{R}^n$ )  $\mathbb{R}^n$ . 3  $\mathbb{R}^n$ ,  $\mathbb{Z}$   
 $\mathbb{R}^n$  0  $\mathbb{R}^n$  2  $\mathbb{R}^n$ .  $\mathbb{R}^n$   
 2  $\mathbb{R}^n$ .

CGAL 2D Minkowskisum

2.1.0 ☒☒☒☒☒☒☒☒☒☒☒.



This method needs SFCGAL backend.

### 8.3.28 CG MinkowskiSum

CG MinkowskiSum — □□□□□□□□□□□□.

## Synopsis

```
geometry CG_MinkowskiSum(geometry geom1, geometry geom2);
```

几何。

返回的几何类型，通常是，输入几何类型 2 个几何类型的笛卡尔积。

函数 A 和 B 返回的几何类型是 A 和 B 返回的几何类型的笛卡尔积。该函数在运动规划 (motion planning) 和 CAD(computer-aided design) 中有应用。该函数在 [Wikipedia Minkowski addition](#) 中有描述。

返回的几何类型是 2 个几何类型 (点、线、面) 的笛卡尔积。该函数在 3 维空间中，Z 轴为 0 的平面上的 2 个几何类型的笛卡尔积。该函数在 2 维平面上的 2 个几何类型的笛卡尔积。

该函数在 [CGAL 2D Minkowski sum](#) 中有描述。

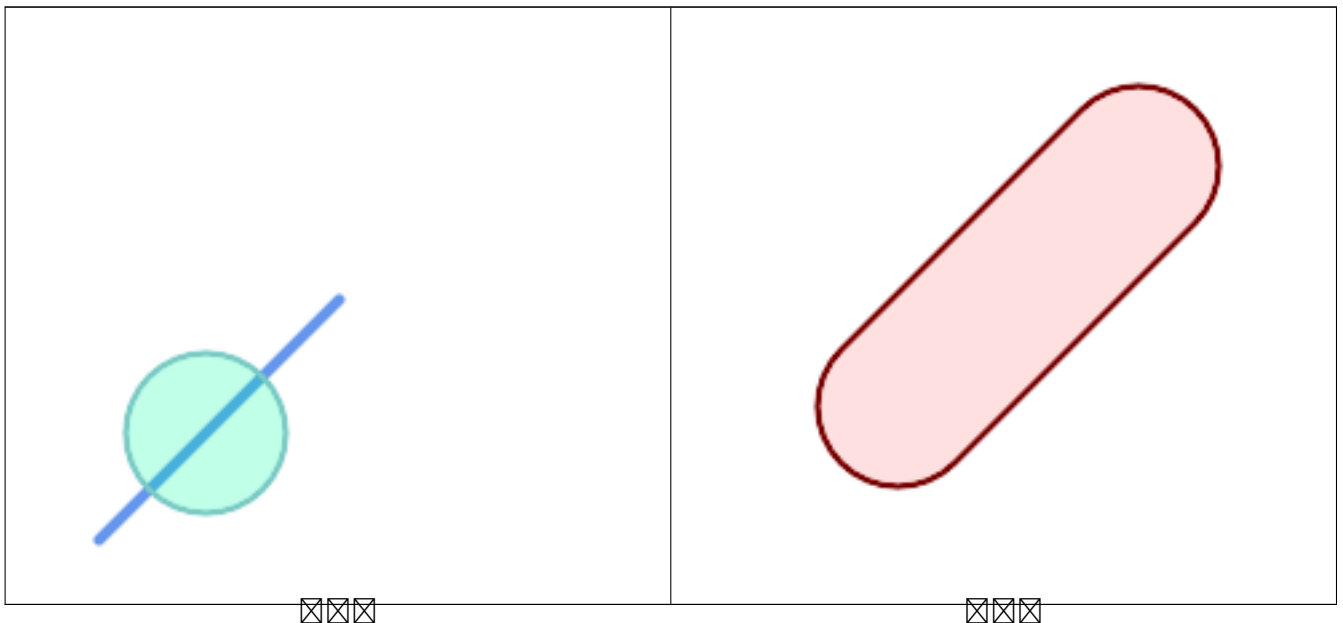
Availability: 3.5.0



This method needs SFCGAL backend.

几何。

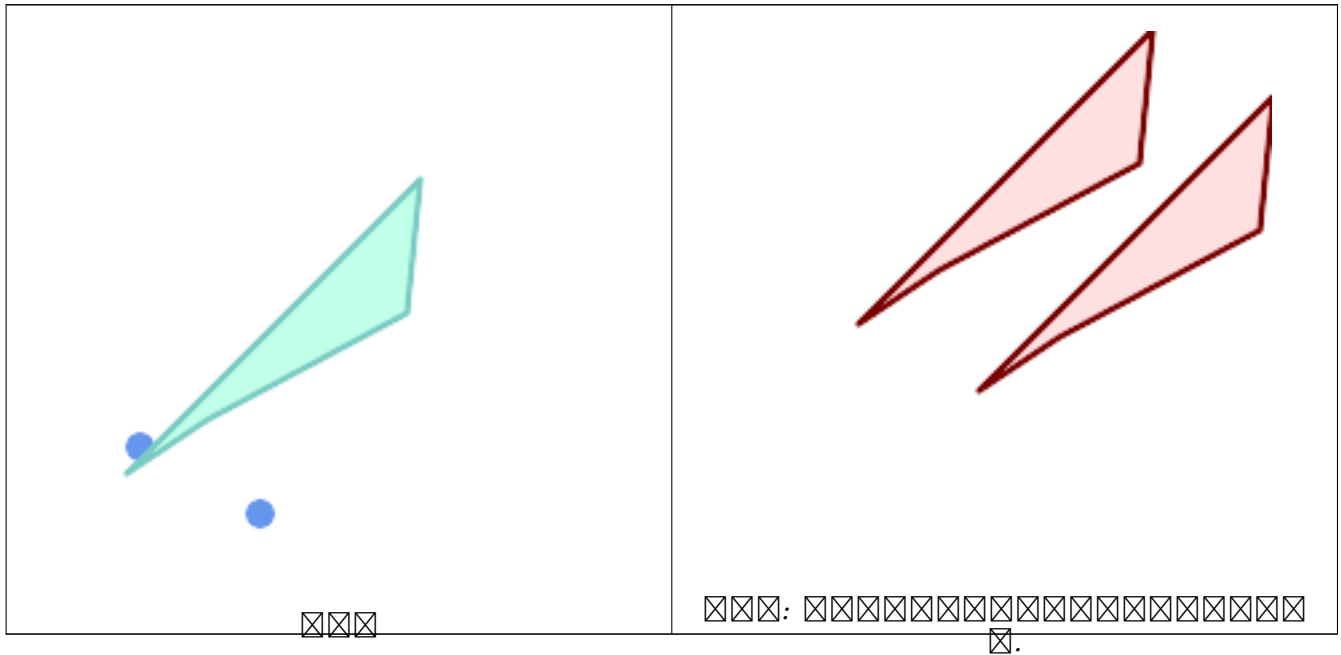
返回的几何类型是 2 个几何类型的笛卡尔积。



```
SELECT CG_MinkowskiSum(line, circle))
FROM (SELECT
  ST_MakeLine(ST_Point(10, 10),ST_Point(100, 100)) As line,
  ST_Buffer(ST_GeomFromText('POINT(50 50)'), 30) As circle) As foo;

-- wkt --
MULTIPOLYGON(((30 59.9999999999999,30.5764415879031 ↵
  54.1472903395161,32.2836140246614 48.5194970290472,35.0559116309237 ↵
  43.3328930094119,38.7867965644036 38.7867965644035,43.332893009412 ↵
  35.0559116309236,48.5194970290474 32.2836140246614,54.1472903395162 ↵
  30.5764415879031,60.0000000000000 30,65.8527096604839 ↵
  30.5764415879031,71.4805029709527 32.2836140246614,76.6671069905881 ↵
  35.0559116309237,81.2132034355964 38.7867965644036,171.213203435596 ↵
  128.786796564404,174.944088369076 133.332893009412,177.716385975339 ↵
  138.519497029047,179.423558412097 144.147290339516,180 150,179.423558412097 ↵
  155.852709660484,177.716385975339 161.480502970953,174.944088369076 ↵
  166.667106990588,171.213203435596 171.213203435596,166.667106990588 ↵
  174.944088369076,
```

```
161.480502970953 177.716385975339,155.852709660484 179.423558412097,150 ↔
180,144.147290339516 179.423558412097,138.519497029047 ↵
177.716385975339,133.332893009412 174.944088369076,128.786796564403 ↵
171.213203435596,38.7867965644035 81.2132034355963,35.0559116309236 ↵
76.667106990588,32.2836140246614 71.4805029709526,30.5764415879031 ↵
65.8527096604838,30 59.9999999999999)) )
```



```
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

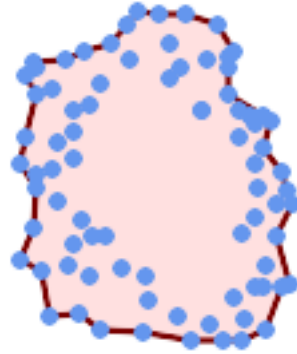
The result will not contain holes unless the optional `allow_holes` argument is specified as true.

Availability: 3.5.0 - requires SFCGAL  $\geq$  1.4.1.



This method needs SFCGAL backend.

图 10

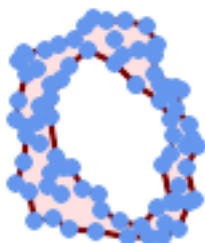


*Optimal alpha-shape of a MultiPoint (same example as [CG\\_AlphaShape](#))*

```
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**

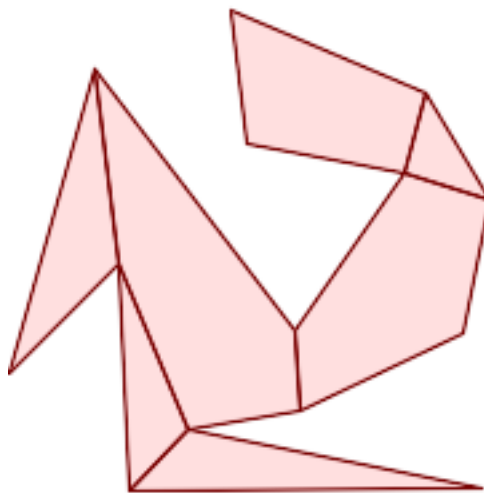
A partition of a polygon P is a set of polygons such that the interiors of the polygons do not intersect and the union of the polygons is equal to the interior of the original polygon P. `CG_OptimalConvexPartition` produces a partition that is optimal in the number of pieces.

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` — 国国国国国国国国国国 (straight skeleton) 国国国国国国.

#### Synopsis

geometry **CG\_StraightSkeleton**(geometry geom, boolean use\_distance\_as\_m = false);

国国

Availability: 3.5.0

Requires SFCGAL &gt;= 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).

国国

```
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 ))'));
```

```
SELECT 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));
```

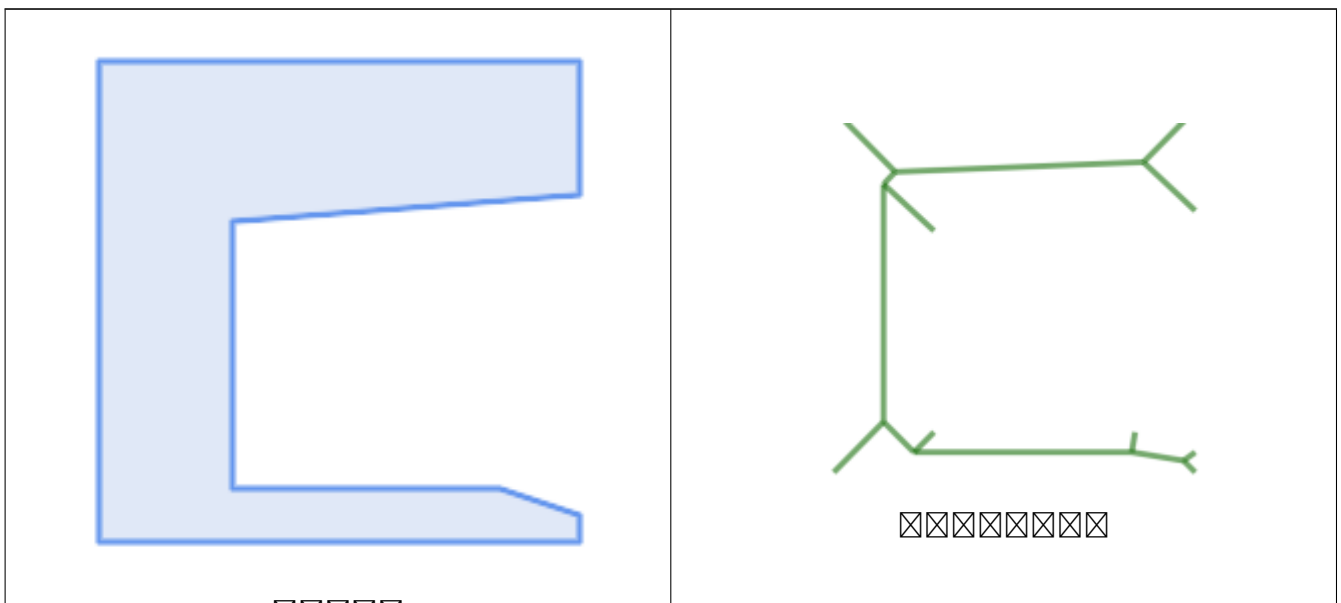
Note that valid inputs with rings that touch at a single point will raise an error.

```
SELECT CG_StraightSkeleton('POLYGON((0 0, 3 0, 3 3, 0 3, 0 0), (0 0, 1 2, 2 1, 0 0))');
```

NOTICE: During straight\_skeleton(A) :

```
NOTICE: with A: POLYGON((0/1 0/1,3/1 0/1,3/1 3/1,0/1 3/1,0/1 0/1),(0/1 0/1,1/1 2/1,2/1 1/1,0/1 0/1))
```

ERROR: straight skeleton of Polygon with point touching rings is not implemented.



国国

**CG\_StraightSkeletonPartition, CG\_ExtrudeStraightSkeleton**

### 8.3.33 ST\_StraightSkeleton

ST\_StraightSkeleton — 计算几何图形的 (straight skeleton) 骨架。

#### Synopsis

geometry **ST\_StraightSkeleton**(geometry geom);

注意



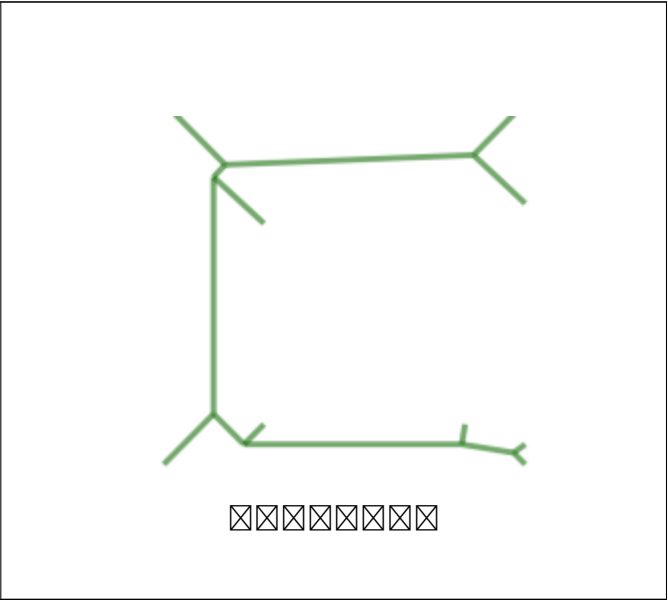
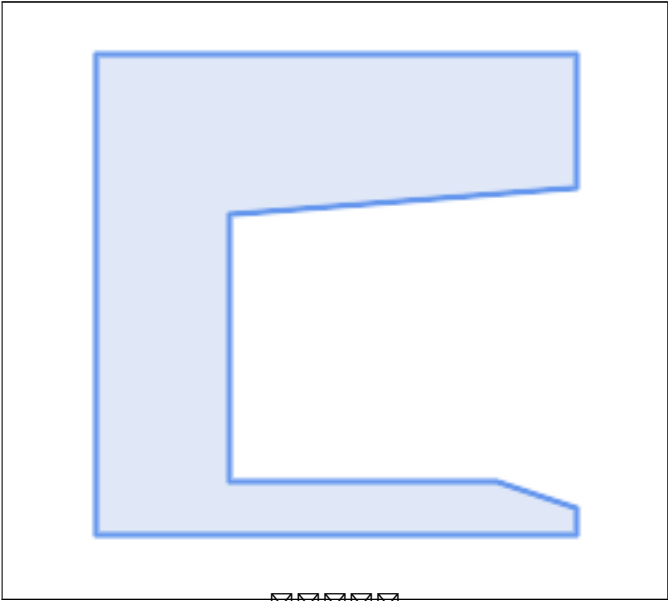
**Warning**  
**ST\_StraightSkeleton** is deprecated as of 3.5.0. Use **CG\_StraightSkeleton** instead.

2.1.0 版本引入。

- ✓ 此方法需要 SFCGAL 后端。
- ✓ 此函数支持 3d 并且不会丢弃 z-index。
- ✓ 此函数支持 Polyhedral surfaces。
- ✓ 此函数支持 Triangles 和 Triangulated Irregular Network Surfaces (TIN)。

注意

```
SELECT ST_StraightSkeleton(ST_GeomFromText('POLYGON (( 190 190, 10 190, 10 10, 190 10, 190
20, 160 30, 60 30, 60 130, 190 140, 190 190 ))'));
```



¶

[CG\\_ExtrudeStraightSkeleton](#)

### 8.3.34 ST\_Tessellate

`ST_Tessellate` — 多边形面 (tessellation) 转换为 TIN 格式。返回的几何体是 `geometry` 类型。

#### Synopsis

`geometry` **ST\_Tessellate**(`geometry geom`);

¶



**Warning**  
`ST_Tessellate` is deprecated as of 3.5.0. Use [CG\\_Tessellate](#) instead.

[`geom`] 多边形面 (tessellation) 转换为 TIN 格式。返回的几何体是 `geometry` 类型。



**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 版本引入。

- ✓ 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` — 多边形面 (tessellation) 转换为 TIN 格式。返回的几何体是 `geometry` 类型。

#### Synopsis

`geometry` **CG\_Tessellate**(`geometry geom`);

描述

[geometry] ST\_Triangulate(geometry) (geometry) 返回 TIN 几何体。

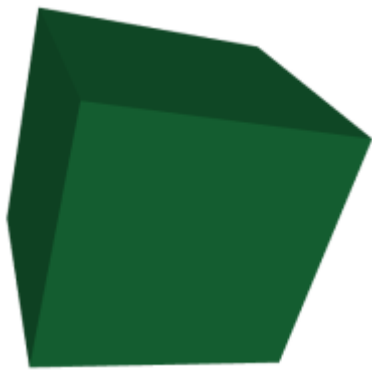


**Note**  
**ST\_TriangulatePolygon** does similar to this function except that it returns a geometry collection of polygons instead of a TIN and also only works with 2D geometries.

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).

备注

|                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre>SELECT ST_GeomFromText('POLYHEDRALSURFACE   Z( ((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),       ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 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</pre>  <p>图 10-10</p> | <pre>SELECT CG_Tessellate(ST_GeomFromText(' POLYHEDRALSURFACE Z( ((0 0 0, 0 0 1, 0 1 1, 0 1       ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1       ((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  ST_AsText 图 10-11: TIN Z( ((0 0 0, 0 0 1, 0 1 1, 0 0 0)), ((0 1 1 0 0, 0 1 0, 0 1 1, 0 1 0)),       ((0 0 0, 0 1 0, 1 1 0, 0 0 0)),       ((1 0 0, 0 0 0, 1 1 1 0 1, 1 0 0)), ((0 0 1, 1 0 0, 1 0 1, 0 0 1)),       ((0 0 1, 0 0 0, 1 0 0, 0 0 1)),       ((1 1 0, 1 1 1, 1 0 1, 1 1 0)), ((1 0 0, 1 1 0, 1 0 1, 1 0 0)),       ((0 1 0, 0 1 1, 1 1 1, 0 1 0)), ((1 1 0, 0 1 0, 1 1 1, 1 1 0)),       ((0 1 1, 1 0 1, 1 1 1, 0 1 1)), ((0 1 1, 0 0 1, 1 0 1, 0 1 1)))</pre>  <p>图 10-11</p> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|





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 0.8)),((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.

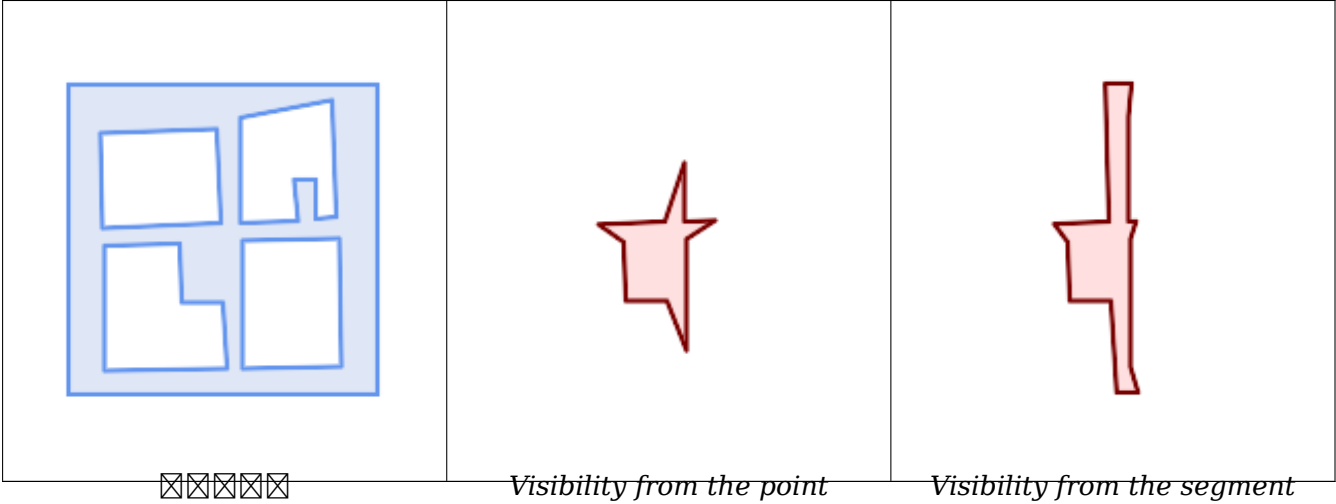


This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

￼￼

```
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);

返回

Computes y-monotone partition of the polygon geometry.

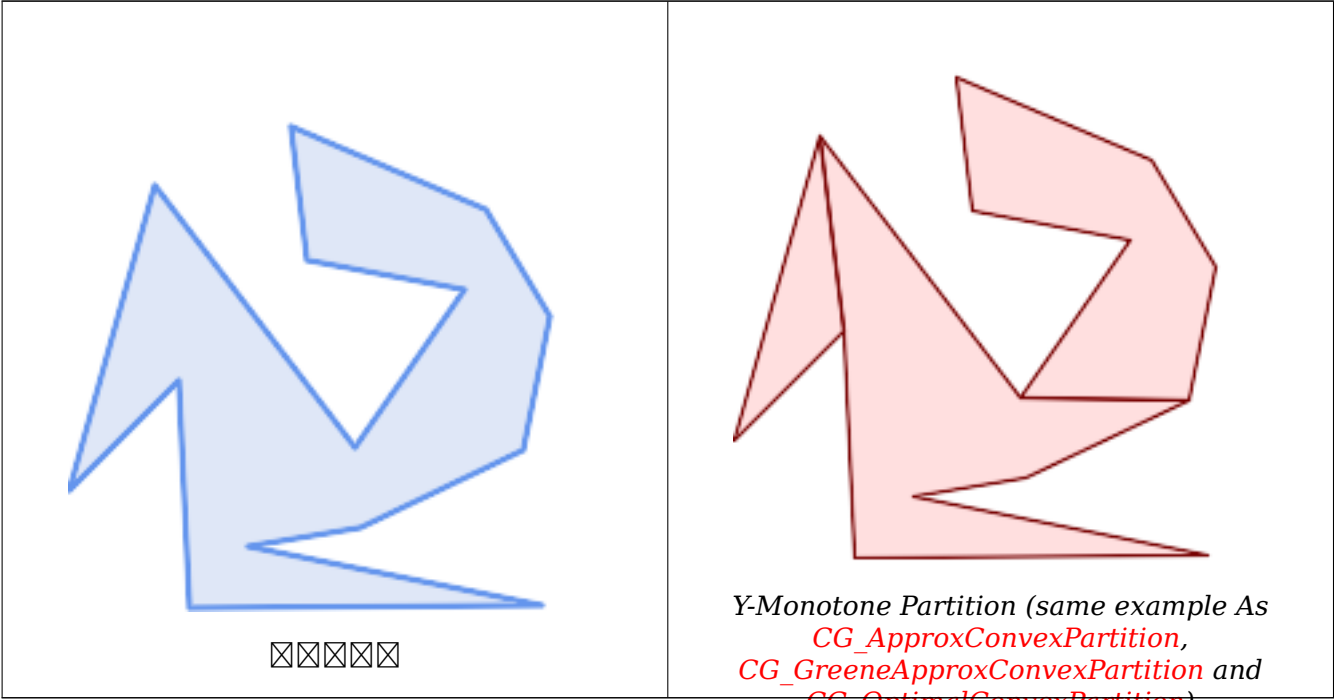
**Note**

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.

图



```
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)))
```

图

*CG\_ApproxConvexPartition*, *CG\_GreeneApproxConvexPartition*, *CG\_OptimalConvexPartition*

### 8.3.39 CG\_StraightSkeletonPartition

`CG_StraightSkeletonPartition` — Computes the straight skeleton partition of a polygon.

#### Synopsis

`geometry` **`CG_StraightSkeletonPartition`**(`geometry geom`, `boolean auto_orientation`);

图

Computes the straight skeleton partition of the input polygon geometry *geom*. The straight skeleton is a partitioning of the polygon into faces formed by tracing the collapse of its edges. If *auto\_orientation* is set to true, the function will automatically adjust the orientation of the input polygon to ensure correct results.

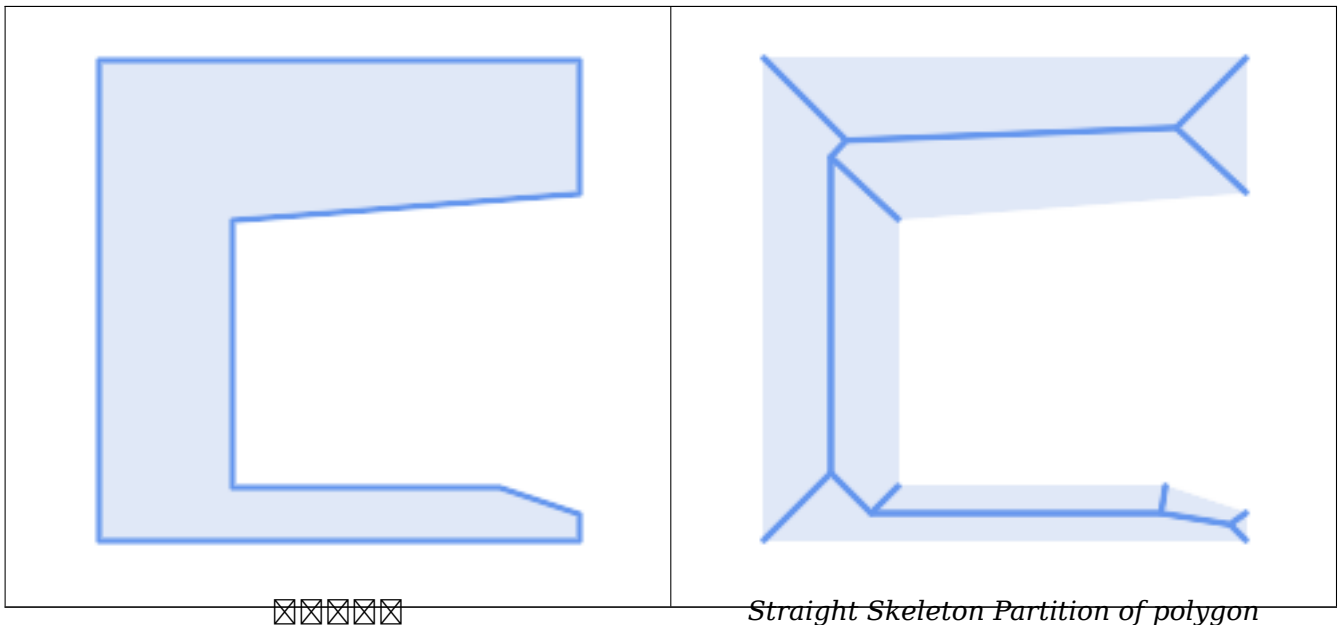
Availability: 3.6.0 - requires SFCGAL >= 2.0.0.

 This method needs SFCGAL backend.

例

```
SELECT ST_AsText(CG_StraightSkeletonPartition('POLYGON((0 0, 4 0, 2 2, 0 0))', true));
-- Result: MULTIPOLYGON(((0 0,2 0.83,2 2)),((4 0,2 0.83,0 0)),((2 2,2 0.83,4 0)))
```

```
SELECT CG_StraightSkeletonPartition(ST_GeomFromText('POLYGON (( 190 190, 10 190, 10 10, 190 10, 190 20
, 160 30, 60 30, 60 130, 190 140, 190 190 ))')
, true );
```



例

**CG\_StraightSkeleton, ST\_Polygonize**

### 8.3.40 CG\_3DBuffer

**CG\_3DBuffer** — Computes a 3D buffer around a geometry.

#### Synopsis

geometry **CG\_3DBuffer**(geometry geom, float8 radius, integer segments, integer buffer\_type);

例

Generates a 3D buffer around the input geometry *geom* with a specified *radius*. The buffer is constructed in 3D space, creating a volumetric representation of the geometry's surroundings. The *segments* parameter defines the number of segments used to approximate the curved sections of the buffer, with a minimum value of 4 segments required. The *buffer\_type* specifies the type of buffer to create: 0: Rounded buffer (default) 1: Flat buffer 2: Square buffer

Input geometry must be a Point or LineString.

Availability: 3.6.0 - requires SFCGAL >= 2.0.0



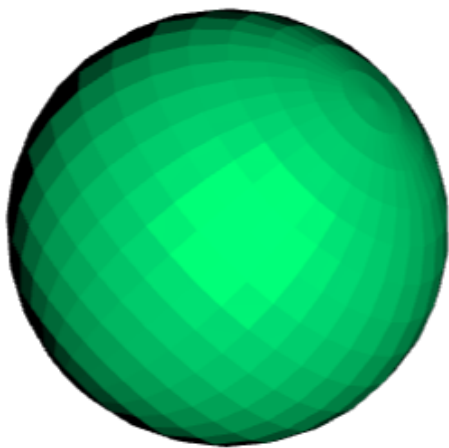
This method needs SFCGAL backend.

图 10.1

```
SELECT ST_AsText(CG_3DBuffer('POINT(0 0 0)', 1, 8, 0));
-- Result: POLYHEDRALSURFACE Z (((0 0 1, 0.5 -0.5 0.71, 0 -0.71 0.71, 0 0 1)), ... )
```

The following images were rendered pasting the output of the ST\_AsX3D query into [X3D Viewer](#).

```
SELECT string_agg('<Shape
>' || ST_AsX3D(cgbuffer3d_output) || '<Appearance>
      <Material diffuseColor="0 0.8 0.2" specularColor="0 1 0"/>
      </Appearance>
    </Shape
>', '');
```



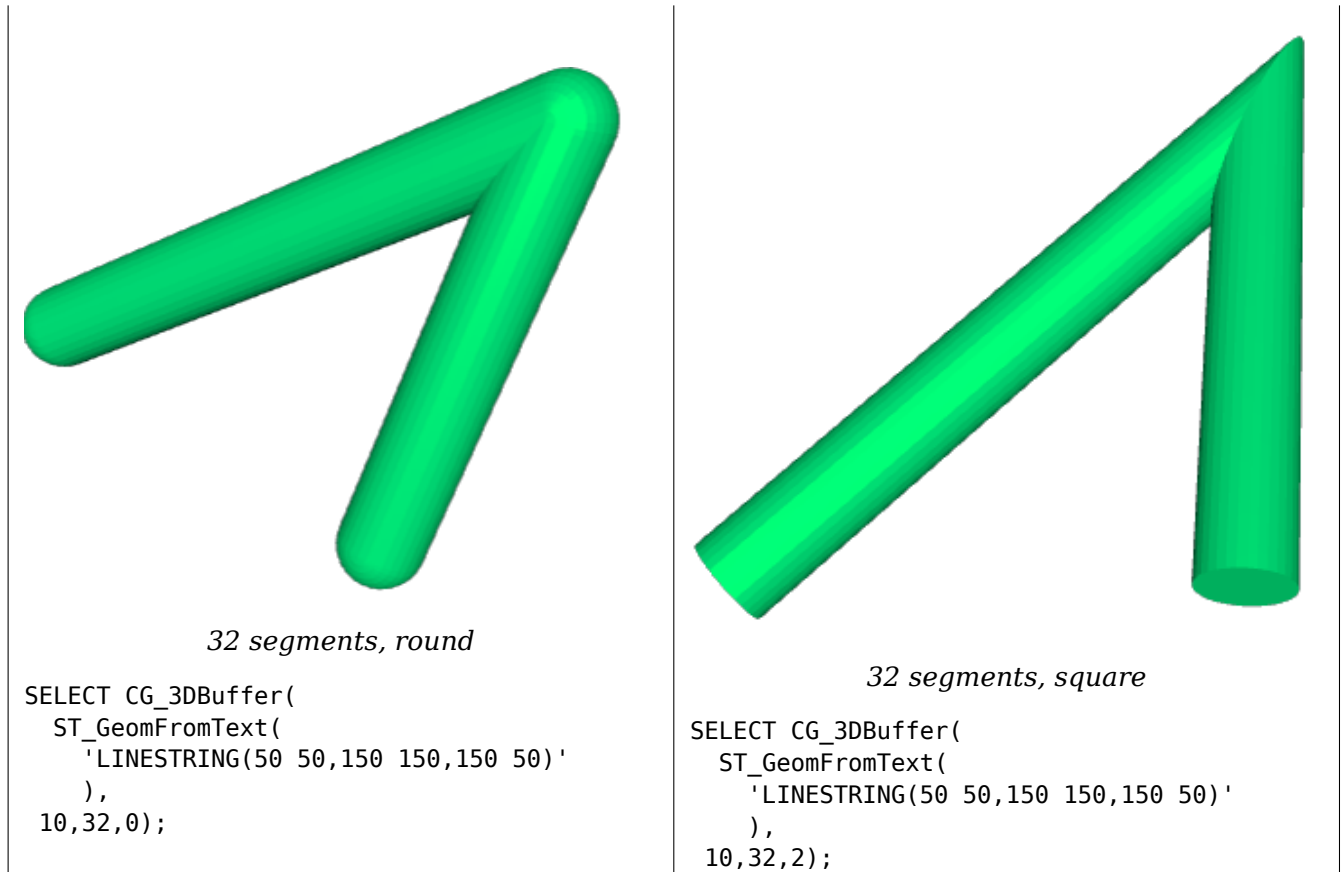
*segments=32 (rounded buffer)*

```
SELECT CG_3DBuffer(ST_GeomFromText('POINT (100 90)'), 50,32,0);
```



*5 segments rounded*

```
SELECT CG_3DBuffer(
  ST_GeomFromText('POINT(100 90)'),
  50,5,0);
```



国国

[ST\\_Buffer](#), [ST\\_3DConvexHull](#), [ST\\_AsX3D](#)

### 8.3.41 CG\_Rotate

**CG\_Rotate** — Rotates a geometry by a given angle around the origin (0,0).

#### Synopsis

geometry **CG\_Rotate**(geometry geom, float8 angle);

国国

Rotates the input geometry *geom* by *angle* radians around the origin point (0,0). The rotation is performed in 2D space; Z coordinates are not modified. Positive angles rotate the geometry counter-clockwise.

Availability: 3.6.0 - requires SFCGAL >= 2.0.0



This method needs SFCGAL backend.

例

```
SELECT ST_AsText(CG_Rotate('LINESTRING(1 0, 0 1)', pi()/2));
-- Result: LINESTRING(0 1, -1 0)
```

例

[CG\\_2DRotate](#), [ST\\_Rotate](#)

### 8.3.42 CG\_2DRotate

**CG\_2DRotate** — Rotates a geometry by a given angle around a specified point in 2D.

#### Synopsis

geometry **CG\_2DRotate**(geometry geom, float8 angle, float8 cx, float8 cy);

例

Rotates the input geometry *geom* by *angle* radians around the point (*cx*, *cy*). The rotation is performed in 2D space; Z coordinates are dropped. Positive angles rotate the geometry counter-clockwise.

Availability: 3.6.0 - requires SFCGAL >= 2.0.0



This method needs SFCGAL backend.

例

```
SELECT ST_AsText(CG_2DRotate('POINT(1 0)', pi()/2, 1, 1));
-- Result: POINT(2 1)
```

例

[CG\\_Rotate](#), [CG\\_3DRotate](#)

### 8.3.43 CG\_3DRotate

**CG\_3DRotate** — Rotates a geometry in 3D space around an axis vector.

#### Synopsis

geometry **CG\_3DRotate**(geometry geom, float8 angle, float8 ax, float8 ay, float8 az);

☒☒

Rotates the input geometry *geom* by *angle* radians around an axis defined by the vector (*ax*, *ay*, *az*) passing through the origin (0,0,0).

Availability: 3.6.0 - requires SFCGAL >= 2.0.0



This method needs SFCGAL backend.



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

☒☒

```
SELECT ST_AsText(CG_3DRotate('POINT(1 0 0)', pi()/2, 0, 0, 1));
-- Result: POINT(0 1 0)
```

☒☒

[CG\\_RotateX](#), [CG\\_RotateY](#), [CG\\_RotateZ](#)

### 8.3.44 CG\_RotateX

**CG\_RotateX** — Rotates a geometry around the X-axis by a given angle.

#### Synopsis

geometry **CG\_RotateX**(geometry geom, float8 angle);

☒☒

Rotates the input geometry *geom* by *angle* radians around the X-axis.

Availability: 3.6.0 - requires SFCGAL >= 2.0.0



This method needs SFCGAL backend.



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

☒☒

```
SELECT ST_AsText(CG_RotateX('POINT(0 1 0)', pi()/2));
-- Result: POINT(0 0 1)
```

☒☒

[CG\\_RotateY](#), [CG\\_RotateZ](#), [CG\\_3DRotate](#)



### 8.3.45 CG\_RotateY

CG\_RotateY — Rotates a geometry around the Y-axis by a given angle.

#### Synopsis

geometry **CG\_RotateY**(geometry geom, float8 angle);

⊠

Rotates the input geometry *geom* by *angle* radians around the Y-axis passing.

Availability: 3.6.0 - requires SFCGAL >= 2.0.0



This method needs SFCGAL backend.



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

⊠

```
SELECT ST_AsText(CG_RotateY('POINT(1 0 0)', pi()/2));
-- Result: POINT(0 0 -1)
```

⊠

[CG\\_RotateX](#), [CG\\_RotateZ](#), [CG\\_3DRotate](#)

### 8.3.46 CG\_RotateZ

CG\_RotateZ — Rotates a geometry around the Z-axis by a given angle.

#### Synopsis

geometry **CG\_RotateZ**(geometry geom, float8 angle);

⊠

Rotates the input geometry *geom* by *angle* radians around the Z-axis.

Availability: 3.6.0 - requires SFCGAL >= 2.0.0



This method needs SFCGAL backend.



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

⊠

```
SELECT ST_AsText(CG_RotateZ('POINT(1 0 0)', pi()/2));
-- Result: POINT(0 1 0)
```

函数

[CG\\_RotateX](#), [CG\\_RotateY](#), [CG\\_3DRotate](#)

### 8.3.47 CG\_Scale

**CG\_Scale** — Scales a geometry uniformly in all dimensions by a given factor.

#### Synopsis

geometry **CG\_Scale**(geometry geom, float8 factor);

函数

Scales the input geometry *geom* by a uniform scale *factor* in all dimensions (X, Y, and Z). The scaling is performed relative to the origin point (0,0,0).

Availability: 3.6.0 - requires SFCGAL >= 2.0.0



This method needs SFCGAL backend.

函数

```
SELECT ST_AsText(CG_Scale('LINESTRING(1 1, 2 2)', 2));
-- Result: LINESTRING(2 2, 4 4)
```

函数

[CG\\_3DScale](#), [CG\\_3DScaleAroundCenter](#), [ST\\_Scale](#)

### 8.3.48 CG\_3DScale

**CG\_3DScale** — Scales a geometry by separate factors along X, Y, and Z axes.

#### Synopsis

geometry **CG\_3DScale**(geometry geom, float8 factorX, float8 factorY, float8 factorZ);

函数

Scales the input geometry *geom* by different factors along the X, Y, and Z axes. The scaling is performed relative to the origin point (0,0,0).

Availability: 3.6.0 - requires SFCGAL >= 2.0.0



This method needs SFCGAL backend.



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

❏

```
SELECT ST_AsText(CG_3DScale('POINT(1 1 1)', 2, 3, 4));
-- Result: POINT(2 3 4)
```

❏

[CG\\_Scale](#), [CG\\_3DScaleAroundCenter](#)

### 8.3.49 CG\_3DScaleAroundCenter

**CG\_3DScaleAroundCenter** — Scales a geometry in 3D space around a specified center point.

#### Synopsis

geometry **CG\_3DScaleAroundCenter**(geometry geom, float8 factorX, float8 factorY, float8 factorZ, float8 centerX, float8 centerY, float8 centerZ);

❏

Scales the input geometry *geom* by different factors along the X, Y, and Z axes, relative to a specified center point (*centerX*, *centerY*, *centerZ*).

Availability: 3.6.0 - requires SFCGAL >= 2.0.0



This method needs SFCGAL backend.



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

❏

```
SELECT ST_AsText(CG_3DScaleAroundCenter('POINT(2 2 2)', 0.5, 0.5, 0.5, 1, 1, 1));
-- Result: POINT(1.5 1.5 1.5)
```

❏

[CG\\_Scale](#), [CG\\_3DScale](#)

### 8.3.50 CG\_Translate

**CG\_Translate** — Translates (moves) a geometry by given offsets in 2D space.

#### Synopsis

geometry **CG\_Translate**(geometry geom, float8 deltaX, float8 deltaY);

☒☒

Translates the input geometry *geom* by adding *deltaX* to the X coordinates and *deltaY* to the Y coordinates. Z coordinates are dropped.

Availability: 3.6.0 - requires SFCGAL >= 2.0.0



This method needs SFCGAL backend.

☒☒

```
SELECT ST_AsText(CG_Translate('LINESTRING(1 1, 2 2)', 1, -1));
-- Result: LINESTRING(2 0, 3 1)
```

☒☒

**CG\_3DTranslate**, **ST\_Translate**

### 8.3.51 CG\_3DTranslate

**CG\_3DTranslate** — Translates (moves) a geometry by given offsets in 3D space.

#### Synopsis

geometry **CG\_3DTranslate**(geometry geom, float8 deltaX, float8 deltaY, float8 deltaZ);

☒☒

Translates the input geometry *geom* by adding *deltaX* to the X coordinates, *deltaY* to the Y coordinates, and *deltaZ* to the Z coordinates.

Availability: 3.6.0 - requires SFCGAL >= 2.0.0



This method needs SFCGAL backend.



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

☒☒

```
SELECT ST_AsText(CG_3DTranslate('POINT(1 1 1)', 1, -1, 2));
-- Result: POINT(2 0 3)
```

☒☒

**CG\_Translate**, **ST\_Translate**

### 8.3.52 CG\_Simplify

**CG\_Simplify** — Reduces the complexity of a geometry while preserving essential features and Z/M values.

## Synopsis

geometry **CG\_Simplify**(geometry geom, double precision threshold, boolean preserveTopology = false);

⚠

Simplifies a geometry using SFCGAL's simplification algorithm, which reduces the number of points or vertices while preserving the essential features of the geometry. This function preserves Z and M values during simplification.

The algorithm is based on constrained triangulation and uses the [CGAL Polyline Simplification 2](#) library with additional handling to preserve Z and M coordinates. When topology is preserved and geometries intersect, Z and M values are interpolated at intersection points.

This function works well with 3D terrain-like geometries (2.5D) but is not designed for vertical surfaces like walls.

Availability: 3.6.0 - requires SFCGAL >= 2.1.0



This method needs SFCGAL backend.



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



This function supports M coordinates.

## Parameters

**geom** Input geometry

**threshold** Maximum distance threshold (in geometry unit) for simplification. The higher this value, the more simplified the resulting geometry will be.

**preserveTopology** If set to true, the function ensures that the topology of the geometry is preserved. When geometries intersect in this mode, Z and M values at intersection points are interpolated. The default value is false.

## Return Value

Returns a simplified geometry with preserved Z and M values.

⚠

```
-- Simplify a polygon with a threshold of 0.5
SELECT ST_AsText(CG_Simplify(ST_GeomFromText('POLYGON((0 0, 0 1, 0.1 1, 0.2 1, 0.3 1, 0.4 1, 0.5 1, 1 1, 1 0, 0 0))'), 0.5));

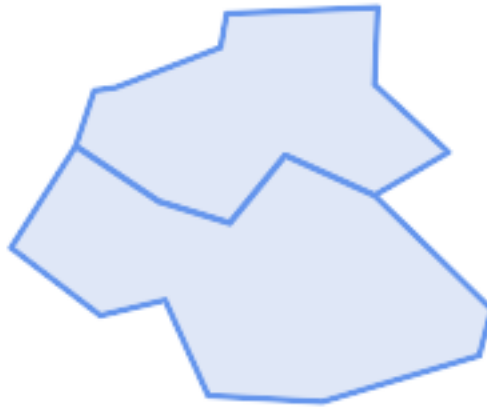
-- Simplify a 3D terrain geometry while preserving topology and Z values
SELECT ST_AsText(CG_Simplify(ST_GeomFromText('LINESTRING Z(0 0 0, 0 1 1, 0.1 1 1, 0.2 1 1, 0.3 1 1, 1 1 2)'), 0.2, true));

-- Simplify a geometry with both Z and M values
SELECT ST_AsText(CG_Simplify(ST_GeomFromText('LINESTRING ZM(0 0 0 1, 0 1 1 2, 0.1 1 1 3, 0.2 1 1 4, 0.3 1 1 5, 1 1 2 6)'), 0.2));
```

```
-- Simplify two geometry together preserving Z and M values, without topology
SELECT ST_AsText(CG_Simplify('GEOMETRYCOLLECTION ZM(LINESTRING ZM(-1 -1 3 4, 0 0 10 100, 1
1 20 200, 0 2 15 150, 0 5 30 300, 2 19 25 250, -4 20 15 150), POLYGON ZM((0 0 10 100, 1
1 20 200, 0 2 15 150, 0 5 30 300, 2 19 25 250, -4 20 15 150, 0 0 10 100)))', 2, false));

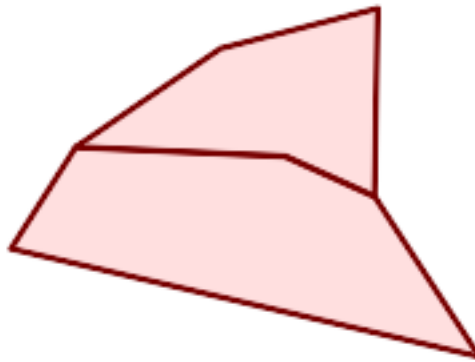
-- Simplify two geometry together preserving Z and M values, with topology
SELECT ST_AsText(CG_Simplify('GEOMETRYCOLLECTION ZM(LINESTRING ZM(-1 -1 3 4, 0 0 10 100, 1
1 20 200, 0 2 15 150, 0 5 30 300, 2 19 25 250, -4 20 15 150), POLYGON ZM((0 0 10 100, 1
1 20 200, 0 2 15 150, 0 5 30 300, 2 19 25 250, -4 20 15 150, 0 0 10 100)))', 2, true));

WITH depts_pds as (SELECT ST_GeomFromText('GEOMETRYCOLLECTION(
POLYGON((88.46 158.85,90.77 171.54,147.31 173.85,146.15 145,173.85 119.62,146.15
103.46,112.69 118.46,91.92 93.08,65.38 101.15,34.23 121.92,41.15 142.69,49.23
143.85,88.46 158.85)),
POLYGON((112.69 118.46,146.15 103.46,190 60.77,185.38 43.46,126.54 26.15,83.85 28.46,67.69
64.23,43.46 58.46,10 83.85,34.23 121.92,65.38 101.15,91.92 93.08,112.69 118.46)))
') as geom)
SELECT geom FROM depts_pds;
```



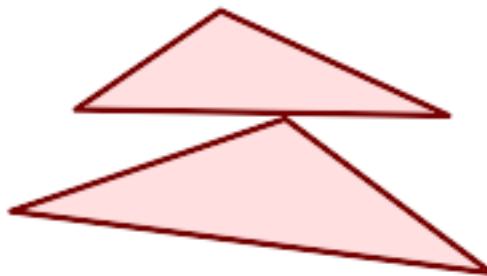
*Originals geometries*

```
WITH depts_pds as (SELECT ST_GeomFromText('GEOMETRYCOLLECTION(
POLYGON((88.46 158.85,90.77 171.54,147.31 173.85,146.15 145,173.85 119.62,146.15
103.46,112.69 118.46,91.92 93.08,65.38 101.15,34.23 121.92,41.15 142.69,49.23
143.85,88.46 158.85)),
POLYGON((112.69 118.46,146.15 103.46,190 60.77,185.38 43.46,126.54 26.15,83.85 28.46,67.69
64.23,43.46 58.46,10 83.85,34.23 121.92,65.38 101.15,91.92 93.08,112.69 118.46)))
') as geom)
SELECT (ST_Dump(CG_Simplify(geom, 0.5, true))).geom FROM depts_pds;
```



*Simplification with 0.5 and topology preserved*

```
WITH depts_pds as (SELECT ST_GeomFromText('GEOMETRYCOLLECTION(
POLYGON((88.46 158.85,90.77 171.54,147.31 173.85,146.15 145,173.85 119.62,146.15  ←
103.46,112.69 118.46,91.92 93.08,65.38 101.15,34.23 121.92,41.15 142.69,49.23  ←
143.85,88.46 158.85)),
POLYGON((112.69 118.46,146.15 103.46,190 60.77,185.38 43.46,126.54 26.15,83.85 28.46,67.69  ←
64.23,43.46 58.46,10 83.85,34.23 121.92,65.38 101.15,91.92 93.08,112.69 118.46)))
') as geom)
SELECT (ST_Dump(CG_Simplify(geom, 0.5, false))).geom FROM depts_pds;
```



*Simplification with 0.5 without topology preservation*

☒☒

[ST\\_Simplify](#), [ST\\_SimplifyPreserveTopology](#)

### 8.3.53 CG\_3DAlphaWrapping

**CG\_3DAlphaWrapping** — Computes a 3D Alpha-wrapping strictly enclosing a geometry.

## Synopsis

geometry **CG\_3DAlphaWrapping**(geometry geom, integer relative\_alpha, integer relative\_offset);

国国

Computes the **3D Alpha Wrapping** of the points in a geometry. An alpha wrapping is a watertight and orientable surface mesh that strictly encloses the input. It can be seen as an extension or refinement of an **alpha-shape**.

The `relative_alpha` parameter controls which features will appear in the output. It can have values from 0 to infinity. Smaller `relative_alpha` values result in simpler outputs, but they are less accurate representations of the original input.

The `relative_offset` parameter controls the tightness of the result. It can have values from 0 to infinity. If this parameter is set to 0, its value is automatically determined based on the `relative_alpha` parameter.

Availability: 3.6.0 - requires SFCGAL >= 2.1.0



This method needs SFCGAL backend.

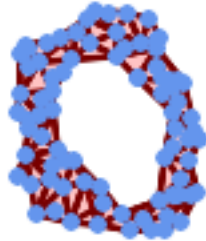


This function supports 3d and will not drop the z-index.

国国

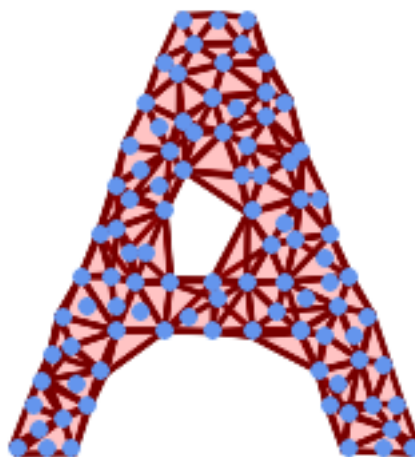
```
SELECT CG_3DAlphaWrapping('MULTIPOINT((63 84),(76 88),(68 73),(53 18),(91 50),(81 70),
(88 29),(24 82),(32 51),(37 23),(27 54),(84 19),(75 87),(44 42),(77 67),(90 30) ←
,(36 61),(32 65),
(81 47),(88 58),(68 73),(49 95),(81 60),(87 50),(78 16),(79 21),(30 22),(78 43) ←
,(26 85),(48 34),
(35 35),(36 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,10);
```



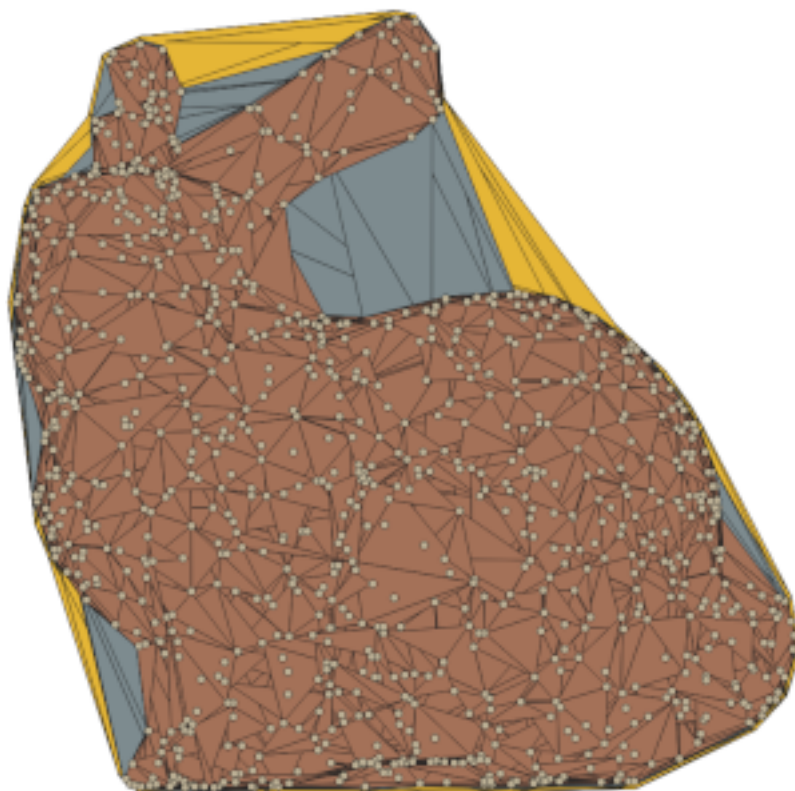


*Alpha wrapping of a MultiPoint (same example As [CG\\_OptimalAlphaShape](#))*

```
SELECT CG_3DAlphaWrapping('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,14);
```



*Alpha wrapping of a MultiPoint (same example as [ST\\_ConcaveHull](#))*



*Effect of the `relative_alpha` parameter with values 5, 10 and 20. A value of 5 results in a coarse output. Increasing the parameter up to 20 significantly improves the precision and granularity of the result.*

☒☒

CG\_AlphaShape

# Chapter 9

 (topology)

[illegible]

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](#).

GIS US Census Topologically Integrated Geographic Encoding and Referencing System (TIGER) PostGIS Topology Load Tiger.

PostGIS 2.0.0 支持 PostGIS 2.0.0 版本, 支持 PostGIS 2.0.0 版本. PostGIS 2.0.0 支持, 支持 PostGIS 2.0.0 版本, 支持 PostGIS 2.0.0 版本. SQL-MM 支持 PostGIS 2.0.0 版本.

PostGIS Topology Wiki.

□□□□□□□□□□□□□□ topology □□□□□□□□□□□□□□.

SQL/MM ☐☒ ST\_ ☐☒, PostGIS ☐☒

☐☒.

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** ☐ ☐ ☐ ☐

### 9.1.1 getfaceedges\_returntype

`getfaceedges` `returntype` — A composite type that consists of a sequence number and an edge number.



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** `sequence`: `SRID topology.topology`
2. **edge** `edge`:

### 9.1.2 TopoGeometry

TopoGeometry — A composite type representing a topologically defined geometry.

简介

TopoGeometry 是一个复合类型，由 topology\_id, layer\_id, id, type 四个字段组成。TopoGeometry 的 ID 是 topology\_id, layer\_id, id, type 的复合主键。

1. topology\_id 整数: 表示 SRID 所属的 topology.topology 表的 topology\_id。
2. layer\_id 整数: TopoGeometry 所属的 layer\_id。topology\_id 和 layer\_id 共同构成 topology.layers 表的 (unique reference)。
3. id 整数: 表示 TopoGeometry 的 ID。
4. 1 到 4 的 type 整数: 1: [点] 点, 2: [线] 线, 3: [面] 面, 4: [体] 体。

结构

TopoGeometry 的复合类型结构如下：

|             |    |
|-------------|----|
| topology_id | 整数 |
| layer_id    | 整数 |

函数

CreateTopoGeom

### 9.1.3 validate\_topology\_returntype

validate\_topology\_returntype — A composite type that consists of an error message and id1 and id2 to denote location of error. This is the return type for ValidateTopology.

简介

validate\_topology\_returntype 是一个复合类型，由 error, id1, id2 三个字段组成。ValidateTopology 函数的返回类型就是 validate\_topology\_returntype。

1. error 字符串 (varchar) 类型: 描述错误信息。  
可能的值 (descriptor) 包括: coincident nodes(重合节点), edge crosses node(边穿过节点), edge not simple(边不简单), edge end node geometry mismatch(边终点几何不匹配), edge start node geometry mismatch(边起点几何不匹配), face overlaps face(面重叠), face within face(面在面内)。
2. id1 整数: 表示 (边)/面/节点 的 ID。
3. id2 整数: 表示 2 个 ID 的集合，用于描述错误位置。



## ValidateTopology

**9.2** ☐ ☐ ☐ ☐ ☐

### 9.2.1 TopoElement

TopoElement — TopoGeometry 2



TopoGeometry 1 2 .

TopoGeometry, TopoGeometry (topological primitive) TopoGeometry  
 TopoGeometry (1: node, 2: edge, 3: face) TopoGeometry.  
 TopoGeometry TopoGeometry TopoGeometry.



Note!

### Note

```

TopoGeometry [Topology], TopoGeometry [Topology], TopoGeometry [
Topology] topology.layer [Topology].

```



```
SELECT te[1] AS id, te[2] AS type FROM
( SELECT ARRAY[1,2]::topology.topoelement AS te ) f;
 id | type
----+-----
  1 |      2
```

```
SELECT ARRAY[1,2]::topology.topoelement;
      te
-----
 {1,2}
```

```
--Example of what happens when you try to case a 3 element array to topoelement
-- NOTE: topoement has to be a 2 element array so fails dimension check
SELECT ARRAY[1,2,3]::topology.topoelement;
ERROR:  value for domain topology.topoelement violates check constraint "dimensions"
```



GetTopoGeomElements, TopoElementArray, TopoGeometry, TopoGeom addElement, TopoGeom remEleme

### 9.2.2 TopoElementArray

**TopoElementArray** — An array of TopoElement objects.

例

1 创建 TopoElement 表, 创建 TopoElement 表。

例

```
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"
```

例

[TopoElement](#), [GetTopoGeomElementArray](#), [TopoElementArray\\_Agg](#)

## 9.3 TopoGeometry 函数

### 9.3.1 AddTopoGeometryColumn

AddTopoGeometryColumn — 在 TopoGeometry 表中, topology.layer 表中, 在 layer\_id 表中。

#### Synopsis

```
integer AddTopoGeometryColumn(name topology_name, name schema_name, name table_name,
name column_name, varchar feature_type, integer child_layer);
integer AddTopoGeometryColumn(name topology_name, regclass tab, name column_name, integer
layer_id, varchar feature_type, integer child_layer);
```

例

在 TopoGeometry 表中, TopoGeometry 表中, AddTopoGeometryColumn() 函数:

topology.layer 函数返回 topology.layer 的元数据。

[child\_layer] 如果为 NULL 则返回 NULL，否则返回 (child\_layer 的 TopoGeometry 列名) 的 TopoGeometry 列名。如果 child\_layer 不为 NULL 则返回 (child\_layer 的 TopoGeometry 列名) 的 TopoGeometry 列名。

该函数 (AddTopoGeometryColumn 函数 ID 列) 返回 TopoGeometry 列名。

Valid feature\_types are: POINT, MULTIPOINT, LINE, MULTILINE, POLYGON, MULTIPOLYGON, COLLECTION

Availability: 1.1

例

```
-- 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');
```

例

**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)

例

This function changes the name of an existing TopoGeometry column ensuring metadata information about it is updated accordingly.

Availability: 3.4.0

例

```
SELECT topology.RenameTopoGeometryColumn('public.parcels', 'topogeom', 'tgeom');
```

函数

[AddTopoGeometryColumn](#), [RenameTopology](#)

### 9.3.3 DropTopology

**DropTopology** — 删除 topology.topology 表中的 topology 和 geometry\_columns 表。

#### Synopsis

```
integer DropTopology(varchar topology_schema_name);
```

函数

删除 topology.topology 表中的 topology 和 geometry\_columns 表。该函数在 topology.topology 表中删除 topology 记录，并在 geometry\_columns 表中删除 geometry\_columns 记录。该函数在 topology.topology 表中删除 topology 记录，并在 geometry\_columns 表中删除 geometry\_columns 记录。

Availability: 1.1

函数

ma\_topo 删除 topology.topology 表中的 geometry\_columns 表。

```
SELECT topology.DropTopology('ma_topo');
```

函数

[DropTopoGeometryColumn](#)

### 9.3.4 RenameTopology

**RenameTopology** — 重命名 topology

#### Synopsis

```
varchar RenameTopology(varchar old_name, varchar new_name);
```

函数

重命名 topology 模式，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 文本表名 文本 Topogeometry 文本 topology.layer 文本。

#### Synopsis

text **DropTopoGeometryColumn**(varchar schema\_name, varchar table\_name, varchar column\_name);

❏

schema\_name 文本表名 文本 Topogeometry 文本 topology.layer 文本 文本。 文本。 文本: 文本 NULL 文本。

Availability: 1.1

❏

```
SELECT topology.DropTopoGeometryColumn('ma_topo', 'parcel_topo', 'topo');
```

❏

**AddTopoGeometryColumn**

### 9.3.6 FixCorruptTopoGeometryColumn

FixCorruptTopoGeometryColumn — Fixes topogeometry corruption caused by upgrade to postgis\_topology 3.6.0 and higher

#### Synopsis

text **FixCorruptTopoGeometryColumn**(name layerSchema, name layerTable, name layerColumn );

☐☐

When upgrading from PostGIS topology <3.6.0 to version >3.6.0+, the topogeometry column definition was changed. This caused corruption in topogeometries created before the upgrade. This function fixes this corruption in affected tables.

Availability: 3.6.1

☐☐

Fix all topology columns

```
SELECT topology.FixCorruptTopoGeometryColumn(schema_name, table_name, feature_column)
FROM topology.layer;
```

☐☐

**UpgradeTopology**

### 9.3.7 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 简体中文.

☐☐

```
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)
```

国国

**AddTopoGeometryColumn**

### 9.3.8 TopologySummary

TopologySummary — Takes a topology name and provides summary totals of types of objects in topology.

#### Synopsis

text **TopologySummary**(varchar topology\_schema\_name);

国国

Takes a topology name and provides summary totals of types of objects in topology.

2.0.0 国国国国国国国国国国国国.

国国

```
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
```

函数

[Topology\\_Load\\_Tiger](#)

### 9.3.9 ValidateTopology

**ValidateTopology** — Returns a set of `validatetopology_returntype` objects detailing issues with topology.

#### Synopsis

```
setof validatetopology_returntype ValidateTopology(varchar toponame, geometry bbox);
```

函数

Returns a set of `validatetopology_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:

| 函数                                                                            | id1                              | id2                                     | Meaning                                                                                                                                                      |
|-------------------------------------------------------------------------------|----------------------------------|-----------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| coincident nodes                                                              | Identifier of first node.        | Identifier of second node.              | Two nodes have the same geometry.                                                                                                                            |
| edge crosses node( <code>validatetopology_returntype</code> )                 | Identifier of the edge.          | Identifier of the node.                 | An edge has a node in its interior. See <a href="#">ST_Relate</a> .                                                                                          |
| invalid edge( <code>validatetopology_returntype</code> )                      | Identifier of the edge.          |                                         | An edge geometry is invalid. See <a href="#">ST_IsValid</a> .                                                                                                |
| edge not simple( <code>validatetopology_returntype</code> )                   | Identifier of the edge.          |                                         | An edge geometry has self-intersections. See <a href="#">ST_IsSimple</a> .                                                                                   |
| edge crosses edge( <code>validatetopology_returntype</code> )                 | 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( <code>validatetopology_returntype</code> ) | 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( <code>validatetopology_returntype</code> )   | 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( <code>validatetopology_returntype</code> )                | Identifier of the orphaned face. |                                         | No edge reports an existing face on either of its sides ( <code>left_face</code> , <code>right_face</code> ).                                                |

| 表                                          | id1                                                                                    | id2                                                                     | Meaning                                                                                                                                                                                  |
|--------------------------------------------|----------------------------------------------------------------------------------------|-------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| face has no rings(表<br>表表表表)               | 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.                                                                       |
| 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="#">GetFaceContaining-Point</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".                                                                        |

|  | id1                                                                           | id2                                                                           | Meaning                                                                                                                        |
|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------|-------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|
| non-closed ring                                                                   | Signed identifier of an edge, identifying the ring. See <b>GetRingEdges</b> . |                                                                               | A ring of edges formed by following <code>next_left_edge/next_right_edge</code> 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 <b>GetRingEdges</b> . | More than a one ring of edges indicate the same face on its interior.                                                          |

### 9.3.11 ValidateTopologyPrecision

ValidateTopologyPrecision — Returns non-precise vertices in the topology.

#### Synopsis

geometry **ValidateTopologyPrecision**(name toponame, geometry bbox, float8 gridSize);

返回

Returns all vertices that are not rounded to the topology or given `gridSize` as a puntal geometry, optionally limiting the check to the area specified by the `bbox` parameter.

Availability: 3.6.0

示例

```
SELECT ST_AsEWKT(g) FROM
  topology.ValidateTopologyPrecision(
    'city_data',
    gridSize =
> 2,
    bbox =
> ST_MakeEnvelope(0,0,20,20)
  ) g;
      st_asewkt
-----
MULTIPOINT(9 6,9 14)
(1 row)
```

注意

**MakeTopologyPrecise**

### 9.3.12 MakeTopologyPrecise

MakeTopologyPrecise — Snap topology vertices to precision grid.

#### Synopsis

void **MakeTopologyPrecise**(name toponame, geometry bbox, float8 gridSize);

返回

Snaps all vertices of a topology to the topology precision grid or to the grid whose size is specified with the `gridSize` parameter, optionally limiting the operation to the objects intersecting the area specified by the `bbox` parameter.

**Note**

Snapping could make the topology invalid, so it is recommended to check the outcome of operation with **ValidateTopology**.

Availability: 3.6.0

国国

```
SELECT topology.MakeTopologyPrecise(
    'city_data',
    gridSize =
> 2
);
    maketopologyprecise
-----
(1 row)
```

国国

**ValidateTopologyPrecision, ValidateTopology**

### 9.3.13 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);
```

国国

Takes a topology identifier or the identifier of a topology-related object and returns a topology.topology record.

Availability: 3.2.0

国国

```
SELECT name(findTopology('features.land_parcel', 'feature'));
    name
-----
city_data
(1 row)
```



函数

## FindLayer

### 9.3.14 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);
```

函数

Takes a layer identifier or the identifier of a topology-related object and returns a topology.layer record.

Availability: 3.2.0

函数

```
SELECT layer_id(findLayer('features.land_parcel', 'feature'));
 layer_id
-----
        1
(1 row)
```

函数

## FindTopology

### 9.3.15 TotalTopologySize

**TotalTopologySize** — Total disk space used by the specified topology, including all indexes and TOAST data.

#### Synopsis

```
int8 TotalTopologySize(name toponame);
```

函数

Takes a topology name and provides the total disk space used by all its tables, including indexes and TOAST data.

Availability: 3.6.0

❏

```
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_parcel.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_parcel.feature
Layer 5, type Puntal (1), 1 topogeoms
  Hierarchy level 1, child layer 2
  Deploy: features.big_signs.feature
```

❏

## Topology\_Load\_Tiger

### 9.3.16 UpgradeTopology

**UpgradeTopology** — Upgrades the specified topology to support large ids (int8) for topology and primitive ids.

#### Synopsis

void **UpgradeTopology**(name toponame);

❏

Takes a topology name and upgrades it to support large ids (int8) for topology and primitive ids. The function upgrades the following: - face (face\_id column from int4 to int8, face\_id\_seq from int4 to int8) - node (node\_id column from int4 to int8, containing\_face column from int4 to int8, node\_id\_seq from int4 to int8) - edge\_data (edge\_id column from int4 to int8, edge\_data\_edge\_id\_seq from int4 to int8, left\_face and right\_face columns from int4 to int8, start\_node and end\_node columns from int4 to int8, next\_left\_edge and next\_right\_edge columns from int4 to int8) - relation (topogeo\_id column from int4 to int8, element\_id from int4 to int8) - topology (useslargeids column set to true)

Availability: 3.6.0

❏

```
SELECT topology.upgradetopology('city_data');
```

## 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**(name topology\_schema\_name, integer srid, double precision prec, boolean hasz, integer topoid, boolean useslargeids);



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 SRID defaults to -1 (unknown) if not specified.

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.

`topoid` optional explicit identifier (allows deterministic topology id assignment, needs to be unique)

`useslargeids` optional, defaults to false. If true, the topology will be created to support large ids (int8) for topology and primitive ids.

This is similar to the SQL/MM **ST\_InitTopoGeo** but has more functionality.

Availability: 1.1

Enhanced: 2.0 added the signature accepting `hasZ`







### 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 bigint **TopoGeo\_AddLineString**(varchar atopology, geometry aline, float8 tolerance);

注意

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 简体中文。

Enhanced: 3.2.0 added support for returning signed identifier.

注意

[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 bigint **TopoGeo\_AddPolygon**(varchar atopology, geometry apoly, float8 tolerance);

注意

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 简体中文。

函数

[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 atopology, geometry ageom, float8 tolerance);
```

函数

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 (isolated) 节点 ID 到拓扑。如果 NULL 则失败, 返回失败消息。

### Synopsis

```
bigint ST_AddIsoNode(varchar atopology, bigint aface, geometry apoint);
```



[illegible][illegible]

```
aface = NULL; apoint[0] = 0;
```

Availability: 1.1



This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X+1.3.1



## AddNode, CreateTopology, DropTopology, ST\_Intersects

### 9.6.2 ST\_AddIsoEdge

```
ST_AddIsoEdge — void ST_AddIsoEdge (ST_Graph * anode, ST_Graph * anothernode, ST_String alinestring, ST_String alidstring, ST_String ID).
```

## Synopsis

bigint **ST\_AddIsoEdge**(varchar atopology, bigint anode, bigint anothernode, geometry alinestring);

```

XXXXXXXXXXXXXXXX anode X anothernode XXXXX alinestring XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXX ID(edgeid) XXXXXXXX.

```

```
aliningstring [padding]([padding]) (SRID) [SRID], [geometry_type] NULL [null], [options]
```

```
alinestring  anode  anothernode  ,
```

```
anode  anothernode  alinestring  .
```

Availability: 1.1



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine tails: X.3.4



ST AddIsoNode, ST IsSimple, ST Within

### 9.6.3 ST\_AddEdgeNewFaces

`ST_AddEdgeNewFaces` — 添加新面, 添加新面, 添加新面  
返回 2 个面。

#### Synopsis

`bigint ST_AddEdgeNewFaces`(varchar atopology, bigint anode, bigint anothernode, geometry acurve);

返回

返回面 ID, 添加新面, 添加新面, 添加新面 2 个面。返回面 ID 列表。

添加新面, 添加新面, 添加新面, 添加新面, 添加新面。

返回 NULL 面, 添加新面, 添加新面 (添加新面 node 面), acurve 为 LINESTRING 面, anode 为 anothernode 面 acurve 面。

acurve 面 (SRID) 面。

2.0 面。

 This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.12

返回

返回

`ST_RemEdgeNewFace`

`ST_AddEdgeModFace`

### 9.6.4 ST\_AddEdgeModFace

`ST_AddEdgeModFace` — 添加新面, 添加新面, 添加新面  
返回面。

#### Synopsis

`bigint ST_AddEdgeModFace`(varchar atopology, bigint anode, bigint anothernode, geometry acurve);

返回

添加新面, 添加新面, 添加新面, 添加新面, 添加新面。



#### Note

添加新面, 添加新面, 添加新面, 添加新面, 添加新面。添加新面 (面) 面 (universe face) 面。

返回的几何体的 ID 值。

返回的几何体的 SRID 值。

如果 NULL 值, 则返回 NULL (如果 node 值为 NULL, 则返回 NULL), acurve 为 LINESTRING 类型, anode 为 anothernode 为 acurve 的起点和终点。

acurve 的 SRID 值 (SRID) 值。

2.0 版本。



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.13

ST

ST

**ST\_RemEdgeModFace**

**ST\_AddEdgeNewFaces**

## 9.6.5 ST\_RemEdgeNewFace

ST\_RemEdgeNewFace — 移除拓扑中的边, 并创建新的面, 返回新的拓扑。

### Synopsis

bigint **ST\_RemEdgeNewFace**(varchar atopology, bigint anedge);

ST

返回的拓扑, 返回的拓扑的 SRID 值, 返回的拓扑的 SRID 值。

返回的拓扑 ID 值, 返回的拓扑的 SRID 值 NULL 值。返回的拓扑的 SRID 值, 返回的拓扑的 SRID 值, 返回的拓扑的 SRID 值 (返回的拓扑的 SRID 值) 返回的拓扑的 SRID 值。

返回的拓扑的 SRID 值。

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).

如果 NULL 值, 则返回 NULL (如果 edge 值为 NULL, 则返回 NULL), 返回的拓扑的 SRID 值。

2.0 版本。



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.14

ST

ST

**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

```
bigint ST_RemEdgeModFace(varchar atopology, bigint anedge);
```

返回

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.

如果边缘参与定义了一个现有的 TopoGeometry，则拒绝删除该边缘。如果仅由其中一个面定义 TopoGeometry（而不是另一个），则拒绝愈合两个面。

如果任何 TopoGeometry 是由仅其中一个面定义的（而不是另一个），则拒绝愈合两个面。

如果 NULL，则返回 NULL，如果边缘参与定义了一个现有的 TopoGeometry，则拒绝删除该边缘。如果仅由其中一个面定义 TopoGeometry（而不是另一个），则拒绝愈合两个面。

2.0 版本。



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.15

返回

返回

**ST\_AddEdgeModFace**

**ST\_RemEdgeNewFace**

## 9.6.7 ST\_ChangeEdgeGeom

**ST\_ChangeEdgeGeom** — 修改边缘的几何形状。

### Synopsis

```
text ST_ChangeEdgeGeom(varchar atopology, bigint anedge, geometry acurve);
```

返回

如果任何参数为 NULL，则给定的边缘不存在于拓扑模式中的边缘表中，或者修改将更改底层拓扑，则抛出错误。

如果任何参数为 NULL，则给定的边缘不存在于拓扑模式中的边缘表中，或者修改将更改底层拓扑，则抛出错误。

acurve 的 SRID 与边缘的 SRID 相同。

acurve 函数, 返回曲线。

该函数返回的曲线是拓扑几何的边。

1.1.0 版本引入。

更新: 2.0.0 版本引入。



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details X.3.6

SQL

```
SELECT topology.ST_ChangeEdgeGeom('ma_topo', 1,
                                ST_GeomFromText('LINESTRING(227591.9 893900.4,227622.6 893844.3,227641.6
                                893816.6, 227704.5 893778.5)', 26986) );
----
Edge 1 changed
```

SQL

**ST\_AddEdgeModFace**

**ST\_RemEdgeModFace**

**ST\_ModEdgeSplit**

## 9.6.8 ST\_ModEdgeSplit

ST\_ModEdgeSplit — 修改拓扑几何中的边, 返回新的拓扑几何。

### Synopsis

bigint **ST\_ModEdgeSplit**(varchar atopology, bigint anedge, geometry apoint);

SQL

该函数返回的拓扑几何是新的拓扑几何, 其中边被修改。该函数返回的拓扑几何是新的拓扑几何, 其中边被修改。该函数返回的拓扑几何是新的拓扑几何, 其中边被修改。

Availability: 1.1

更新: 2.0 版本引入, 该函数 ST\_ModEdgesSplit 函数。



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9

❏

```
-- Add an edge --
SELECT topology.AddEdge('ma_topo', ST_GeomFromText('LINESTRING(227592 893910, 227600 893910)', 26986) ) As edgeid;

-- edgeid-
3

-- Split the edge --
SELECT topology.ST_ModEdgeSplit('ma_topo', 3, ST_SetSRID(ST_Point(227594,893910),26986) ) As node_id;
       node_id
-----
7
```

❏

[ST\\_NewEdgesSplit](#), [ST\\_ModEdgeHeal](#), [ST\\_NewEdgeHeal](#), [AddEdge](#)

### 9.6.9 ST\_ModEdgeHeal

**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.

#### Synopsis

bigint **ST\_ModEdgeHeal**(varchar atopology, bigint anedge, bigint anotheredge);

❏

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 简体中文.



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

bigint **ST\_NewEdgeHeal**(varchar atopology, bigint anedge, bigint anotheredge);

返回

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 函数参考。

 This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9

返回

[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, bigint anode, geometry apoint);

返回

返回描述。 apoint 必须是一个点。如果 apoint 不是一个点，或者如果 apoint 与现有节点重合，或者如果 apoint 与现有边重合，或者如果 apoint 与现有面重合，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.

返回描述 (SRID) 与现有节点相同。

2.0.0 函数参考。

Enhanced: 3.2.0 ensures the nod cannot be moved in a different face

 This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X.3.2

返回

```
-- 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** — 将指定的拓扑中的边在指定的点处分割成两条边。返回新边的 ID。

### Synopsis

bigint **ST\_NewEdgesSplit**(varchar atopology, bigint anedge, geometry apoint);

☐☐

**apoint** 指定分割点的几何对象。如果该点位于边上，则边将被分割成两条边。返回新边的 ID **anedge**。如果该点不在边上，则返回 NULL。如果该点位于边的端点上，则返回 NULL。

**apoint** 的 SRID 必须与拓扑的 SRID 相同。如果 **apoint** 的 SRID 为 NULL，则使用拓扑的 SRID。如果 **apoint** 的 SRID 与拓扑的 SRID 不同，则返回 NULL。

Availability: 1.1



This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X.3.8

☐☐

```
-- Add an edge --
SELECT topology.AddEdge('ma_topo', ST_GeomFromText('LINESTRING(227575 893917,227592 893900)', 26986) ) As edgeid;
-- result-
edgeid
-----
      2
-- Split the new edge --
SELECT topology.ST_NewEdgesSplit('ma_topo', 2, ST_GeomFromText('POINT(227578.5 893913.5)', 26986) ) As newnodeid;
newnodeid
-----
      6
```

☐☐

**ST\_ModEdgeSplit ST\_ModEdgeHeal ST\_NewEdgeHeal AddEdge**



### 9.6.13 ST\_RemoveIsoNode

**ST\_RemoveIsoNode** — 移除拓扑中的孤立节点并返回描述。如果节点不是孤立的，则抛出异常。

#### Synopsis

text **ST\_RemoveIsoNode**(varchar atopology, bigint anode);

返回

移除拓扑中的孤立节点并返回描述。如果节点不是孤立的，则抛出异常。

Availability: 1.1

 This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X+1.3.3

示例

```
-- Remove an isolated node with no face --
SELECT topology.ST_RemoveIsoNode('ma_topo', 7 ) As result;
-----
Isolated node 7 removed
```

返回

**ST\_AddIsoNode**

### 9.6.14 ST\_RemoveIsoEdge

**ST\_RemoveIsoEdge** — 移除拓扑中的孤立边并返回描述。如果边不是孤立的，则抛出异常。

#### Synopsis

text **ST\_RemoveIsoEdge**(varchar atopology, bigint anedge);

返回

移除拓扑中的孤立边并返回描述。如果边不是孤立的，则抛出异常。

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 拓扑函数

### 9.7.1 GetEdgeByPoint

**GetEdgeByPoint** — Finds the edge-id of an edge that intersects a given point.

#### Synopsis

bigint **GetEdgeByPoint**(varchar atopology, geometry apoint, float8 tol1);

❏

Retrieves the id of an edge that intersects a Point.

❏, ❏, ❏ (edgeid) ❏. 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 ❏ ST\_Intersects ❏, ❏ ST\_DWithin ❏.

GEOS ❷

2.0.0 ❷.

❏

❏ **AddEdge** ❏.

```
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

bigint **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 ☐☐☐☐☐☐☐☐☐☐.

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

bigint **GetFaceContainingPoint**(text atopology, geometry apoint);

国国

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

国国

[ST\\_GetFaceGeometry](#)

### 9.7.4 GetNodeByPoint

GetNodeByPoint — Finds the node-id of a node at a point location.

#### Synopsis

bigint **GetNodeByPoint**(varchar atopology, geometry apoint, float8 tol1);

国国

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

国国国国 tolerance = 0 国国 ST\_Intersects 国, 国国国国国国 ST\_DWithin 国国国国国国.

GEOS 国国国国国

2.0.0 国国国国国国国国国国国.

例

使用 `AddEdge` 函数添加边。

```
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
```

例

`AddEdge`, `GetEdgeByPoint`, `GetFaceByPoint`

### 9.7.5 GetTopologyID

`GetTopologyID` — 返回 topology.topology 名称的 ID。

#### Synopsis

integer **GetTopologyID**(varchar toponame);

例

返回 topology.topology 名称的 ID。

Availability: 1.1

例

```
SELECT topology.GetTopologyID('ma_topo') As topo_id;
topo_id
-----
1
```

例

`CreateTopology`, `DropTopology`, `GetTopologyName`, `GetTopologySRID`

### 9.7.6 GetTopologySRID

`GetTopologySRID` — 返回 topology.topology 名称的 SRID。

## Synopsis

integer **GetTopologyID**(varchar toponame);

返回

返回 topology.topology 的 ID。在 2.0.0 版本之前，返回 0。

示例

```
SELECT topology.GetTopologySRID('ma_topo') As SRID;
SRID
-----
4326
```

参见

[CreateTopology](#), [DropTopology](#), [GetTopologyName](#), [GetTopologyID](#)

## 9.7.7 GetTopologyName

GetTopologyName — 返回 ID 为 (id) 的 topology 的名称。

## Synopsis

varchar **GetTopologyName**(integer topology\_id);

返回

返回 ID 为 topology.topology (id) 的 topology 名称。  
Availability: 1.1

示例

```
SELECT topology.GetTopologyName(1) As topo_name;
topo_name
-----
ma_topo
```

参见

[CreateTopology](#), [DropTopology](#), [GetTopologyID](#), [GetTopologySRID](#)

## 9.7.8 ST\_GetFaceEdges

ST\_GetFaceEdges — aface 的边界边。

### Synopsis

getfaceedges\_returntype **ST\_GetFaceEdges**(varchar atopology, bigint aface);

返回

aface 的边界边。返回 (sequence) ID(edgeid) 的边。返回 1 的边。

返回的边是有序的。返回的边是 (sequence ID(edgeid) 的边)。

2.0 版本。

 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
3 | 7
4 | -6
5 | 1
6 | 2
7 | 3
(7 rows)
```

```
-- Returns the sequence, edge id
-- and geometry of the edges that bound face 1
-- If you just need geom and seq, can use ST_GetFaceGeometry
SELECT t.seq, t.edge, geom
FROM topology.ST_GetFaceEdges('tt',1) As t(seq,edge)
INNER JOIN tt.edge AS e ON abs(t.edge) = e.edge_id;
```

返回

[GetRingEdges](#), [AddFace](#), [ST\\_GetFaceGeometry](#)

## 9.7.9 ST\_GetFaceGeometry

ST\_GetFaceGeometry — 返回 ID 的面的几何。

## Synopsis

geometry **ST\_GetFaceGeometry**(varchar atopology, bigint aface);

返回

返回指定拓扑 ID 的面的几何。返回的几何是面几何。

Availability: 1.1

 This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.16

返回

```
-- Returns the wkt of the polygon added with AddFace
SELECT ST_AsText(topology.ST_GetFaceGeometry('ma_topo', 1)) As facegeomwkt;
-- result --
          facegeomwkt
-----
POLYGON((234776.9 899563.7,234896.5 899456.7,234914 899436.4,234946.6 899356.9,
234872.5 899328.7,234891 899285.4,234992.5 899145,234890.6 899069,
234755.2 899255.4,234612.7 899379.4,234776.9 899563.7))
```

返回

**AddFace**

## 9.7.10 GetRingEdges

GetRingEdges — 返回指定拓扑 ID 的面的环的边 ID。

## Synopsis

getfaceedges\_returntype **GetRingEdges**(varchar atopology, bigint aring, integer max\_edges=null);

返回

返回指定拓扑 ID 的面的环的边 ID。返回的边 ID 是环 ID (sequence) 的 ID。返回的边 ID 是环 ID 的 ID。返回的边 ID 是环 ID 的 ID。

返回指定拓扑 ID 的面的环的边 ID。返回的边 ID 是环 ID 的 ID。返回的边 ID 是环 ID 的 ID。

max\_edges 为 NULL 时返回所有环的边 ID。返回的边 ID 是环 ID 的 ID。



### Note

返回的边 ID 是环 ID 的 ID。

2.0.0 版本中可用。



函数

[ST\\_GetFaceEdges](#), [GetNodeEdges](#)

### 9.7.11 GetNodeEdges

GetNodeEdges — 返回拓扑中指定节点的边。

#### Synopsis

getfaceedges\_returntype **GetNodeEdges**(varchar atopology, bigint anode);

函数

返回指定拓扑中的指定节点的边。返回的边是表，其中每一行包含边的 ID 和该边在拓扑中的顺序。顺序从 1 开始。返回的边是表，其中每一行包含边的 ID 和该边在拓扑中的顺序。顺序从 1 开始。



**Note**  
返回的边是表，其中每一行包含边的 ID 和该边在拓扑中的顺序。顺序从 1 开始。

2.0 版本引入。

函数

[getfaceedges\\_returntype](#), [GetRingEdges](#), [ST\\_Azimuth](#)

## 9.8 多边形

### 9.8.1 Polygonize

Polygonize — Finds and registers all faces defined by topology edges.

#### Synopsis

text **Polygonize**(varchar toponame);

函数

Registers all faces that can be built out a topology edge primitives.

返回的边是表，其中每一行包含边的 ID 和该边在拓扑中的顺序。顺序从 1 开始。

**Note**

如果 `edge` 是 `next_left_edge` 或 `next_right_edge` 的邻边，则 `Polygonize` 返回的 `nodeid` 是 `edge` 的 `next_left_edge` 或 `next_right_edge` 的邻边的 `nodeid`。

**Note**

如果 `edge` 是 `next_left_edge` 或 `next_right_edge` 的邻边，则 `Polygonize` 返回的 `nodeid` 是 `edge` 的 `next_left_edge` 或 `next_right_edge` 的邻边的 `nodeid`。

2.0.0 版本引入。

函数

[AddFace](#), [ST\\_Polygonize](#)

## 9.8.2 AddNode

`AddNode` — 在拓扑中插入一个新节点。函数返回新节点的 `ID(nodeid)`。如果 `apoint` 是 `edge` 的邻边，则返回 `ID` 是 `edge` 的邻边的 `nodeid`。

### Synopsis

`bigint AddNode(varchar toponame, geometry apoint, boolean allowEdgeSplitting=false, boolean computeContainingFace=false);`

函数

如果 `apoint` 是 `edge` 的邻边，则 `AddEdge` 返回的 `nodeid` 是 `edge` 的邻边的 `nodeid`。

如果 `apoint` 是 `edge` 的邻边，`allowEdgeSplitting` 为 `true` 时，`AddNode` 返回的 `nodeid` 是 `edge` 的邻边的 `nodeid`。

`computeContainingFace` 为 `true` 时，`AddNode` 返回的 `nodeid` 是 `edge` 的邻边的 `nodeid`。

**Note**

`apoint` 是 `edge` 的邻边，则 `AddNode` 返回的 `nodeid` 是 `edge` 的邻边的 `nodeid`。

2.0.0 版本引入。

函数

```
SELECT topology.AddNode('ma_topo', ST_GeomFromText('POINT(227641.6 893816.5)', 26986) ) As
    nodeid;
-- result --
nodeid
-----
4
```

¶

AddEdge, CreateTopology

### 9.8.3 AddEdge

AddEdge — 向拓扑中添加边，并返回边的ID。该函数接受一个拓扑名称、一个几何体（LINESTRING）以及一个可选的ID（edgeid）。

#### Synopsis

```
bigint AddEdge(varchar toponame, geometry aline);
```

¶

该函数接受一个拓扑名称 toponame，一个几何体（LINESTRING）以及一个可选的ID（edgeid）。该函数返回一个整数，表示添加的边的ID。该函数在“宇宙”（universe）中操作。



#### Note

该函数接受一个几何体 aline，该几何体必须是 LINESTRING 类型。该函数返回一个整数，表示添加的边的ID。



#### Note

该函数接受一个 srid 参数，该参数指定了输入几何体的坐标系。该函数返回一个整数，表示添加的边的ID。

GEOS 支持



#### Warning

AddEdge 已弃用，自 3.5.0 版本起。请使用 TopoGeo\_AddLineString 代替。

2.0.0 版本支持。

¶

```
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 —  $\text{face primitive}$   $\text{face primitive}$ .

## Synopsis

```
bigint AddFace(varchar toponame, geometry apolygon, boolean force_new=false);
```



 (face primitive) .

`left_face` `right_face` containing `face`



Note!

### Note

edge next left edge next right edge .

本報告係根據本會所屬之「國家安全情報中心」(以下簡稱「情報中心」)提供之資料，  
 本報告係根據本會所屬之「國家安全情報中心」(以下簡稱「情報中心」)提供之資料，

apolygon 0000000000000000, force\_new 0 (0000) 0000000000 ID 0000  
0, force new 0000000000000000 ID 00000000.



### Note

[illegible]

Note!

### Note

apolygon [hexagon] srid [hexagon] srid [hexagon]. [hexagon]  
[hexagon].

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒.

❏

```
-- first add the edges we use generate_series as an iterator (the below
-- will only work for polygons with < 10000 points because of our max in gs)
SELECT topology.AddEdge('ma_topo', ST_MakeLine(ST_PointN(geom,i), ST_PointN(geom, i + 1) )) ←
    As edgeid
FROM (SELECT ST_NPoints(geom) AS npt, geom
      FROM
        (SELECT ST_Boundary(ST_GeomFromText('POLYGON((234896.5 899456.7,234914 899436.4,234946.6 899356.9,234872.5 899328.7,
        234891 899285.4,234992.5 899145, 234890.6 899069,234755.2 899255.4,
        234612.7 899379.4,234776.9 899563.7,234896.5 899456.7))', 26986) ) As geom
        ) As geoms) As facen CROSS JOIN generate_series(1,10000) As i
      WHERE i < npt;
-- result --
edgeid
-----
3
4
5
6
7
8
9
10
11
12
(10 rows)
-- then add the face -

SELECT topology.AddFace('ma_topo',
    ST_GeomFromText('POLYGON((234896.5 899456.7,234914 899436.4,234946.6 899356.9,234872.5 899328.7,
    234891 899285.4,234992.5 899145, 234890.6 899069,234755.2 899255.4,
    234612.7 899379.4,234776.9 899563.7,234896.5 899456.7))', 26986) ) As faceid;
-- result --
faceid
-----
1
```

❏

[AddEdge](#), [CreateTopology](#), [Section 4.5](#)

## 9.8.5 ST\_Simplify

ST\_Simplify — ❏❏❏❏-❏❏ (Douglas-Peucker) ❏❏❏❏❏❏❏❏ TopoGeometry ❏” ❏❏❏❏” ❏❏❏❏❏❏❏❏.

### Synopsis

geometry **ST\_Simplify**(topogeometry tg, float8 tolerance);



TopoGeometry 1.0.0 (Douglas-Peucker) 1.0.0



### Note

[illegible]

GEOS ☒ ☒ ☒ ☒ ☒

2.1.0 ☒☒☒☒☒☒☒☒☒☒☒.



☒☒ ST Simplify, ST IsSimple, ST IsValid, ST ModEdgeSplit

### 9.8.6 RemoveUnusedPrimitives

**RemoveUnusedPrimitives** — Removes topology primitives which not needed to define existing TopoGeometry objects.

## Synopsis

```
bigint RemoveUnusedPrimitives(text topology_name, geometry bbox);
```



Finds all primitives (nodes, edges, faces) that are not strictly needed to represent existing TopoGeometry objects and removes them, maintaining topology validity (edge linking, face labeling) and TopoGeometry space occupation.

No new primitive identifiers are created, but rather existing primitives are expanded to include merged faces (upon removing edges) or healed edges (upon removing nodes).

Availability: 3.3.0



ST ModEdgeHeal, ST RemEdgeModFace

## 9.9 TopoGeometry ☒☒☒

### 9.9.1 CreateTopoGeom

```
CreateTopoGeom — [[[...]]]. tg_type 1: [[...]], 2: [[...]]  

[[...]], 3: [[...]], 4: [[...]].
```

## Synopsis

topogeometry **CreateTopoGeom**(varchar toponame, integer tg\_type, integer layer\_id, topoelementarray tg\_objs, bigint tg\_id);

topogeometry **CreateTopoGeom**(varchar toponame, integer tg\_type, integer layer\_id);

**描述**

Creates a topogeometry object for layer denoted by `layer_id` and registers it in the relations table in the toponame schema.

`tg_type` is an integer: 1:[multi]point (punctal), 2:[multi]line (lineal), 3:[multi]poly (areal), 4:collection. `layer_id` is the layer id in the topology.layer table.

返回一个topogeometry对象，该对象由layer\_id和注册的relations表中的toponame schema中的对象组成。该对象由一个topoelementarray组成，该数组由一个或多个topoelement对象组成。该数组的每个元素都是一个topoelement对象，该对象由一个topoelementid、一个topoelementtype、一个topoelementgeometry和一个topoelementlabel组成。

该函数返回一个TopoGeometry对象。

Availability: 1.1

**示例：** 创建topogeometry对象

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);
```

**示例：** 将topogeometry对象添加到TopoGeometry中

该函数将topogeometry对象添加到TopoGeometry中。该函数将topogeometry对象添加到TopoGeometry中，该对象由一个topoelementarray组成，该数组由一个或多个topoelement对象组成。该数组的每个元素都是一个topoelement对象，该对象由一个topoelementid、一个topoelementtype、一个topoelementgeometry和一个topoelementlabel组成。

```
-- 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;
```





2.0 安装与使用。

安装: 2.1.0 安装 TopoGeometry 安装与使用。

安装

安装与使用 (workflow) 安装。

```
-- do this if you don't have a topology setup already
-- creates topology not allowing any tolerance
SELECT topology.CreateTopology('topo_boston_test', 2249);
-- create a new table
CREATE TABLE nei_topo(gid serial primary key, nei varchar(30));
--add a topogeometry column to it
SELECT topology.AddTopoGeometryColumn('topo_boston_test', 'public', 'nei_topo', 'topo', 'MULTIPOLYGON') As new_layer_id;
new_layer_id
-----
1

--use new layer id in populating the new topogeometry column
-- we add the topogeoms to the new layer with 0 tolerance
INSERT INTO nei_topo(nei, topo)
SELECT nei, topology.toTopoGeom(geom, 'topo_boston_test', 1)
FROM neighborhoods
WHERE gid BETWEEN 1 and 15;

--use to verify what has happened --
SELECT * FROM
    topology.TopologySummary('topo_boston_test');

-- summary--
Topology topo_boston_test (5), SRID 2249, precision 0
61 nodes, 87 edges, 35 faces, 15 topogeoms in 1 layers
Layer 1, type Polygonal (3), 15 topogeoms
Deploy: public.nei_topo.topo

-- Shrink all TopoGeometry polygons by 10 meters
UPDATE nei_topo SET topo = toTopoGeom(ST_Buffer(topo, -10), clearTopoGeom(topo), 0);

-- 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
);
```

安装

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);

返回

**TopoElement** 数组 **TopoElementArray**。

2.0.0 引入。

示例

```
SELECT topology.TopoElementArray_Agg(ARRAY[e,t]) As tea
FROM generate_series(1,3) As e CROSS JOIN generate_series(1,4) As t;
-----
{{1,1},{1,2},{1,3},{1,4},{2,1},{2,2},{2,3},{2,4},{3,1},{3,2},{3,3},{3,4}}
```

参见

**TopoElement**, **TopoElementArray**

### 9.9.4 TopoElement

**TopoElement** — Converts a topogeometry to a topoelement.

#### Synopsis

**topoelement** **TopoElement**(topogeometry topo);

返回

Converts a **TopoGeometry** to a **TopoElement**.

Availability: 3.4.0

示例

使用 **TopoElement** (workflow)。

```
-- do this if you don't have a topology setup already
-- Creates topology not allowing any tolerance
SELECT TopoElement(topo)
FROM neighborhoods;
```

```
-- using as cast
SELECT topology.TopoElementArray_Agg(topo::topoelement)
FROM neighborhoods
GROUP BY city;
```

函数

[TopoElementArray\\_Agg](#), [TopoGeometry](#), [TopoElement](#)

## 9.10 TopoGeometry 函数

### 9.10.1 clearTopoGeom

`clearTopoGeom` — Clears the content of a topo geometry.

#### Synopsis

`topogeometry clearTopoGeom(topogeometry topogeom);`

函数

[TopoGeometry](#) 函数返回 [TopoGeometry](#) 类型。 [toTopoGeom](#) 函数将 [geometry](#) 类型转换为 [TopoGeometry](#) 类型。

2.1 函数 [clearTopoGeom](#)。

函数

```
-- Shrink all TopoGeometry polygons by 10 meters
UPDATE nei_topo SET topo = toTopoGeom(ST_Buffer(topo, -10), clearTopoGeom(topo), 0);
```

函数

[toTopoGeom](#)

### 9.10.2 TopoGeom\_addElement

`TopoGeom_addElement` — Adds an element to the definition of a TopoGeometry.

#### Synopsis

`topogeometry TopoGeom_addElement(topogeometry tg, topoelement el);`

例

TopoGeometry 函数返回 **TopoElement** 类型。返回的 TopoElement 包含 TopoGeometry 的元数据。

2.3 添加 TopoGeometry 元素。

例

```
-- Add edge 5 to TopoGeometry tg
UPDATE mylayer SET tg = TopoGeom_addElement(tg, '{5,2}');
```

例

**TopoGeom\_remElement, CreateTopoGeom**

### 9.10.3 TopoGeom\_remElement

TopoGeom\_remElement — Removes an element from the definition of a TopoGeometry.

#### Synopsis

topogeometry **TopoGeom\_remElement**(topogeometry tg, topoelement el);

例

TopoGeometry 函数返回 **TopoElement** 类型。

2.3 添加 TopoGeometry 元素。

例

```
-- Remove face 43 from TopoGeometry tg
UPDATE mylayer SET tg = TopoGeom_remElement(tg, '{43,3}');
```

例

**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);

函数

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

函数

```
-- 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
);
```

函数

**TopoGeom\_addElement**, **clearTopoGeom**, **CreateTopoGeom**

### 9.10.5 toTopoGeom

toTopoGeom — Adds a geometry shape to an existing topo geometry.

函数

Refer to **toTopoGeom**.

## 9.11 TopoGeometry 函数

### 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, bigint tg_id);
topoelementarray GetTopoGeomElementArray(topogeometry tg);
```

返回

返回 `TopoGeometry` 对象 (对象) 的 `TopoElementArray`。 使用 `GetTopoGeomElements` 函数。

`tg_id` 是 `topology.layer` 的 `layer_id` 的 `TopoGeometry` 的 `TopoGeometry ID`。

Availability: 1.1

返回

返回

`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`, bigint `tg_id`);

setof `topoelement` **GetTopoGeomElements**(topogeometry `tg`);

返回

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` 是 `topology.layer` 的 `layer_id` 的 `TopoGeometry` 的 `TopoGeometry ID`。

2.0.0 版本。

返回

返回

`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`);

国国

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

国国

```
SELECT ST_SRID(ST_GeomFromText('POINT(-71.1043 42.315)',4326));
-- result
4326
```

国国

Section 4.5, [ST\\_SetSRID](#), [ST\\_Transform](#), [ST\\_SRID](#)

## 9.12 TopoGeometry 国国国

### 9.12.1 AsGML

AsGML — TopoGeometry 国 GML 国国国国国国国国国.

#### 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);
```

图 10.1

TopoGeometry 是 GML 3.2.1 中 GML3 的扩展。nsprefix\_in 是 GML 3.2.1 中 gml 的扩展。nsprefix 是 GML 3.2.1 中 gml 的扩展 (non-qualified) 的扩展。图 10.1 (图 15) 是 GML 3.2.1 的扩展，图 10.1 是 ST\_AsGML 的扩展。

visitedTable 是 GML 3.2.1 的扩展，图 10.1 是 GML 3.2.1 的扩展，图 10.1 是 GML 3.2.1 的扩展 (xlink:xref) 的扩展。图 10.1 是 GML 3.2.1 的扩展 'element\_type' 的扩展 'element\_id' (图 10.1) 2 的扩展。图 10.1 是 GML 3.2.1 的扩展 'element\_type' 的扩展 'element\_id' (图 10.1) 2 的扩展。图 10.1 是 GML 3.2.1 的扩展 'element\_type' 的扩展 'element\_id' (图 10.1) 2 的扩展。图 10.1 是 GML 3.2.1 的扩展 'element\_type' 的扩展 'element\_id' (图 10.1) 2 的扩展。

```
CREATE TABLE visited (
  element_type integer, element_id integer,
  unique(element_type, element_id)
);
```

idprefix 是 GML 3.2.1 的扩展，图 10.1 是 GML 3.2.1 的扩展。

gmlver 是 GML 3.2.1 的扩展，图 10.1 是 ST\_AsGML 的扩展。图 10.1 是 3 的扩展。2.0.0 是 GML 3.2.1 的扩展。

图 10.1

图 10.1 **CreateTopoGeom** 是 GML 3.2.1 的扩展。

```
SELECT topology.AsGML(topo) As rdgml
FROM ri.roads
WHERE road_name = 'Unknown';

-- rdgml--
<gml:TopoCurve>
  <gml:directedEdge>
    <gml:Edge gml:id="E1">
      <gml:directedNode orientation="-">
        <gml:Node gml:id="N1"/>
      </gml:directedNode>
      <gml:directedNode>
    </gml:directedNode>
    <gml:curveProperty>
      <gml:Curve srsName="urn:ogc:def:crs:EPSG::3438">
        <gml:segments>
          <gml:LineStringSegment>
            <gml:posList srsDimension="2">
>384744 236928 384750 236923 384769 236911 384799 236895 384811 236890
384833 236884 384844 236882 384866 236881 384879 236883 384954 ←
236898 385087 236932 385117 236938
385167 236938 385203 236941 385224 236946 385233 236950 385241 ←
236956 385254 236971
385260 236979 385268 236999 385273 237018 385273 237037 385271 ←
237047 385267 237057 385225 237125
385210 237144 385192 237161 385167 237192 385162 237202 385159 ←
237214 385159 237227 385162 237241
385166 237256 385196 237324 385209 237345 385234 237375 385237 ←
237383 385238 237399 385236 237407
385227 237419 385213 237430 385193 237439 385174 237451 385170 ←
237455 385169 237460 385171 237475
385181 237503 385190 237521 385200 237533 385206 237538 385213 ←
237541 385221 237542 385235 237540 385242 237541
```



```

385249 237544 385260 237555 385270 237570 385289 237584 385292 ←
237589 385291 237596 385284 237630</gml:posList>
</gml:LineStringSegment>
</gml:segments>
</gml:Curve>
</gml:curveProperty>
</gml:Edge>
</gml:directedEdge>
</gml:TopoCurve>

```

安装与使用。

```

SELECT topology.AsGML(topo,'') As rdgml
FROM ri.roads
WHERE road_name = 'Unknown';

-- rdgml--
<TopoCurve>
  <directedEdge>
    <Edge id="E1">
      <directedNode orientation="-">
        <Node id="N1"/>
      </directedNode>
      <directedNode
></directedNode>
      <curveProperty>
        <Curve srsName="urn:ogc:def:crs:EPSG::3438">
          <segments>
            <LineStringSegment>
              <posList srsDimension="2"
>384744 236928 384750 236923 384769 236911 384799 236895 384811 236890
384833 236884 384844 236882 384866 236881 384879 236883 384954 ←
236898 385087 236932 385117 236938
385167 236938 385203 236941 385224 236946 385233 236950 385241 ←
236956 385254 236971
385260 236979 385268 236999 385273 237018 385273 237037 385271 ←
237047 385267 237057 385225 237125
385210 237144 385192 237161 385167 237192 385162 237202 385159 ←
237214 385159 237227 385162 237241
385166 237256 385196 237324 385209 237345 385234 237375 385237 ←
237383 385238 237399 385236 237407
385227 237419 385213 237430 385193 237439 385174 237451 385170 ←
237455 385169 237460 385171 237475
385181 237503 385190 237521 385200 237533 385206 237538 385213 ←
237541 385221 237542 385235 237540 385242 237541
385249 237544 385260 237555 385270 237570 385289 237584 385292 ←
237589 385291 237596 385284 237630</posList>
            </LineStringSegment>
          </segments>
        </Curve>
      </curveProperty>
    </Edge>
  </directedEdge>
</TopoCurve>

```

安装与使用。

CreateTopoGeom, ST\_CreateTopoGeo

## 9.12.2 AsTopoJSON

AsTopoJSON — TopoGeometry 到 TopoJSON 的转换器。

### Synopsis

```
text AsTopoJSON(topogeometry tg, regclass edgeMapTable);
```

参数

TopoGeometry 到 TopoJSON 的转换器。 `edgeMapTable` 为 NULL 时，使用默认值 (arc) 的查找/存储 (lookup/storage) 表。 (compact) " 值 " 的格式为紧凑格式。

返回的 TopoJSON 对象，包含 "serial" 和 "arc\_id" 以及 "edge\_id" 的字段。 "edge\_id" 是唯一的。



#### Note

TopoJSON 的 "edgeMapTable" 参数默认为 0，即使用默认值。 1 表示使用自定义表。

TopoJSON 的格式，以及 (snippet) 的格式，以及 TopoJSON 的格式。 [TopoJSON 格式](#) 文档。

2.1.0 版本。

版本: 2.2.1 (puntal) 版本。

参数

### ST\_AsGeoJSON

参数

```
CREATE TEMP TABLE edgemap(arc_id serial, edge_id int unique);

-- header
SELECT '{ "type": "Topology", "transform": { "scale": [1,1], "translate": [0,0] }, "objects": {'
  "": {'

-- objects
UNION ALL SELECT '' || feature_name || ': ' || AsTopoJSON(feature, 'edgemap')
FROM features.big_parcel WHERE feature_name = 'P3P4';

-- arcs
WITH edges AS (
  SELECT m.arc_id, e.geom FROM edgemap m, city_data.edge e
  WHERE e.edge_id = m.edge_id
), points AS (
  SELECT arc_id, (st_dumppoints(geom)).* FROM edges
), compare AS (
  SELECT p2.arc_id,
    CASE WHEN p1.path IS NULL THEN p2.geom
    ELSE ST_Translate(p2.geom, -ST_X(p1.geom), -ST_Y(p1.geom))
```

```

        END AS geom
    FROM points p2 LEFT OUTER JOIN points p1
    ON ( p1.arc_id = p2.arc_id AND p2.path[1] = p1.path[1]+1 )
    ORDER BY arc_id, p2.path
), arcsdump AS (
    SELECT arc_id, (regexp_matches( ST_AsGeoJSON(geom), '\[.*\]'))[1] as t
    FROM compare
), arcs AS (
    SELECT arc_id, '[' || array_to_string(array_agg(t), ',') || ']' as a FROM arcsdump
    GROUP BY arc_id
    ORDER BY arc_id
)
SELECT '}', "arcs": [' UNION ALL
SELECT array_to_string(array_agg(a), E',\n') from arcs

-- footer
UNION ALL SELECT '}]':::text as t;

-- Result:
{ "type": "Topology", "transform": { "scale": [1,1], "translate": [0,0] }, "objects": {
"P3P4": { "type": "MultiPolygon", "arcs": [[[-1]], [[6,5,-5,-4,-3,1]]]}
}, "arcs": [
[[25,30],[6,0],[0,10],[-14,0],[0,-10],[8,0]],
[[35,6],[0,8]],
[[35,6],[12,0]],
[[47,6],[0,8]],
[[47,14],[0,8]],
[[35,22],[12,0]],
[[35,14],[0,8]]
]]
}

```

## 9.13 国际化

### 9.13.1 Equals

Equals — 检查 TopoGeometry 是否相等。

#### Synopsis

boolean **Equals**(topogeometry tg1, topogeometry tg2);

返回

检查 TopoGeometry 是否相等 (true, false, null) 返回布尔值。



#### Note

检查 TopoGeometry 是否相等。检查 TopoGeometry 是否相等。

1.1.0 国际化。



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

`GetTopoGeomElements, ST_Equals`

### 9.13.2 Intersects

Intersects — `TopoGeometry`

#### Synopsis

boolean **Intersects**(topogeometry tg1, topogeometry tg2);

`TopoGeometry`



**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

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).

If the target topology already exists and you want it dropped upfront you can pass the `--drop-topology` switch (since PostGIS-3.6.0).



**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 安装与使用指南:

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

安装与使用指南中提到的 `aerial` 表，是指 2 到 4 个表的集合，这些表存储在 (指定的) DB 中，这些表是 128x128 像素的栅格数据。安装与使用指南中提到的 `aerial` 表，是指 2 到 4 个表的集合，这些表存储在 (指定的) DB 中，这些表是 128x128 像素的栅格数据。安装与使用指南中提到的 `aerial` 表，是指 2 到 4 个表的集合，这些表存储在 (指定的) DB 中，这些表是 128x128 像素的栅格数据。

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

--get a list of raster types supported:

```
raster2pgsql -G
```

-G 安装与使用指南:

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

-? 安装与使用指南。安装与使用指南。

-G 安装与使用指南。

**c|a|d|p** -- 安装与使用指南:

- c 安装与使用指南 (X) 安装与使用指南。安装与使用指南。
- a 安装与使用指南 (X) 安装与使用指南。
- d 安装与使用指南, 安装与使用指南 (X) 安装与使用指南。
- p 安装与使用指南, 安装与使用指南。

安装与使用指南: 安装与使用指南

- C raster\_columns 安装与使用指南 SRID, 安装与使用指南。

- x **extent** (extent) 指定栅格数据的范围。-C 指定栅格数据的坐标系。
- r **regular blocking** (regular blocking) 指定栅格数据的分块方式 (正则分块)。-C 指定栅格数据的坐标系。

选项说明: 指定栅格数据的范围、坐标系、分块方式、坐标系、分块方式。

- s **<SRID>** 指定栅格数据的 SRID 值。指定 0 表示未指定, 指定 SRID 值表示指定。
- b **BAND** 指定栅格数据的波段 (1-255)。指定 0 表示未指定, 指定 (,) 表示指定。
- t **TILE\_SIZE** 指定栅格数据的分块大小。TILE\_SIZE 指定 x 指定 y, 指定 "auto" 表示自动。
- P 指定栅格数据的填充 (padding) 方式。
- R, --register 指定栅格数据的注册 (DB 注册) 方式。
- l **OVERVIEW\_FACTOR** 指定栅格数据的概览因子。指定 0 表示未指定, 指定 (,) 表示指定。
- N **NODATA** "NODATA" 指定栅格数据的 NODATA 值。

选项说明: 指定栅格数据的范围、坐标系、分块方式、坐标系、分块方式。

- f **COLUMN** 指定栅格数据的列名。指定 'rast' 表示指定。
- F 指定栅格数据的列名。
- n **COLUMN** 指定栅格数据的列名。-F 指定栅格数据的列名。
- q PostgreSQL 指定栅格数据的列名。
- I 指定栅格数据的 GiST 索引。
- M 指定栅格数据的 (vacuum analyze) 操作。
- 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** 指定栅格数据的表空间。-X 指定栅格数据的表空间 (指定表空间)。
- X **tablespace** 指定栅格数据的表空间。-I 指定栅格数据的表空间。
- 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 指定栅格数据的表空间, 指定 (transaction) 指定。
- E **ENDIAN** 指定栅格数据的端序 (endianness) 指定。XDR 指定 0, 指定 NDR 指定 1 指定。
- V **version** 指定栅格数据的版本。指定 0 指定。指定, 0 指定。

### 10.1.2 PostGIS 安装与配置

指定栅格数据的范围、坐标系、分块方式、坐标系、分块方式。指定栅格数据的范围、坐标系、分块方式、坐标系、分块方式。



1. 创建表 myrasters:

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

2. 创建表 myrasters 的索引。使用 `ST_MakeEmptyRaster` 和 `ST_AddBand` 函数。

使用 `ST_AsRaster` 函数，使用 `ST_Union` 和 `ST_MapAlgebra` 函数 (algebra) 函数。

使用 `ST_Transform` 函数。

3. 创建索引 myrasters\_rast\_st\_convexhull\_idx:

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

使用 `ST_ConvexHull` 函数 (convex hull) 函数。



#### Note

PostGIS 2.0 版本中，使用 `ST_Envelope` 函数 (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=xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx \
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 使用云存储的栅格数据

PostGIS 3.6.3 支持使用云存储的栅格数据。这允许用户将栅格数据存储在 Amazon S3 或 Google Cloud Storage 等云存储服务中，而不是本地文件系统。这可以通过设置 `postgis.gdal_vsi_options` 配置来实现。该配置允许用户指定用于访问云存储的访问密钥和秘密访问密钥。一旦配置正确，用户就可以使用 `raster2pgsql` 工具将云存储中的栅格数据加载到数据库中，并像其他栅格表一样与之交互。

1. `raster_columns` 表用于存储栅格表的元数据。它包含以下列：  
  - `raster_table_catalog`: 栅格表所在的数据库名称。
  - `raster_table_schema`: 栅格表所在的模式名称。
  - `raster_table_name`: 栅格表的名称。
  - `raster_column_name`: 栅格表的列名称。
  - `srid`: 栅格数据的空间参考系统 ID。
  - `scale_x`: 栅格数据的 X 轴比例尺。
  - `scale_y`: 栅格数据的 Y 轴比例尺。

### 10.2.1 使用云存储的栅格数据

`raster_columns` 表用于存储栅格表的元数据。它包含以下列：  

- `raster_table_catalog`: 栅格表所在的数据库名称。
- `raster_table_schema`: 栅格表所在的模式名称。
- `raster_table_name`: 栅格表的名称。
- `raster_column_name`: 栅格表的列名称。
- `srid`: 栅格数据的空间参考系统 ID。
- `scale_x`: 栅格数据的 X 轴比例尺。
- `scale_y`: 栅格数据的 Y 轴比例尺。

要使用云存储的栅格数据，用户需要在 `raster_columns` 表中添加一行记录，并指定 `gdal_vsi_options` 参数。该参数用于指定用于访问云存储的访问密钥和秘密访问密钥。例如，对于 Amazon S3，用户可以指定 `AWS_ACCESS_KEY_ID` 和 `AWS_SECRET_ACCESS_KEY`。

- `r_table_catalog` 栅格表所在的数据库名称。默认为 `current_database()`。
- `r_table_schema` 栅格表所在的模式名称。默认为 `public`。
- `r_table_name` 栅格表的名称。
- `r_raster_column` 栅格表的列名称。PostGIS 3.6.3 引入了 `AddRasterConstraints` 函数，用于在栅格表上添加约束。
- `srid` 栅格数据的空间参考系统 ID。Section 4.5 详细介绍了 SRID。
- `scale_x` 栅格数据的 X 轴比例尺 (m)。默认为 1。用户可以指定 `scale_x` 和 `scale_y` 来指定比例尺。例如，`ST_ScaleX` 函数可以用于缩放栅格数据。

- `scale_y` 縦方向のスケール (倍率) を指定。デフォルトは `scale_y = 1`。指定した `scale_y` は、`scale_x` と共に、`ST_ScaleY` を呼び出す際に使用される。
- `blocksize_x` ブロックの横方向のサイズ (ピクセル単位) を指定。デフォルトは `ST_Width` を呼び出す際に使用される。
- `blocksize_y` ブロックの縦方向のサイズ (ピクセル単位) を指定。デフォルトは `ST_Height` を呼び出す際に使用される。
- `same_alignment` 入力と出力のラスタの配置が同じであることを指定。デフォルトは `ST_SameAlignment` を呼び出す際に使用される。
- `regular_blocking` 規則的なブロック化を指定。デフォルトは `ST_RegularBlocking` を呼び出す際に使用される。
- `num_bands` 出力ラスタのバンド数を指定。デフォルトは `ST_NumBands` を呼び出す際に使用される。
- `pixel_types` 出力ラスタのピクセルタイプを指定。デフォルトは `ST_BandPixelType` を呼び出す際に使用される。
- `nodata_values` `nodata_value` (double precision) の数値を指定。指定した値は、`ST_BandNoDataValue` を呼び出す際に使用される。
- `out_db` 出力ラスタのデータベースを指定。デフォルトは `ST_OutDB` を呼び出す際に使用される。
- `extent` 出力ラスタの範囲 (extent) を指定。デフォルトは `DropRasterConstraints` を呼び出す際に使用される。
- `spatial_index` 空間インデックスを指定。

### 10.2.2 raster\_overviews

`raster_overviews` テーブルは、`raster_columns` テーブルと連携して、ラスタのオーバービューを生成するためのメタデータを提供します。このテーブルは、`raster_columns` テーブルの `table_name` 列と `raster_overviews` テーブルの `table_name` 列を関連付け、`raster_columns` テーブルの `table_name` 列に `-l` を追加して、`AddOverviewConstraints` を呼び出す際に使用されます。

このテーブルは、`raster_columns` テーブルと連携して、ラスタのオーバービューを生成するためのメタデータを提供します。



#### Note

`raster_overviews` テーブルは `raster_columns` テーブルと連携して、ラスタのオーバービューを生成するためのメタデータを提供します。このテーブルは、`raster_columns` テーブルの `table_name` 列と `raster_overviews` テーブルの `table_name` 列を関連付け、`raster_columns` テーブルの `table_name` 列に `-l` を追加して、`AddOverviewConstraints` を呼び出す際に使用されます。

このテーブルは、`raster_columns` テーブルと連携して、ラスタのオーバービューを生成するためのメタデータを提供します。

1. `raster_columns` テーブルの `table_name` 列に `-l` を追加して、`AddOverviewConstraints` を呼び出す際に使用されます。
2. `raster_overviews` テーブルの `table_name` 列に `-l` を追加して、`AddOverviewConstraints` を呼び出す際に使用されます。この操作は、`raster_columns` テーブルの `table_name` 列と `raster_overviews` テーブルの `table_name` 列を関連付け、`raster_columns` テーブルの `table_name` 列に `-l` を追加して、`AddOverviewConstraints` を呼び出す際に使用されます。

`raster_overviews` テーブルは、`raster_columns` テーブルと連携して、ラスタのオーバービューを生成するためのメタデータを提供します。

- `o_table_catalog` 表所在数据库名称。默认为 `public`。
- `o_table_schema` 表所在模式名称。默认为 `public`。
- `o_table_name` 表名称。
- `o_raster_column` 栅格列名称。
- `r_table_catalog` 表所在数据库名称。默认为 `public`。
- `r_table_schema` 表所在模式名称。默认为 `public`。
- `r_table_name` 表名称。
- `r_raster_column` 栅格列名称。
- `overview_factor` 概览因子。默认为 1。该因子决定了从主栅格中抽取多少像素来生成概览。例如，因子为 2 时，从 5000x5000 的主栅格中抽取 125x125 的像素，生成 125x125 的概览。因子为 4 时，抽取 625x625 的像素，生成 625x625 的概览。因子为 1600 时，抽取 312.5x312.5 的像素，生成 312.5x312.5 的概览。因子为 400 时，抽取 125x125 的像素，生成 125x125 的概览。因子为 200 时，抽取 62.5x62.5 的像素，生成 62.5x62.5 的概览。因子为 100 时，抽取 31.25x31.25 的像素，生成 31.25x31.25 的概览。因子为 50 时，抽取 15.625x15.625 的像素，生成 15.625x15.625 的概览。因子为 25 时，抽取 7.8125x7.8125 的像素，生成 7.8125x7.8125 的概览。因子为 12.5 时，抽取 3.90625x3.90625 的像素，生成 3.90625x3.90625 的概览。因子为 6.25 时，抽取 1.953125x1.953125 的像素，生成 1.953125x1.953125 的概览。因子为 3.125 时，抽取 0.9765625x0.9765625 的像素，生成 0.9765625x0.9765625 的概览。因子为 1.5625 时，抽取 0.48828125x0.48828125 的像素，生成 0.48828125x0.48828125 的概览。因子为 0.78125 时，抽取 0.244140625x0.244140625 的像素，生成 0.244140625x0.244140625 的概览。因子为 0.390625 时，抽取 0.1220703125x0.1220703125 的像素，生成 0.1220703125x0.1220703125 的概览。因子为 0.1953125 时，抽取 0.06103515625x0.06103515625 的像素，生成 0.06103515625x0.06103515625 的概览。因子为 0.09765625 时，抽取 0.030517578125x0.030517578125 的像素，生成 0.030517578125x0.030517578125 的概览。因子为 0.048828125 时，抽取 0.0152587890625x0.0152587890625 的像素，生成 0.0152587890625x0.0152587890625 的概览。因子为 0.0244140625 时，抽取 0.00762939453125x0.00762939453125 的像素，生成 0.00762939453125x0.00762939453125 的概览。因子为 0.01220703125 时，抽取 0.003814697265625x0.003814697265625 的像素，生成 0.003814697265625x0.003814697265625 的概览。因子为 0.006103515625 时，抽取 0.0019073486328125x0.0019073486328125 的像素，生成 0.0019073486328125x0.0019073486328125 的概览。因子为 0.0030517578125 时，抽取 0.00095367431640625x0.00095367431640625 的像素，生成 0.00095367431640625x0.00095367431640625 的概览。因子为 0.00152587890625 时，抽取 0.000476837158203125x0.000476837158203125 的像素，生成 0.000476837158203125x0.000476837158203125 的概览。因子为 0.000762939453125 时，抽取 0.0002384185791015625x0.0002384185791015625 的像素，生成 0.0002384185791015625x0.0002384185791015625 的概览。因子为 0.0003814697265625 时，抽取 0.00011920928955078125x0.00011920928955078125 的像素，生成 0.00011920928955078125x0.00011920928955078125 的概览。因子为 0.00019073486328125 时，抽取 0.000059604644775390625x0.000059604644775390625 的像素，生成 0.000059604644775390625x0.000059604644775390625 的概览。因子为 0.000095367431640625 时，抽取 0.0000298023223876953125x0.0000298023223876953125 的像素，生成 0.0000298023223876953125x0.0000298023223876953125 的概览。因子为 0.0000476837158203125 时，抽取 0.00001490116119384765625x0.00001490116119384765625 的像素，生成 0.00001490116119384765625x0.00001490116119384765625 的概览。因子为 0.00002384185791015625 时，抽取 0.000007450580596923828125x0.000007450580596923828125 的像素，生成 0.000007450580596923828125x0.000007450580596923828125 的概览。因子为 0.000011920928955078125 时，抽取 0.0000037252902984619140625x0.0000037252902984619140625 的像素，生成 0.0000037252902984619140625x0.0000037252902984619140625 的概览。因子为 0.0000059604644775390625 时，抽取 0.00000186264514923095703125x0.00000186264514923095703125 的像素，生成 0.00000186264514923095703125x0.00000186264514923095703125 的概览。因子为 0.00000298023223876953125 时，抽取 0.000000931322574615478515625x0.000000931322574615478515625 的像素，生成 0.000000931322574615478515625x0.000000931322574615478515625 的概览。因子为 0.000001490116119384765625 时，抽取 0.0000004656612873077392578125x0.0000004656612873077392578125 的像素，生成 0.0000004656612873077392578125x0.0000004656612873077392578125 的概览。因子为 0.0000007450580596923828125 时，抽取 0.00000023283064365386962890625x0.00000023283064365386962890625 的像素，生成 0.00000023283064365386962890625x0.00000023283064365386962890625 的概览。因子为 0.00000037252902984619140625 时，抽取 0.000000116415321826934814453125x0.000000116415321826934814453125 的像素，生成 0.000000116415321826934814453125x0.000000116415321826934814453125 的概览。因子为 0.000000186264514923095703125 时，抽取 0.0000000582076609134674072265625x0.0000000582076609134674072265625 的像素，生成 0.0000000582076609134674072265625x0.0000000582076609134674072265625 的概览。因子为 0.0000000931322574615478515625 时，抽取 0.00000002910383045673370361328125x0.00000002910383045673370361328125 的像素，生成 0.00000002910383045673370361328125x0.00000002910383045673370361328125 的概览。因子为 0.00000004656612873077392578125 时，抽取 0.000000014551915228366851806640625x0.000000014551915228366851806640625 的像素，生成 0.000000014551915228366851806640625x0.000000014551915228366851806640625 的概览。因子为 0.000000023283064365386962890625 时，抽取 0.0000000072759576141834259033203125x0.0000000072759576141834259033203125 的像素，生成 0.0000000072759576141834259033203125x0.0000000072759576141834259033203125 的概览。因子为 0.0000000116415321826934814453125 时，抽取 0.00000000363797880709171295166015625x0.00000000363797880709171295166015625 的像素，生成 0.00000000363797880709171295166015625x0.00000000363797880709171295166015625 的概览。因子为 0.00000000582076609134674072265625 时，抽取 0.000000001818989403545856475830078125x0.000000001818989403545856475830078125 的像素，生成 0.000000001818989403545856475830078125x0.000000001818989403545856475830078125 的概览。因子为 0.000000002910383045673370361328125 时，抽取 0.0000000009094947017729282379150390625x0.0000000009094947017729282379150390625 的像素，生成 0.0000000009094947017729282379150390625x0.0000000009094947017729282379150390625 的概览。因子为 0.0000000014551915228366851806640625 时，抽取 0.00000000045474735088646411895751953125x0.00000000045474735088646411895751953125 的像素，生成 0.00000000045474735088646411895751953125x0.00000000045474735088646411895751953125 的概览。因子为 0.00000000072759576141834259033203125 时，抽取 0.000000000227373675443232059478759765625x0.000000000227373675443232059478759765625 的像素，生成 0.000000000227373675443232059478759765625x0.000000000227373675443232059478759765625 的概览。因子为 0.000000000363797880709171295166015625 时，抽取 0.0000000001136868377216160297393798828125x0.0000000001136868377216160297393798828125 的像素，生成 0.0000000001136868377216160297393798828125x0.0000000001136868377216160297393798828125 的概览。因子为 0.0000000001818989403545856475830078125 时，抽取 0.00000000005684341886080801486968994140625x0.00000000005684341886080801486968994140625 的像素，生成 0.00000000005684341886080801486968994140625x0.00000000005684341886080801486968994140625 的概览。因子为 0.00000000009094947017729282379150390625 时，抽取 0.000000000028421709430404007434844970703125x0.000000000028421709430404007434844970703125 的像素，生成 0.000000000028421709430404007434844970703125x0.000000000028421709430404007434844970703125 的概览。因子为 0.000000000045474735088646411895751953125 时，抽取 0.0000000000142108547152020037174224853515625x0.0000000000142108547152020037174224853515625 的像素，生成 0.0000000000142108547152020037174224853515625x0.0000000000142108547152020037174224853515625 的概览。因子为 0.0000000000227373675443232059478759765625 时，抽取 0.00000000000710542735760100185871124267578125x0.00000000000710542735760100185871124267578125 的像素，生成 0.00000000000710542735760100185871124267578125x0.00000000000710542735760100185871124267578125 的概览。因子为 0.00000000001136868377216160297393798828125 时，抽取 0.00000000000355271367880050092935562413671875x0.00000000000355271367880050092935562413671875 的像素，生成 0.00000000000355271367880050092935562413671875x0.00000000000355271367880050092935562413671875 的概览。因子为 0.000000000005684341886080801486968994140625 时，抽取 0.000000000001777437929360266944785398046875x0.000000000001777437929360266944785398046875 的像素，生成 0.000000000001777437929360266944785398046875x0.000000000001777437929360266944785398046875 的概览。因子为 0.0000000000028421709430404007434844970703125 时，抽取 0.0000000000008877139646801334722426990234375x0.0000000000008877139646801334722426990234375 的像素，生成 0.0000000000008877139646801334722426990234375x0.0000000000008877139646801334722426990234375 的概览。因子为 0.00000000000142108547152020037174224853515625 时，抽取 0.00000000000044385698234006673612134951171875x0.00000000000044385698234006673612134951171875 的像素，生成 0.00000000000044385698234006673612134951171875x0.00000000000044385698234006673612134951171875 的概览。因子为 0.000000000000710542735760100185871124267578125 时，抽取 0.000000000000221928491170033368060674758890625x0.000000000000221928491170033368060674758890625 的像素，生成 0.000000000000221928491170033368060674758890625x0.000000000000221928491170033368060674758890625 的概览。因子为 0.000000000000355271367880050092935562413671875 时，抽取 0.0000000000001109642455850166840303373794453125x0.0000000000001109642455850166840303373794453125 的像素，生成 0.0000000000001109642455850166840303373794453125x0.0000000000001109642455850166840303373794453125 的概览。因子为 0.0000000000001777437929360266944785398046875 时，抽取 0.00000000000005598212279250833701516868972265625x0.00000000000005598212279250833701516868972265625 的像素，生成 0.00000000000005598212279250833701516868972265625x0.00000000000005598212279250833701516868972265625 的概览。因子为 0.00000000000008877139646801334722426990234375 时，抽取 0.000000000000027991061396254168507584344861328125x0.000000000000027991061396254168507584344861328125 的像素，生成 0.000000000000027991061396254168507584344861328125x0.000000000000027991061396254168507584344861328125 的概览。因子为 0.0000000000000443856982340066840303373794453125 时，抽取 0.0000000000000139955306981270842537921724306640625x0.0000000000000139955306981270842537921724306640625 的像素，生成 0.0000000000000139955306981270842537921724306640625x0.0000000000000139955306981270842537921724306640625 的概览。因子为 0.0000000000000221928491170033368060674758890625 时，抽取 0.000000000000006997765349063542126896086215322265625x0.000000000000006997765349063542126896086215322265625 的像素，生成 0.000000000000006997765349063542126896086215322265625x0.000000000000006997765349063542126896086215322265625 的概览。因子为 0.00000000000001109642455850166840303373794453125 时，抽取 0.0000000000000034988826745317710634480431076611328125x0.0000000000000034988826745317710634480431076611328125 的像素，生成 0.0000000000000034988826745317710634480431076611328125x0.0000000000000034988826745317710634480431076611328125 的概览。因子为 0.000000000000005598212279250833701516868972265625 时，抽取 0.0000000000000017494413372658855317240215383056640625x0.0000000000000017494413372658855317240215383056640625 的像素，生成 0.0000000000000017494413372658855317240215383056640625x0.0000000000000017494413372658855317240215383056640625 的概览。因子为 0.0000000000000027991061396254168507584344861328125 时，抽取 0.00000000000000087472066863294276586201076915283203125x0.00000000000000087472066863294276586201076915283203125 的像素，生成 0.00000000000000087472066863294276586201076915283203125x0.00000000000000087472066863294276586201076915283203125 的概览。因子为 0.00000000000000139955306981270842537921724306640625 时，抽取 0.000000000000000437360334316471382931005384576416015625x0.000000000000000437360334316471382931005384576416015625 的像素，生成 0.000000000000000437360334316471382931005384576416015625x0.000000000000000437360334316471382931005384576416015625 的概览。因子为 0.0000000000000006997765349063542126896086215322265625 时，抽取 0.0000000000000002186801671582356914655026922882080078125x0.0000000000000002186801671582356914655026922882080078125 的像素，生成 0.0000000000000002186801671582356914655026922882080078125x0.0000000000000002186801671582356914655026922882080078125 的概览。因子为 0.00000000000000034988826745317710634480431076611328125 时，抽取 0.00000000000000010934008357911784573275134614410400390625x0.00000000000000010934008357911784573275134614410400390625 的像素，生成 0.00000000000000010934008357911784573275134614410400390625x0.00000000000000010934008357911784573275134614410400390625 的概览。因子为 0.00000000000000017494413372658855317240215383056640625 时，抽取 0.000000000000000054670041789558922866375673072052001953125x0.000000000000000054670041789558922866375673072052001953125 的像素，生成 0.000000000000000054670041789558922866375673072052001953125x0.000000000000000054670041789558922866375673072052001953125 的概览。因子为 0.000000000000000087472066863294276586201076915283203125 时，抽取 0.0000000000000000273350208947794614331878365360260009765625x0.0000000000000000273350208947794614331878365360260009765625 的像素，生成 0.0000000000000000273350208947794614331878365360260009765625x0.0000000000000000273350208947794614331878365360260009765625 的概览。因子为 0.0000000000000000437360334316471382931005384576416015625 时，抽取 0.00000000000000001368251029825982144439391184576400048828125x0.00000000000000001368251029825982144439391184576400048828125 的像素，生成 0.00000000000000001368251029825982144439391184576400048828125x0.00000000000000001368251029825982144439391184576400048828125 的概览。因子为 0.00000000000000002186801671582356914655026922882080078125 时，抽取 0.000000000000000006841255149129910722219695922881000244140625x0.000000000000000006841255149129910722219695922881000244140625 的像素，生成 0.000000000000000006841255149129910722219695922881000244140625x0.000000000000000006841255149129910722219695922881000244140625 的概览。因子为 0.000000000000000010934008357911784573275134614410400390625 时，抽取 0.00000

```

        $input_srid = intval($_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 `nppgsql` PostgreSQL .NET 驱动程序中，`ST_AsGDALRaster` 函数可以接受 1, 2, 3 个 PHP 请求流 (request stream) 参数。PHP 代码中，`img src` HTML 属性可以指向该 URL。

在 `nppgsql` PostgreSQL .NET 驱动程序中，<http://nppgsql.projects.postgresql.org/> 提供了详细的文档。ASP.NET bin 目录下提供了相应的 DLL 文件。

在 `nppgsql` PostgreSQL .NET 驱动程序中，`ST_Union` (union) 函数，`ST_Transform` 函数，`ST_AsPNG` 函数可以生成 PNG 格式的栅格数据。

在 C# 代码中，请参考 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 Npgsql 在 Java 中访问 PostGIS

本节将介绍如何在 Java 中使用 Npgsql 访问 PostGIS。

<http://jdbc.postgresql.org/download.html> 提供了 PostgreSQL JDBC 驱动程序的下载链接。

安装和配置 Npgsql 驱动程序的方法如下：

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

编译并打包后的文件如下：

```
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 与 SQL 交互

PLPython 是 PostgreSQL 提供的一个扩展，用于在 PostgreSQL 数据库引擎中执行 Python 代码。PLPython 支持 Python 3 和 Python 2。PLPython 通过 PLPythonu 和 PLPythonu3u 两个扩展来实现。

```

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 与 PostgreSQL 交互

PostgreSQL 提供了一个名为 PSQL 的命令行工具，用于与 PostgreSQL 数据库进行交互。PSQL 支持多种 SQL 语句，包括查询、插入、更新、删除等。PSQL 还支持一些特殊的命令，如 \d、\d+、\d+o 等，用于查看数据库结构。

以下是一个使用 PSQL 创建表并插入数据的示例：

```

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);
```



## 11.1 几何函数

### 11.1.1 geomval

**geomval** — (geometry) geom 的 (geometry) val, 返回 val 的几何类型。

例

**geomval** (geometry), .geom 返回 geometry 类型。 **ST\_DumpAsPolygon** 返回 geometry 类型。

例

Section 13.6

### 11.1.2 addbandarg

**addbandarg** — 返回 ST\_AddBand 返回的 geometry 类型。

例

返回 ST\_AddBand 返回的 geometry 类型。

**index integer** 返回 1-1000。 NULL 返回, 返回 1000。

**pixeltype text** **ST\_BandPixelType** 返回的 text 类型。

**initialvalue double precision** 返回的 double precision 类型。

**nodataval double precision** 返回 NODATA 值。 NULL 返回, 返回 NODATA 值。

例

**ST\_AddBand**

### 11.1.3 rastbandarg

**rastbandarg** — 返回的 geometry 类型。

例

返回的 geometry 类型。

**rast raster** 返回的 raster 类型。

**nband integer** 返回 1-1000。



1.  $[a-b] = a \leq x \leq b$
2.  $(a-b) = a < x \leq b$
3.  $[a-b) = a \leq x < b$
4.  $(a-b) = a < x < b$

'(' 闭开区间  $(a-b)$  与  $a-b$  闭开区间。

**pixeltype text ST\_BandPixelType** 数据类型。

**nodataval double precision** NODATA 数据类型。数据类型，数据类型。

例： 2 255 NODATA 8BUI 数据类型。

```
SELECT ROW(2, '0-100:1-10, 101-500:11-150,501 - 10000: 151-254', '8BUI', 255)::reclassarg;
```

例： 1 NODATA 1BB 数据类型。

```
SELECT ROW(1, '0-100]:0, (100-255:1', '1BB', NULL)::reclassarg;
```

例

**ST\_Reclass**

### 11.1.6 summarystats

**summarystats** — **ST\_SummaryStats** 与 **ST\_SummaryStatsAgg** 数据类型。

例

**ST\_SummaryStats** 与 **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。

例

**ST\_SummaryStats, ST\_SummaryStatsAgg**

### 11.1.7 unionarg

**unionarg** — 对 UNION 操作的结果使用 ST\_Union 函数进行聚合。

例如

```
ST_Union(UNION SELECT ST_Union(geometry) FROM table)
```

**nband integer** 指定聚合结果中的波段数，默认为 1。

**uniontype text** UNION 操作的结果使用 ST\_Union 函数进行聚合。

例如

**ST\_Union**

## 11.2 栅格函数

### 11.2.1 AddRasterConstraints

**AddRasterConstraints** — 为加载的栅格表添加特定列的约束，包括空间参考、缩放、块大小、对齐、波段、波段类型以及标志，用于指示栅格列是否定期分块。表必须加载数据以推断约束。返回 true 如果约束设置成功，否则返回 false。

#### 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[] VARI-
ADIC 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);
```

例如

```
raster_columns 栅格表名, 栅格列名, srid 空间参考系统 ID,
rastschema 栅格表模式名, srid 空间参考系统 ID,
栅格列名, 栅格列数据类型, 栅格列是否定期分块。
```

```
raster2pgsql 栅格表名, 栅格列名, 栅格列数据类型, 栅格列是否定期分块。
```

有关 Section 10.2.1 的更多信息。

- **blocksize** X Y 栅格块大小。

- `blocksize_x` X 尺寸 (像素/块) 的块大小。
- `blocksize_y` Y 尺寸 (像素/块) 的块大小。
- `extent` 指定栅格数据的范围。指定为xmin, ymin, xmax, ymax。
- `num_bands` 波段数。
- `pixel_types` 指定像素数据类型。格式为 N 个数据类型。例如: `{8BIS}`。
- `regular_blocking` 指定是否使用规则分块 (即所有块大小相同)。默认为 true。
- `same_alignment` ensures they all have same alignment meaning any two tiles you compare will return true for. Refer to [ST\\_SameAlignment](#).
- `srid` 指定 SRID。
- `--` 指定其他选项。

**Note**

如果指定了 `extent`，则 `blocksize_x` 和 `blocksize_y` 必须为正数。

**Note**

如果指定了 `num_bands`，则 `pixel_types` 必须指定。使用 `DropRasterConstraints` 可以删除约束。

## 2.0.0 安装与配置

**创建表:** 创建表并添加栅格数据。

```
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: 创建表并插入数据

```
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
```

例

Section [10.2.1](#), [ST\\_AddBand](#), [ST\\_MakeEmptyRaster](#), [DropRasterConstraints](#), [ST\\_BandPixelType](#), [ST\\_SRID](#)

## 11.2.2 DropRasterConstraints

**DropRasterConstraints** — 删除 PostGIS 栅格表上的约束。 删除指定的栅格表上的约束。

### 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);

例

**AddRasterConstraints** 删除, 删除 PostGIS 栅格表上的约束。 删除指定的栅格表上的约束。

删除指定的栅格表上的约束。

```
DROP TABLE mytable
```

删除指定的栅格表上的约束, 删除 SQL 语句。

```
ALTER TABLE mytable DROP COLUMN rast
```

删除指定的栅格表上的约束 raster\_columns 删除指定的栅格表上的约束。 删除指定的栅格表上的约束 raster\_columns 删除指定的栅格表上的约束。 删除指定的栅格表上的约束。

2.0.0 删除指定的栅格表上的约束。





```
SELECT DropRasterConstraints ('myrasters','rast');
----RESULT output ---
t

-- verify change in raster_columns --
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
-----+-----+-----+-----+-----+-----+-----+-----
0 | | | | | | |
```

```

    ST_MakeEmptyRaster(500, 500, 0, 0, 4),
    1, '8BSI'::text, -129, NULL
) r2;

SELECT AddOverviewConstraints('res2', 'r2', 'res1', 'r1', 2);

-- verify if registered correctly in the raster_overviews view --
SELECT o_table_name ot, o_raster_column oc,
       r_table_name rt, r_raster_column rc,
       overview_factor f
FROM raster_overviews WHERE o_table_name = 'res2';
  ot | oc | rt | rc | f
-----+-----+-----+-----+---
 res2 | r2 | res1 | r1 | 2
(1 row)

```

☐☐

Section [10.2.2, DropOverviewConstraints, ST\\_CreateOverview, AddRasterConstraints](#)

## 11.2.4 DropOverviewConstraints

DropOverviewConstraints — 删除 (overview) 元数据。

### Synopsis

boolean **DropOverviewConstraints**(name ovschema, name ovtable, name ovcolumn);  
 boolean **DropOverviewConstraints**(name ovtable, name ovcolumn);

☐☐

raster\_overviews 元数据表 (overview) 元数据表。

ovschema 元数据表, search\_path 元数据表。

2.0.0 元数据表。

☐☐

Section [10.2.2, AddOverviewConstraints, DropRasterConstraints](#)

## 11.2.5 PostGIS\_GDAL\_Version

PostGIS\_GDAL\_Version — PostGIS 的 GDAL 版本。

### Synopsis

text **PostGIS\_GDAL\_Version**();

安装

PostGIS 安装需要 GDAL 支持。GDAL 是开源地理数据抽象库。GDAL 支持多种地理数据格式。安装 GDAL 请参考其官方网站。

安装

```
SELECT PostGIS_GDAL_Version();
       postgis_gdal_version
-----
GDAL 1.11dev, released 2013/04/13
```

安装

`postgis.gdal_datapath`

### 11.2.6 PostGIS\_Raster\_Lib\_Build\_Date

PostGIS\_Raster\_Lib\_Build\_Date — 返回 PostGIS 的 Raster 库构建日期。

#### Synopsis

text **PostGIS\_Raster\_Lib\_Build\_Date();**

安装

PostGIS\_Raster\_Lib\_Build\_Date() 返回 PostGIS 的 Raster 库构建日期。

安装

```
SELECT PostGIS_Raster_Lib_Build_Date();
       postgis_raster_lib_build_date
-----
2010-04-28 21:15:10
```

安装

`PostGIS_Raster_Lib_Version`

### 11.2.7 PostGIS\_Raster\_Lib\_Version

PostGIS\_Raster\_Lib\_Version — 返回 PostGIS 的 Raster 库版本。

#### Synopsis

text **PostGIS\_Raster\_Lib\_Version();**

---

安装

安装PostGIS 3.6.3。

安装

```
SELECT PostGIS_Raster_Lib_Version();
postgis_raster_lib_version
-----
2.0.0
```

安装

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);

安装

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.

安装: 2.0.6, 2.1.3 安装 - GUC 安装 gdal\_enabled\_drivers 安装, 安装

2.0.0 安装. GDAL 1.6.0 安装.

安装: 安装

```
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         |

|            |                                         |   |
|------------|-----------------------------------------|---|
| AIG        | Arc/Info Binary Grid                    | f |
| AirSAR     | AirSAR Polarimetric Image               | f |
| ARG        | Azavea Raster Grid format               | t |
| BAG        | Bathymetry Attributed Grid              | f |
| BIGGIF     | Graphics Interchange Format (.gif)      | f |
| BLX        | Magellan topo (.blx)                    | t |
| BMP        | MS Windows Device Independent Bitmap    | f |
| BSB        | Maptech BSB Nautical Charts             | f |
| PAux       | PCI .aux Labelled                       | f |
| PCIDSK     | PCIDSK Database File                    | f |
| PCRaster   | PCRaster Raster File                    | f |
| PDF        | Geospatial PDF                          | f |
| PDS        | NASA Planetary Data System              | f |
| PDS4       | NASA Planetary Data System 4            | t |
| PLMOSAIC   | Planet Labs Mosaics API                 | f |
| PLSCENES   | Planet Labs Scenes API                  | f |
| PNG        | Portable Network Graphics               | t |
| PNM        | Portable Pixmap Format (netpbm)         | f |
| PRF        | Racurs PHOTOMOD PRF                     | f |
| R          | R Object Data Store                     | t |
| Rasterlite | Rasterlite                              | t |
| RDA        | DigitalGlobe Raster Data Access driver  | f |
| RIK        | Swedish Grid RIK (.rik)                 | f |
| RMF        | Raster Matrix Format                    | f |
| ROI_PAC    | ROI_PAC raster                          | f |
| RPFTOC     | Raster Product Format TOC format        | f |
| RRASTER    | R Raster                                | f |
| RS2        | RadarSat 2 XML Product                  | f |
| RST        | Idrisi Raster A.1                       | t |
| SAFE       | Sentinel-1 SAR SAFE Product             | f |
| SAGA       | SAGA GIS Binary Grid (.sdat, .sg-grd-z) | t |
| SAR_CEOS   | CEOS SAR Image                          | f |
| SDTS       | SDTS Raster                             | f |
| SENTINEL2  | Sentinel 2                              | f |
| SGI        | SGI Image File Format 1.0               | f |
| SNODAS     | Snow Data Assimilation System           | f |
| SRP        | Standard Raster Product (ASRP/USRP)     | f |
| SRTMHGT    | SRTMHGT File Format                     | t |
| Terragen   | Terragen heightfield                    | f |
| TIL        | EarthWatch .TIL                         | f |
| TSX        | TerraSAR-X Product                      | f |
| USGSDEM    | USGS Optional ASCII DEM (and CDED)      | t |
| VICAR      | MIPL VICAR file                         | f |
| VRT        | Virtual Raster                          | t |
| WCS        | OGC Web Coverage Service                | f |
| WMS        | OGC Web Map Service                     | t |
| WMTS       | OGC Web Map Tile Service                | t |
| XPM        | X11 PixMap Format                       | t |
| XYZ        | ASCII Gridded XYZ                       | t |
| ZMap       | ZMap Plus Grid                          | t |

图 10-1: 创建选项 XML 列的表

```
-- Output the create options XML column of JPEG as a table --
-- Note you can use these creator options in ST_AsGDALRaster options argument
SELECT (xpath('@name', g.opt))[1]::text As oname,
       (xpath('@type', g.opt))[1]::text As otype,
       (xpath('@description', g.opt))[1]::text As descrip
FROM (SELECT unnest(xpath('/CreationOptionList/Option', create_options::xml)) As opt
FROM st_gdaldrivers())
```

```
WHERE short_name = 'JPEG') As g;
```

| oname              | otype   | descrip                                                                                      |
|--------------------|---------|----------------------------------------------------------------------------------------------|
| PROGRESSIVE        | boolean | whether to generate a progressive JPEG                                                       |
| QUALITY            | int     | good=100, bad=0, default=75                                                                  |
| WORLDFILE          | boolean | whether to generate a worldfile                                                              |
| INTERNAL_MASK      | boolean | whether to generate a validity mask                                                          |
| COMMENT            | string  | Comment                                                                                      |
| SOURCE_ICC_PROFILE | string  | ICC profile encoded in Base64                                                                |
| EXIF_THUMBNAIL     | boolean | whether to generate an EXIF thumbnail(overview).<br>By default its max dimension will be 128 |
| THUMBNAIL_WIDTH    | int     | Forced thumbnail width                                                                       |
| THUMBNAIL_HEIGHT   | int     | Forced thumbnail height                                                                      |

(9 rows)

```
-- raw xml output for creator options for GeoTiff --
```

```
SELECT create_options
```

```
FROM st_gdaldrivers()
```

```
WHERE short_name = 'GTiff';
```

```
<CreationOptionList>
```

```
  <Option name="COMPRESS" type="string-select">
```

```
    <Value
```

```
>NONE</Value>
```

```
    <Value
```

```
>LZW</Value>
```

```
    <Value
```

```
>PACKBITS</Value>
```

```
    <Value
```

```
>JPEG</Value>
```

```
    <Value
```

```
>CCITTRLE</Value>
```

```
    <Value
```

```
>CCITTFAX3</Value>
```

```
    <Value
```

```
>CCITTFAX4</Value>
```

```
    <Value
```

```
>DEFLATE</Value>
```

```
  </Option>
```

```
  <Option name="PREDICTOR" type="int" description="Predictor Type"/>
```

```
  <Option name="JPEG_QUALITY" type="int" description="JPEG quality 1-100" default="75"/>
```

```
  <Option name="ZLEVEL" type="int" description="DEFLATE compression level 1-9" default ←  
    ="6"/>
```

```
  <Option name="NBITS" type="int" description="BITS for sub-byte files (1-7), sub-uint16 ←  
    (9-15), sub-uint32 (17-31)"/>
```

```
  <Option name="INTERLEAVE" type="string-select" default="PIXEL">
```

```
    <Value
```

```
>BAND</Value>
```

```
    <Value
```

```
>PIXEL</Value>
```

```
  </Option>
```

```
  <Option name="TILED" type="boolean" description="Switch to tiled format"/>
```

```
  <Option name="TFW" type="boolean" description="Write out world file"/>
```

```
  <Option name="RPB" type="boolean" description="Write out .RPB (RPC) file"/>
```

```
  <Option name="BLOCKXSIZE" type="int" description="Tile Width"/>
```

```
  <Option name="BLOCKYSIZE" type="int" description="Tile/Strip Height"/>
```

```
  <Option name="PHOTOMETRIC" type="string-select">
```

```
    <Value
```

```
>MINISBLACK</Value>
```

```
    <Value
```

```

>MINISWHITE</Value>
  <Value
>PALETTE</Value>
  <Value
>RGB</Value>
  <Value
>CMYK</Value>
  <Value
>YCBCR</Value>
  <Value
>CIELAB</Value>
  <Value
>ICCLAB</Value>
  <Value
>ITULAB</Value>
  </Option>
  <Option name="SPARSE_OK" type="boolean" description="Can newly created files have ↵
    missing blocks?" default="FALSE"/>
  <Option name="ALPHA" type="boolean" description="Mark first extrasample as being alpha ↵
    "/>
  <Option name="PROFILE" type="string-select" default="GDALGeoTIFF">
    <Value
>GDALGeoTIFF</Value>
    <Value
>GeoTIFF</Value>
    <Value
>BASELINE</Value>
  </Option>
  <Option name="PIXELTYPE" type="string-select">
    <Value
>DEFAULT</Value>
    <Value
>SIGNEDBYTE</Value>
  </Option>
  <Option name="BIGTIFF" type="string-select" description="Force creation of BigTIFF file ↵
    ">
    <Value
>YES</Value>
    <Value
>NO</Value>
    <Value
>IF_NEEDED</Value>
    <Value
>IF_SAFER</Value>
  </Option>
  <Option name="ENDIANNESS" type="string-select" default="NATIVE" description="Force ↵
    endianness of created file. For DEBUG purpose mostly">
    <Value
>NATIVE</Value>
    <Value
>INVERTED</Value>
    <Value
>LITTLE</Value>
    <Value
>BIG</Value>
  </Option>
  <Option name="COPY_SRC_OVERVIEWS" type="boolean" default="NO" description="Force copy ↵
    of overviews of source dataset (CreateCopy())"/>
</CreationOptionList>

-- Output the create options XML column for GTiff as a table --
SELECT (xpath('@name', g.opt))[1]::text As oname,

```

```

        (xpath('@type', g.opt))[1]::text As otype,
        (xpath('@description', g.opt))[1]::text As descrip,
        array_to_string(xpath('Value/text()', g.opt),', ') As vals
FROM (SELECT unnest(xpath('/CreationOptionList/Option', create_options::xml)) As opt
FROM st_gdaldrivers()
WHERE short_name = 'GTiff') As g;

```

| oname                                                         | otype         | descrip                                                              | vals                          |
|---------------------------------------------------------------|---------------|----------------------------------------------------------------------|-------------------------------|
| COMPRESS                                                      | string-select |                                                                      | NONE, LZW, ←                  |
| PACKBITS, JPEG, CCITTRLE, CCITTFAX3, CCITTFAX4, DEFLATE       |               |                                                                      |                               |
| PREDICTOR                                                     | int           | Predictor Type                                                       | ←                             |
| JPEG_QUALITY                                                  | int           | JPEG quality 1-100                                                   | ←                             |
| ZLEVEL                                                        | int           | DEFLATE compression level 1-9                                        | ←                             |
| NBITS                                                         | int           | BITS for sub-byte files (1-7), sub-uint16 (9-15), sub-uint32 (17-31) | ←                             |
| INTERLEAVE                                                    | string-select |                                                                      | BAND, PIXEL                   |
| TILED                                                         | boolean       | Switch to tiled format                                               | ←                             |
| TFW                                                           | boolean       | Write out world file                                                 | ←                             |
| RPB                                                           | boolean       | Write out .RPB (RPC) file                                            | ←                             |
| BLOCKXSIZE                                                    | int           | Tile Width                                                           | ←                             |
| BLOCKYSIZE                                                    | int           | Tile/Strip Height                                                    | ←                             |
| PHOTOMETRIC                                                   | string-select |                                                                      | MINISBLACK, ←                 |
| MINISWHITE, PALETTE, RGB, CMYK, YCBCR, CIELAB, ICCLAB, ITULAB |               |                                                                      |                               |
| SPARSE_OK                                                     | boolean       | Can newly created files have missing blocks?                         | ←                             |
| ALPHA                                                         | boolean       | Mark first extrasample as being alpha                                | ←                             |
| PROFILE                                                       | string-select |                                                                      | GDALGeoTIFF, ←                |
| GeoTIFF, BASELINE                                             |               |                                                                      |                               |
| PIXELTYPE                                                     | string-select |                                                                      | DEFAULT, ←                    |
| SIGNEDBYTE                                                    |               |                                                                      |                               |
| BIGTIFF                                                       | string-select | Force creation of BigTIFF file                                       | ←                             |
| ENDIANNESS                                                    | string-select | Force endianness of created file. For DEBUG purpose                  | ←                             |
| mostly                                                        |               |                                                                      | NATIVE, INVERTED, LITTLE, BIG |
| COPY_SRC_OVERVIEWS                                            | boolean       | Force copy of overviews of source dataset (CreateCopy                | ←                             |
| (()))                                                         |               |                                                                      |                               |

(19 rows)



[ST\\_AsGDALRaster](#), [ST\\_SRID](#), [postgis.gdal\\_enabled\\_drivers](#)



### 11.2.9 UpdateRasterSRID

UpdateRasterSRID — 指定した Raster の SRID を更新する。

#### Synopsis

```
raster UpdateRasterSRID(name schema_name, name table_name, name column_name, integer new_srid);
raster UpdateRasterSRID(name table_name, name column_name, integer new_srid);
```

更新

指定した Raster の SRID を更新する。指定した Raster の SRID が既存の SRID (整数, 既定値は SRID) と異なる場合、エラーを返す。



#### Note

更新された Raster (整数) は、既存の Raster と同じ SRID を持つ。

2.1.0 更新内容。

更新

### UpdateGeometrySRID

### 11.2.10 ST\_CreateOverview

ST\_CreateOverview — 指定した Raster の Overview を作成する。

#### Synopsis

```
regclass ST_CreateOverview(regclass tab, name col, int factor, text algo='NearestNeighbor');
```

更新

指定した Raster の Overview を作成する。指定した Raster の SRID が既存の SRID (整数) と異なる場合、エラーを返す。指定した factor は 1/factor の値である。

raster\_overviews 表に追加される。指定した algo は、指定した Raster の SRID と同じ SRID を持つ。

指定した algo は 'NearestNeighbor', 'Bilinear', 'Cubic', 'CubicSpline', 'Lanczos' のいずれかである。指定した algo は GDAL Warp resampling methods のいずれかである。

2.2.0 更新内容。

更新

Output to generally better quality but slower to product format

```
SELECT ST_CreateOverview('mydata.mytable'::regclass, 'rast', 2, 'Lanczos');
```

Output to faster to process default nearest neighbor

```
SELECT ST_CreateOverview('mydata.mytable'::regclass, 'rast', 2);
```

例

[ST\\_Retile](#), [AddOverviewConstraints](#), [AddRasterConstraints](#), [Section 10.2.2](#)

## 11.3 関数 (constructor)

### 11.3.1 ST\_AddBand

**ST\_AddBand** — 指定した位置 (index) に指定したタイプと初期値の新しいバンドを追加する。ノodata値も指定可能。

#### 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);

例

Returns a raster with a new band added in given position (index), of given type, of given initial value, and of given nodata value. If no index is specified, the band is added to the end. If no fromband is specified, band 1 is assumed. Pixel type is a string representation of one of the pixel types specified in [ST\\_BandPixelType](#). If an existing index is specified all subsequent bands  $\geq$  that index are incremented by 1. If an initial value greater than the max of the pixel type is specified, then the initial value is set to the highest value allowed by the pixel type.

**addbandarg** 1 例, **addbandarg** 例

5 例, **torast** NULL 例 **fromband** 例 (累計) 例。

**outdbfile** 6 7 例, **outdbfile** 例。 PostgreSQL 例。

例: 2.1.0 例 **addbandarg** 例。

例: 2.1.0 例 DB 例。

例: 例

```
-- 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
```

例: 创建带元数据的栅格

```
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 | nodatavalue | 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);
```

```

raster ST_AsRaster(geometry geom, double precision scalex, double precision scaley, text pixel-
type, double precision value=1, double precision nodataval=0, double precision upperleftx=NULL,
double precision upperlefty=NULL, double precision skewx=0, double precision skewy=0, boolean
touched=false);
raster ST_AsRaster(geometry geom, double precision scalex, double precision scaley, text[] pixel-
type, double precision[] value=ARRAY[1], double precision[] nodataval=ARRAY[0], double precision
upperleftx=NULL, double precision upperlefty=NULL, double precision skewx=0, double precision
skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, integer width, integer height, double precision gridx, double
precision gridy, text pixeltype, double precision value=1, double precision nodataval=0, double pre-
cision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, integer width, integer height, double precision gridx=NULL,
double precision gridy=NULL, text[] pixeltype=ARRAY['8BUI'], double precision[] value=ARRAY[1],
double precision[] nodataval=ARRAY[0], double precision skewx=0, double precision skewy=0, boolean
touched=false);
raster ST_AsRaster(geometry geom, integer width, integer height, text pixeltype, double precision
value=1, double precision nodataval=0, double precision upperleftx=NULL, double precision upper-
lefty=NULL, double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, integer width, integer height, text[] pixeltype, double preci-
sion[] value=ARRAY[1], double precision[] nodataval=ARRAY[0], double precision upperleftx=NULL,
double precision upperlefty=NULL, double precision skewx=0, double precision skewy=0, boolean
touched=false);

```

安装

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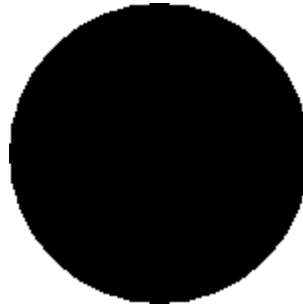
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2.0.0 安装 PostGIS 3.6.3 安装。GDAL 1.6.0 安装 PostGIS 3.6.3 安装。

**Note**

ST\_AsPNG, TIN, ST\_GeomFromTIN, ST\_GeomFromWKB, GDAL 驱动程序。ST\_AsPNG 和 ST\_AsJPEG 支持 PNG 和 JPEG 格式。

**图例: PNG 格式输出**



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 图例

```
-- 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\_AsRasterAgg

**ST\_AsRasterAgg** — Aggregate. Renders PostGIS geometries into a new raster.

Synopsis

raster **ST\_AsRasterAgg**(geometry geom, double precision val, raster ref, text pixeltype, double precision nodataval, text uniontype, boolean touched);

Returns a single-band raster containing the rendered version of all incoming geometries, each with its associated value.

Availability: 3.6.0

```
WITH inp(g,v) AS (
    VALUES
        ( ST_Buffer(ST_MakePoint(10,0), 10), 1 ),
        ( ST_Buffer(ST_MakePoint(20,0), 10), 2 )
),
agg AS (
    SELECT ST_AsRasterAgg(
        g,
        v,
        ST_MakeEmptyRaster(0,0,0,0,1.0),
        '8BUI',
        99,
        'SUM',
        true
    ) r
    FROM inp
)
SELECT
    ST_Width(r) w,
    ST_Height(r) h,
    ST_Value(r,'POINT(5 0)') v5_0,
    ST_Value(r,'POINT(15 0)') v15_0,
    ST_Value(r,'POINT(25 0)') v25_0
FROM agg;
```

| w  | h  | v5_0 | v15_0 | v25_0 |
|----|----|------|-------|-------|
| 30 | 20 | 1    | 3     | 2     |

(1 row)

ST\_AsRaster, ST\_DumpAsPolygons, ST\_Union

11.3.4 ST\_Band

ST\_Band — 返回指定栅格的指定波段。 返回的栅格具有与输入栅格相同的尺寸和像素类型。 如果输入栅格具有多个波段，则返回的栅格将具有与输入栅格相同的波段数。 如果输入栅格具有一个波段，则返回的栅格将具有一个波段。

## 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=,);
```

返回

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

如果 nbands 是空数组，则返回所有带。如果 nbands 包含 '1,2,3' 这样的字符串，则返回所有带。使用 ST\_Band(rast, '1@2@3', '@') 可以返回指定的带。使用 ST\_Band(rast, '{1,2,3}'::int[]) 可以返回指定的带。PostGIS 3.6.0 之前，text 类型的 nbands 参数会被忽略。

2.0.0 版本开始支持 nbands 参数。

示例

```
-- 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;
```

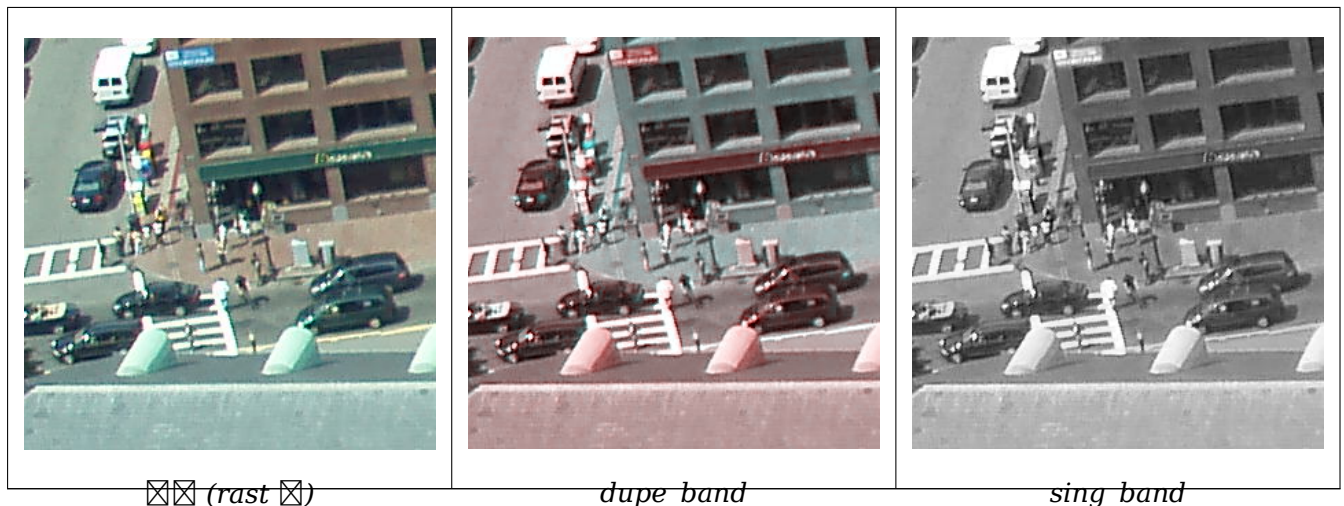
| numb1 | pix1 | numb2 | pix2 |
|-------|------|-------|------|
| 1     | 8BUI | 1     | 2BUI |

```
-- 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

### 11.3.5 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.

创建瓦片

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<br>numbands | upperlefty | width | height | scalex | scaley | skewx | skewy | srid |  |
|------------------------|------------|-------|--------|--------|--------|-------|-------|------|--|
| 22                     | 33         | 1     | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 30.25                  | 0          | 33    | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 38.5                   | 0          | 33    | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 46.75                  | 0          | 33    | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 22                     | 22         | 1     | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 30.25                  | 0          | 22    | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 38.5                   | 0          | 22    | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 46.75                  | 0          | 22    | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 22                     | 11         | 1     | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 30.25                  | 0          | 11    | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 38.5                   | 0          | 11    | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 46.75                  | 0          | 11    | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 22                     | 0          | 0     | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 30.25                  | 0          | 0     | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 38.5                   | 0          | 0     | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |
| 46.75                  | 0          | 0     | 1      | 8.25   | -11    | 0     | 0     | 4326 |  |

函数

ST\_MakeEmptyRaster

11.3.6 ST\_MakeEmptyRaster

ST\_MakeEmptyRaster — 创建空栅格 (列数 & 行数), 左上角 X Y 坐标, 比例尺 (scalex, scaley, skewx & skewy) 和 SRID (SRID) 的栅格。 比例尺 (scalex, scaley, skewx & skewy) 默认为 1, 1, 0, 0。 SRID 默认为 0(unknown)。

## Synopsis

```
raster ST_MakeEmptyRaster(raster rast);
raster ST_MakeEmptyRaster(integer width, integer height, float8 upperleftx, float8 upperlefty, float8
scalex, float8 scaley, float8 skewx, float8 skewy, integer srid=unknown);
raster ST_MakeEmptyRaster(integer width, integer height, float8 upperleftx, float8 upperlefty, float8
pixelsize);
```



00000 (00 & 00), 00 (0000) 000000000000 X(upperleftx) 0000 Y(upperlefty), 00  
 000, 00 (scalex, scaley, skewx & skewy) 000000000000 (SRID) 00000 (00000) 000  
 0000000.

00000000 (pixelsize) 00000000000000000000. scalex 00000000,  
 scaley 0000000000000000. skewx 0 skewy 0 00000000.

□□□□□□□□□□, □□□□□□□□□□□□□□□□ (□□□□□) □□□□□□□□□□.

SRID 0. 0. ST AddBand, ST SetValue.



```
INSERT INTO dummy_rast(rid,rast)
VALUES(3, ST_MakeEmptyRaster( 100, 100, 0.0005, 0.0005, 1, 1, 0, 0, 4326) );
```

```
--use an existing raster as template for new raster
INSERT INTO dummy_rast(rid,rast)
SELECT 4, ST_MakeEmptyRaster(rast)
FROM dummy_rast WHERE rid = 3;
```

```
-- output meta data of rasters we just added
SELECT rid, (md).*
FROM (SELECT rid, ST_MetaData(rast) As md
      FROM dummy_rast
      WHERE rid IN(3,4)) As foo;
```

```
-- output --
rid | upperleftx | upperlefty | width | height | scalex | scaley | skewx | skewy | srid | ↵
      numbands
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
  3 |    0.0005 |    0.0005 |   100 |   100 |      1 |      1 |     0 |     0 |    0 | ↵
    4326 |          | 0
  4 |    0.0005 |    0.0005 |   100 |   100 |      1 |      1 |     0 |     0 |    0 | ↵
    4326 |          | 0
```



ST AddBand, ST MetaData, ST ScaleX, ST ScaleY, ST SetValue, ST SkewX, , ST SkewY

### 11.3.7 ST Tile

ST Tile — 

## 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 属性与输入栅格的 nband 属性相同。

padwithnodata = FALSE 时，如果输入栅格的 nband 属性为 1，则返回的栅格结果中，所有非 NODATA 的值都会被填充为 NODATA。padwithnodata = TRUE 时，如果输入栅格的 nband 属性为 1，则返回的栅格结果中，所有非 NODATA 的值都会被填充为 NODATA。padding (padding) 参数用于指定填充 NODATA 的值。如果 padding 为 0，则填充 NODATA 的值为 0。如果 padding 不为 0，则填充 NODATA 的值为 padding 的值。



### Note

ST\_Tile 函数返回的栅格结果，其 nband 属性与输入栅格的 nband 属性相同。

## 2.1.0 版本中的变化

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](#)

### 11.3.8 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`) 和 `sfy` (`sfy`) 指定了输出栅格的宽度和高度，`tab` (`col`) 指定了输入栅格的表名和列名，`ext` (`ext`) 指定了输出栅格的几何类型。

可选的 `algo` 参数指定了重采样方法，可以是 'NearestNeighbor', 'Bilinear', 'Cubic', 'CubicSpline', 或 'Lanczos'。☐☐☐☐ [GDAL Warp resampling methods](#) ☐☐☐☐☐☐。

2.2.0 版本引入。

☐☐

[ST\\_CreateOverview](#)

### 11.3.9 ST\_FromGDALRaster

`ST_FromGDALRaster` — 从 GDAL 数据集创建栅格。

#### Synopsis

raster **ST\_FromGDALRaster**(bytea gdaldata, integer srid=NULL);

☐☐

`gdaldata` 是 GDAL 数据集的字节数据。☐☐☐☐ GDAL 数据集的 SRID 值。☐☐☐☐☐☐。

`srid` 是 NULL 时，☐☐☐☐ GDAL 数据集的 SRID 值。☐☐☐☐☐☐ SRID 值。☐☐☐☐☐☐。

2.1.0 版本引入。

例

```
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)

例

**ST\_AsGDALRaster**

# 11.4 地理函数 (accessor)

## 11.4.1 ST\_GeoReference

ST\_GeoReference — 返回 (world) 坐标参考系信息。GDAL 或 ESRI 格式。返回 GDAL 格式。

### Synopsis

text **ST\_GeoReference**(raster rast, text format=GDAL);

例

**ST\_GeoReference** 返回, 返回 (carriage) 坐标参考系信息。GDAL 或 ESRI 格式。返回 GDAL 格式。返回 'GDAL' 或 'ESRI' 格式。

返回的坐标参考系信息:

GDAL:

```
scalex
skewy
skewx
scaley
```

upperleftx  
upperlefty

ESRI:

scalex  
skewy  
skewx  
scaley  
upperleftx + scalex\*0.5  
upperlefty + scaley\*0.5

例

```
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 |

例

**ST\_SetGeoReference, ST\_ScaleX, ST\_ScaleY**

11.4.2 ST\_Height

ST\_Height — 返回栅格的垂直高度。

Synopsis

integer **ST\_Height**(raster rast);

例

返回栅格的垂直高度。

例

```
SELECT rid, ST_Height(rast) As rastheight
FROM dummy_rast;
```

| rid | rastheight |
|-----|------------|
| 1   | 20         |
| 2   | 5          |



返回

**ST\_Width**

### 11.4.3 ST\_IsEmpty

**ST\_IsEmpty** — 检查空几何 (width = 0, height = 0) 是否有效。返回布尔值。

#### Synopsis

boolean **ST\_IsEmpty**(raster rast);

返回

检查空几何 (width = 0, height = 0) 是否有效。返回布尔值。  
2.0.0 版本引入。

返回

```
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          |
```

返回

**ST\_HasNoBand**

### 11.4.4 ST\_MemSize

**ST\_MemSize** — 返回几何的内存大小 (字节)。

#### Synopsis

integer **ST\_MemSize**(raster rast);



|   |  |            |  |         |  |    |  |    |  |      |  |       |  |   |  |   |  |   |  |   |
|---|--|------------|--|---------|--|----|--|----|--|------|--|-------|--|---|--|---|--|---|--|---|
| 1 |  | 0.5        |  | 0.5     |  | 10 |  | 20 |  | 2    |  | 3     |  | 0 |  | 0 |  | 0 |  | ↵ |
| 2 |  | 3427927.75 |  | 5793244 |  | 5  |  | 5  |  | 0.05 |  | -0.05 |  | 0 |  | 0 |  | 0 |  | ↵ |
|   |  |            |  |         |  |    |  |    |  |      |  |       |  |   |  |   |  |   |  |   |
|   |  | 0          |  |         |  |    |  |    |  |      |  |       |  |   |  |   |  |   |  |   |
|   |  | 3          |  |         |  |    |  |    |  |      |  |       |  |   |  |   |  |   |  |   |

返回

**ST\_BandMetaData**, **ST\_NumBands**

### 11.4.6 ST\_NumBands

**ST\_NumBands** — 返回栅格的波段数。

#### Synopsis

integer **ST\_NumBands**(raster rast);

返回

返回栅格的波段数。

返回

```
SELECT rid, ST_NumBands(rast) As numbands
FROM dummy_rast;
```

| rid | numbands |
|-----|----------|
| 1   | 0        |
| 2   | 3        |

返回

**ST\_Value**

### 11.4.7 ST\_PixelHeight

**ST\_PixelHeight** — 返回栅格的像素高度。

#### Synopsis

double precision **ST\_PixelHeight**(raster rast);

返回

返回栅格的像素高度。如果栅格是 3D 的，则返回高度值。如果栅格是 2D 的，则返回 0。

返回栅格的像素高度。如果栅格是 3D 的，则返回高度值。如果栅格是 2D 的，则返回 0。 **ST\_PixelWidth** 返回栅格的像素宽度。

例: 返回栅格属性

```
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

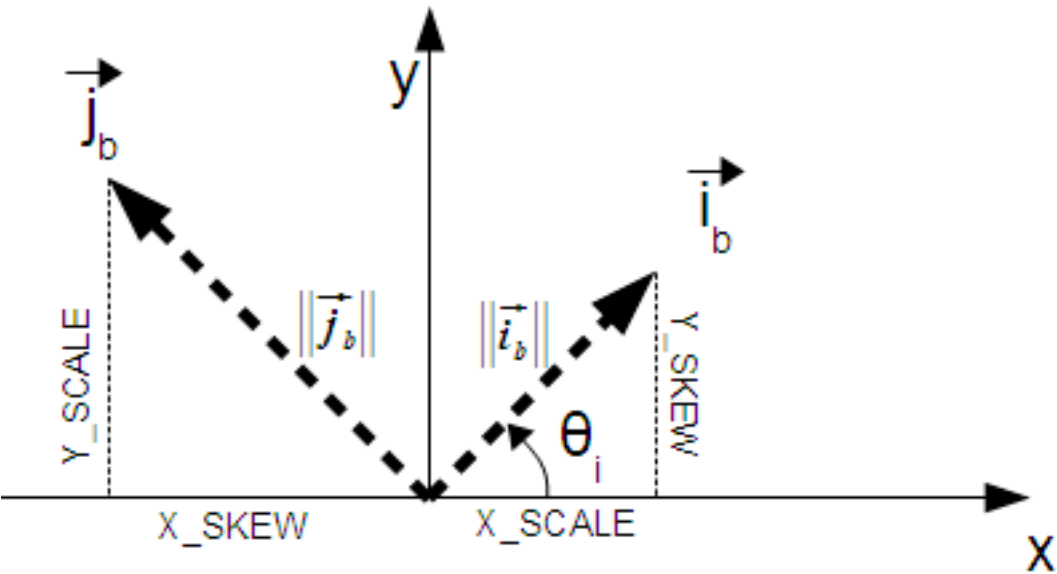
`ST_PixelWidth` — 返回栅格的像素宽度。

#### 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，返回的像素宽度与像素高度不同。  
对于正方形栅格，返回的像素宽度与像素高度相同。  
对于非正方形栅格，返回的像素宽度与像素高度不同。



`ST_Scale`: `i` 坐标轴  
`ST_Skew`: `j` 坐标轴

**例:** 计算栅格的属性

```
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 度旋转栅格

```
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   |

**函数**

`ST_PixelHeight`, `ST_ScaleX`, `ST_ScaleY`, `ST_SkewX`, `ST_SkewY`

### 11.4.9 ST\_ScaleX

ST\_ScaleX — 将栅格的 X 轴像素大小缩放为指定的值。

#### Synopsis

float8 **ST\_ScaleX**(raster rast);

返回

返回栅格的 X 轴像素大小。如果指定的值不为 1，则返回的像素大小将乘以指定的缩放因子。  
版本: 2.0.0 在 WKTRaster 中通过 ST\_PixelSizeX 引入。

示例

```
SELECT rid, ST_ScaleX(rast) As rastpixwidth
FROM dummy_rast;
```

| rid | rastpixwidth |
|-----|--------------|
| 1   | 2            |
| 2   | 0.05         |

注意

**ST\_Width**

### 11.4.10 ST\_ScaleY

ST\_ScaleY — 将栅格的 Y 轴像素大小缩放为指定的值。

#### Synopsis

float8 **ST\_ScaleY**(raster rast);

返回

返回栅格的 Y 轴像素大小。如果指定的值不为 1，则返回的像素大小将乘以指定的缩放因子。  
版本: 2.0.0 在 WKTRaster 中通过 ST\_PixelSizeY 引入。

示例

```
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 — Returns the world coordinates of the pixel at the given X, Y (row, column) of the raster. Returns 1 if the pixel is outside the raster.

## Synopsis

```
record ST_RasterToWorldCoord(raster rast, integer xcolumn, integer yrow);
```



$\mathbb{R}^n$  上的函数  $f: \mathbb{R}^n \rightarrow \mathbb{R}$  称为  $\alpha$ -次齐次的，如果对于任意的  $\lambda \in \mathbb{R}$  和  $x \in \mathbb{R}^n$ ，有  $f(\lambda x) = \lambda^\alpha f(x)$ 。

2.1.0 ☒☒☒☒☒☒☒☒☒☒☒.



```
-- 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 |

函数

[ST\\_RasterToWorldCoordX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SetSkew](#)

### 11.4.12 ST\_RasterToWorldCoordX

`ST_RasterToWorldCoordX` — 给定栅格和列索引，返回该列的 X 世界坐标。返回类型是 `float8`。

#### Synopsis

```
float8 ST_RasterToWorldCoordX(raster rast, integer xcolumn);
float8 ST_RasterToWorldCoordX(raster rast, integer xcolumn, integer yrow);
```

函数

给定栅格和列索引，返回该列的 X 世界坐标。返回类型是 `float8`。如果提供了行索引，则返回该像素的世界坐标。否则，返回该列的 X 世界坐标。



#### Note

如果提供了行索引，则返回该像素的世界坐标。否则，返回该列的 X 世界坐标。使用 `ST_ScaleX`, `ST_SkewX`, 和 `ST_SetSkew` 函数可以设置栅格的 X 世界坐标。

注意: 2.1.0 版本之前，`ST_Raster2WorldCoordX` 函数已经废弃。

函数

```
-- 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` — 给定栅格和行号 Y 返回世界坐标。返回类型是 `float8`。

#### Synopsis

```
float8 ST_RasterToWorldCoordY(raster rast, integer yrow);
float8 ST_RasterToWorldCoordY(raster rast, integer xcolumn, integer yrow);
```

函数

给定栅格和行号 Y 返回世界坐标。返回类型是 `float8`。如果行号 1 是栅格的顶部，那么返回的坐标将是栅格的左上角。如果行号 1 是栅格的底部，那么返回的坐标将是栅格的右下角。



#### Note

如果栅格是倾斜的，Y 坐标将不是整数。在这种情况下，返回的坐标将是最近的整数坐标。使用 `ST_ScaleY`, `ST_SkewY`, 和 `ST_SetSkew` 函数可以设置栅格的 Y 坐标。

从 2.1.0 版本开始，`ST_Raster2WorldCoordY` 函数已经弃用。

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  |

[ST\\_ScaleY](#), [ST\\_RasterToWorldCoordX](#), [ST\\_SetSkew](#), [ST\\_SkewY](#)

### 11.4.14 ST\_Rotation

`ST_Rotation` — 返回栅格的旋转角度。

#### Synopsis

`float8 ST_Rotation(raster rast);`

返回栅格的旋转角度。如果栅格是正交的，则返回 0。如果栅格是 45 度旋转的，则返回 0.785398163397448。NaN 表示未知。如果栅格是 45 度旋转的，则返回 0.785398163397448。

```
SELECT rid, ST_Rotation(ST_SetScale(ST_SetSkew(rast, sqrt(2)), sqrt(2))) as rot FROM dummy_rast;
```

| rid | rot               |
|-----|-------------------|
| 1   | 0.785398163397448 |
| 2   | 0.785398163397448 |

[ST\\_SetRotation](#), [ST\\_SetScale](#), [ST\\_SetSkew](#)

### 11.4.15 ST\_SkewX

`ST_SkewX` — 返回栅格的 X 轴偏斜 (skew) 角度。

#### Synopsis

`float8 ST_SkewX(raster rast);`

返回栅格的 X 轴偏斜 (skew) 角度。如果栅格是正交的，则返回 0。如果栅格是 45 度偏斜的，则返回 0.785398163397448。

例

```
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 |

例

[ST\\_GeoReference](#), [ST\\_SkewY](#), [ST\\_SetSkew](#)

### 11.4.16 ST\_SkewY

ST\_SkewY — 返回 Y 偏斜 (每像素行偏移) 的浮点值。

#### Synopsis

float8 **ST\_SkewY**(raster rast);

例

返回 Y 偏斜 (每像素行偏移) 的浮点值。返回值为 0.0500000000。

例

```
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 | 0.05000000000
  |          : |          : | 0.00000000000
  |          : |          : | 0.00000000000
  |          : |          : | -0.05000000000
  |          : |          : | 3427927.75000000000
  |          : |          : | 5793244.00000000000
```



ST\_GeoReference, ST\_SkewX, ST\_SetSkew

### 11.4.17 ST\_SRID

ST\_SRID — spatial ref\_sys , .

## Synopsis

```
integer ST_SRID(raster rast);
```



```
spatial_ref_sys 'SRID=31466;PROJ=UTM;UNIT=METER;AUTH=ESRI;SRORG=31466'
```



### Note

PostGIS 2.0 11.1, 11.11.11.11.11.11.11.11 SRID 11.11.11.11 -1 0 11.11.11.11.11.11.



```
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 — □□□□□□□□□□□□□□□□.

## Synopsis

```
text ST_Summary(raster rast);
```



返回

[ST\\_UpperLeftY](#), [ST\\_GeoReference](#), [Box3D](#)

### 11.4.20 ST\_UpperLeftY

`ST_UpperLeftY` — 返回栅格的左上角 Y 坐标。

#### Synopsis

`float8 ST_UpperLeftY(raster rast);`

返回

栅格的左上角 Y 坐标。

示例

```
SELECT rid, ST_UpperLeftY(rast) As uly
FROM dummy_rast;
```

| rid | uly     |
|-----|---------|
| 1   | 0.5     |
| 2   | 5793244 |

返回

[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。

例

```
SELECT ST_Width(rast) As rastwidth
FROM dummy_rast WHERE rid=1;

rastwidth
-----
10
```

例

**ST\_Height**

### 11.4.22 ST\_WorldToRasterCoord

**ST\_WorldToRasterCoord** — 给定 X, Y(经度, 纬度) 返回栅格中的列和行索引。

#### Synopsis

record **ST\_WorldToRasterCoord**(raster rast, geometry pt);  
record **ST\_WorldToRasterCoord**(raster rast, double precision longitude, double precision latitude);

例

给定 X, Y(经度, 纬度) 返回栅格中的列和行索引。给定 X, Y 返回栅格中的列和行索引。给定 X, Y 返回栅格中的列和行索引。

2.1.0 版本引入。

例

```
SELECT
    rid,
    (ST_WorldToRasterCoord(rast,3427927.8,20.5)).*,
    (ST_WorldToRasterCoord(rast,ST_GeomFromText('POINT(3427927.8 20.5)',ST_SRID(rast)))).*
FROM dummy_rast;

rid | columnx | rowy | columnx | rowy
-----+-----+-----+-----+-----
1 | 1713964 | 7 | 1713964 | 7
2 | 2 | 115864471 | 2 | 115864471
```

例

**ST\_WorldToRasterCoordX**, **ST\_WorldToRasterCoordY**, **ST\_RasterToWorldCoordX**, **ST\_RasterToWorldCoordY**, **ST\_SRID**

### 11.4.23 ST\_WorldToRasterCoordX

`ST_WorldToRasterCoordX` — 给定 (pt) 点，返回其在栅格中的 X 坐标 (xw, yw)。

#### 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

给定 (pt) 点，返回其在栅格中的 X 坐标 (xw, yw)。如果点不在栅格范围内，则返回 NULL。如果点位于栅格边缘，则返回最近的栅格单元中心。如果点位于栅格内部，则返回该栅格单元中心。

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` — 给定 (pt) 点，返回其在栅格中的 Y 坐标 (xw, yw)。

#### 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);
```







**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      |             | 0       | 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_BandMetadata(
  (SELECT rast FROM foo),
  ARRAY[1,3,2]::int[]
);
```

| bandnum | pixeltype | nodatavalue | isoutdb | outdbbandnum | filesize | filetimestamp | path                                                                      |
|---------|-----------|-------------|---------|--------------|----------|---------------|---------------------------------------------------------------------------|
| 1       | 8BUI      |             | t       |              |          |               | /home/pele/devel/geo/postgis-git/raster/test/regress/loader/Projected.tif |
| 3       | 8BUI      |             | t       |              |          |               | /home/pele/devel/geo/postgis-git/raster/test/regress/loader/Projected.tif |
| 2       | 8BUI      |             | t       |              |          |               | /home/pele/devel/geo/postgis-git/raster/test/regress/loader/Projected.tif |



**ST\_MetaData, ST\_BandPixelType**

## 11.5.2 ST\_BandNoDataValue

`ST_BandNoDataValue` — 返回指定 NODATA 值的栅格带的值。返回值的范围是 1 到栅格的带数。

### Synopsis

double precision **ST\_BandNoDataValue**(raster rast, integer bandnum=1);

返回

指定 NODATA 值的栅格带的值。

返回

```
SELECT ST_BandNoDataValue(rast,1) As bnval1,
       ST_BandNoDataValue(rast,2) As bnval2, ST_BandNoDataValue(rast,3) As bnval3
FROM dummy_rast
WHERE rid = 2;
```

| bnval1 | bnval2 | bnval3 |
|--------|--------|--------|
| 0      | 0      | 0      |

返回

**ST\_NumBands**

## 11.5.3 ST\_BandIsNoData

`ST_BandIsNoData` — 返回指定 NODATA 值的栅格带的布尔值。

### Synopsis

boolean **ST\_BandIsNoData**(raster rast, integer band, boolean forceChecking=true);

boolean **ST\_BandIsNoData**(raster rast, boolean forceChecking=true);

返回

指定 NODATA 值的栅格带的布尔值。返回值的范围是 1 到栅格的带数。如果返回 TRUE，则表示指定的栅格带是 NODATA 值。如果返回 FALSE，则表示指定的栅格带不是 NODATA 值。

2.0.0 版本引入。

### Note



在 2.0.0 版本中，`ST_BandIsNoData` 函数默认返回 TRUE。如果希望返回 FALSE，可以使用 `ST_SetBandNoDataValue` 函数将指定的栅格带设置为 NODATA 值。或者，可以使用 `ST_SetBandIsNoData` 函数将指定的栅格带设置为 NODATA 值。在 3.0.0 版本中，`ST_SetBandIsNoData` 函数被弃用。

实验

```
-- 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
```

实验

**ST\_BandNoDataValue, ST\_NumBands, ST\_SetBandNoDataValue, ST\_SetBandIsNoData**

### 11.5.4 ST\_BandPath

`ST_BandPath` — 返回指定栅格带的文件路径。 `bandnum` 指定要返回的带的编号。默认值为 1。

#### Synopsis

text **ST\_BandPath**(raster rast, integer bandnum=1);

返回

指定栅格带的文件路径。 DB 指定要返回的带的编号。默认值为 1。

返回

返回

### 11.5.5 ST\_BandFileSize

`ST_BandFileSize` — Returns the file size of a band stored in file system. If no `bandnum` specified, 1 is assumed.

#### Synopsis

bigint **ST\_BandFileSize**(raster rast, integer bandnum=1);

返回

Returns the file size of a band stored in file system. Throws an error if called with an in db band, or if outdb access is not enabled.

This function is typically used in conjunction with `ST_BandPath()` and `ST_BandFileTimestamp()` so a client can determine if the filename of a outdb raster as seen by it is the same as the one seen by the server.

Availability: 2.5.0

返回

```
SELECT ST_BandFileSize(rast,1) FROM dummy_rast WHERE rid = 1;
```

```
st_bandfilesize
-----
240574
```

### 11.5.6 ST\_BandFileTimestamp

**ST\_BandFileTimestamp** — Returns the file timestamp of a band stored in file system. If no bandnum specified, 1 is assumed.

#### Synopsis

bigint **ST\_BandFileTimestamp**(raster rast, integer bandnum=1);

返回

Returns the file timestamp (number of seconds since Jan 1st 1970 00:00:00 UTC) of a band stored in file system. Throws an error if called with an in db band, or if outdb access is not enabled.

This function is typically used in conjunction with **ST\_BandPath()** and **ST\_BandFileSize()** so a client can determine if the filename of a outdb raster as seen by it is the same as the one seen by the server.

Availability: 2.5.0

返回

```
SELECT ST_BandFileTimestamp(rast,1) FROM dummy_rast WHERE rid = 1;
```

```
st_bandfiletimestamp
-----
1521807257
```

### 11.5.7 ST\_BandPixelType

**ST\_BandPixelType** — 返回指定带的像素数据类型。bandnum 指定带的编号，默认为 1。

#### Synopsis

text **ST\_BandPixelType**(raster rast, integer bandnum=1);

返回

Returns name describing data type and size of values stored in each cell of given band.

11 返回的字符串格式如下：

- 1BB - 1 字节
- 2BUI - 2 字节的无符号整数
- 4BUI - 4 字节的无符号整数
- 8BSI - 8 字节的有符号整数
- 8BUI - 8 字节的无符号整数
- 16BSI - 16 字节的有符号整数
- 16BUI - 16 字节的无符号整数

- 32BSI - 32 有符号整数
- 32BUI - 32 无符号整数
- 32BF - 32 浮点
- 64BF - 64 浮点

例

```
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   |

例

**ST\_NumBands**

**11.5.8 ST\_MinPossibleValue**

ST\_MinPossibleValue — 返回像素类型的可能的最小值。

**Synopsis**

```
integer ST_MinPossibleValue(text pixeltype);
```

例

返回 16 有符号整数的可能的最小值。

例

```
SELECT ST_MinPossibleValue('16BSI');

 st_minpossiblevalue
-----
                -32768

SELECT ST_MinPossibleValue('8BUI');

 st_minpossiblevalue
-----
                   0
```

返回

ST\_BandPixelType

11.5.9 ST\_HasNoBand

ST\_HasNoBand — 检查栅格是否具有指定的波段。返回 true 或 false，如果指定的波段不存在，则返回 true。

Synopsis

boolean **ST\_HasNoBand**(raster rast, integer bandnum=1);

返回

检查栅格是否具有指定的波段。返回 true 或 false，如果指定的波段不存在，则返回 true。  
2.0.0 版本引入。

返回

```
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        |

返回

ST\_NumBands

11.6 栅格操作函数 (setter)

11.6.1 ST\_PixelAsPolygon

ST\_PixelAsPolygon — 将栅格像素转换为多边形。

Synopsis

geometry **ST\_PixelAsPolygon**(raster rast, integer columnx, integer rowy);

返回

将栅格像素转换为多边形。  
2.0.0 版本引入。



例

```
-- get raster pixel polygon
SELECT i,j, ST_AsText(ST_PixelAsPolygon(foo.rast, i,j)) As blpgeom
FROM dummy_rast As foo
      CROSS JOIN generate_series(1,2) As i
      CROSS JOIN generate_series(1,1) As j
WHERE rid=2;
```

| i | j | blpgeom                                                                 |
|---|---|-------------------------------------------------------------------------|
| 1 | 1 | POLYGON((3427927.75 5793244,3427927.8 5793244,3427927.8 5793243.95,...  |
| 2 | 1 | POLYGON((3427927.8 5793244,3427927.85 5793244,3427927.85 5793243.95, .. |

例

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#), [ST\\_Intersection](#), [ST\\_AsText](#)

## 11.6.2 ST\_PixelAsPolygons

`ST_PixelAsPolygons` — 将栅格中的指定像素转换为多边形。X, Y 坐标为浮点型。

### Synopsis

setof record **ST\_PixelAsPolygons**(raster rast, integer band=1, boolean exclude\_nodata\_value=TRUE);

例

返回记录格式: *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` 返回的记录格式与 `ST_DumpAsPolygons` 返回的记录格式相同。

2.0.0 版本引入。

版本: 2.1.0 版本引入 `exclude_nodata_value` 参数。

版本: 2.1.1 版本引入 `exclude_nodata_value` 参数。

例

```
-- 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))            |

例

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#), [ST\\_AsText](#)

### 11.6.3 ST\_PixelAsPoint

`ST_PixelAsPoint` — 从栅格中提取点几何。

#### Synopsis

geometry **ST\_PixelAsPoint**(raster rast, integer columnx, integer rowy);

例

从栅格中提取点几何。

2.1.0 版本引入。

例

```
SELECT ST_AsText(ST_PixelAsPoint(rast, 1, 1)) FROM dummy_rast WHERE rid = 1;
```

| st_astext      |
|----------------|
| POINT(0.5 0.5) |

例

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#)

### 11.6.4 ST\_PixelAsPoints

ST\_PixelAsPoints — 将栅格像素转换为点。返回 X, Y 坐标和像素值。如果指定了 band，则返回指定 band 的像素值。否则，返回栅格中的默认值。

#### Synopsis

setof record **ST\_PixelAsPoints**(raster rast, integer band=1, boolean exclude\_nodata\_value=TRUE);

返回

返回记录格式: 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 版本引入。

2.1.1 版本引入 `exclude_nodata_value` 参数。

返回

```
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)  |

函数

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#)

### 11.6.5 ST\_PixelAsCentroid

`ST_PixelAsCentroid` — 返回栅格像素 (x, y) 的几何体。

#### Synopsis

geometry **ST\_PixelAsCentroid**(raster rast, integer x, integer y);

函数

返回栅格像素 (x, y) 的几何体。

版本: 2.1.0 引入 C 语言实现。

2.1.0 版本引入。

函数

```
SELECT ST_AsText(ST_PixelAsCentroid(rast, 1, 1)) FROM dummy_rast WHERE rid = 1;
```

```
st_astext
-----
POINT(1.5 2)
```

函数

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroids](#)

### 11.6.6 ST\_PixelAsCentroids

`ST_PixelAsCentroids` — 返回栅格像素 (x, y) 的几何体 X, Y 坐标。

#### Synopsis

setof record **ST\_PixelAsCentroids**(raster rast, integer band=1, boolean exclude\_nodata\_value=TRUE);

返回

返回记录格式: `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 添加 C 语言支持。
- 2.1.1 添加 `exclude_nodata_value` 参数。
- 2.1.0 添加 `geom` 参数。

返回

```
--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) |

返回

`ST_DumpAsPolygons`, `ST_PixelAsPolygon`, `ST_PixelAsPolygons`, `ST_PixelAsPoint`, `ST_PixelAsPoints`, `ST_Pixel`

### 11.6.7 ST\_Value

**ST\_Value** — 返回 columnx, rowy 栅格中的值, 如果指定了 geometry pt, 则返回该点处的值。如果指定了 1 个 band, 则返回该 band 中的值。exclude\_nodata\_value 如果为 true, 则 nodata 值将被排除。exclude\_nodata\_value 如果为 false, 则 nodata 值将被返回。

#### 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

columnx, rowy 栅格中的值, 如果指定了 geometry pt, 则返回该点处的值。如果指定了 1 个 band, 则返回该 band 中的值。exclude\_nodata\_value 如果为 true, 则 nodata 值将被排除。exclude\_nodata\_value 如果为 false, 则 nodata 值将被返回。

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 参数。

2.0.0 版本: exclude\_nodata\_value 参数。

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);

返回

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

示例

```
--
-- 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 => 'l6BSI',
    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)
```

参见

[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);

国国

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

国国

```
--
-- 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 => 'l6BSI',
    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)
```

图例

**ST\_Value, ST\_SetSRID**

### 11.6.11 ST\_Neighborhood

**ST\_Neighborhood** — columnx 列 rowy, 返回指定栅格中指定列和行周围的像素值。如果指定了 NODATA 值，则返回 NODATA 值。2 个参数：columnx 和 rowy。

#### 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);
```

图例

columnx 列 rowy, 返回指定栅格中指定列和行周围的像素值。如果指定了 NODATA 值，则返回 NODATA 值。2 个参数：columnx 和 rowy。distanceX 和 distanceY 指定了从指定列和行开始的距离。X 和 Y 指定了从指定列和行开始的距离。2 个参数：columnx 和 rowy。

如果指定了 1 个参数，则返回指定栅格中指定列和行周围的像素值。如果指定了 bandnum 为 1，则返回指定栅格中指定列和行周围的像素值。exclude\_nodata\_value 指定了是否排除 NODATA 值。nodata 指定了是否返回 NODATA 值。exclude\_nodata\_value 指定了是否排除 NODATA 值。



#### Note

返回的 2 个参数：columnx 和 rowy。2 \* (distanceX|distanceY) + 1 个参数。distanceX 和 distanceY 指定了从指定列和行开始的距离。3x3 个参数。



#### Note

ST\_Min4ma, ST\_Sum4ma, ST\_Mean4ma 返回指定栅格中指定列和行周围的像素值。2 个参数：columnx 和 rowy。

#### 2.1.0 新增功能

图例

```
-- 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[],

```



```
-- Store the changed raster --
UPDATE dummy_rast SET rast = ST_SetValue(rast,1, ST_Point(3427927.75, 5793243.95),100)
WHERE rid = 2 ;
```



## ST Value, ST DumpAsPolygons

### 11.6.13 ST\_SetValues

ST SetValues —                                                                                      

## Synopsis

```

raster ST_SetValues(raster rast, integer nband, integer columnx, integer rowy, double precision[][])
newvalueset, boolean[][]) noset=NULL, boolean keepnodata=FALSE);
raster ST_SetValues(raster rast, integer nband, integer columnx, integer rowy, double precision[][])
newvalueset, double precision nosetvalue, boolean keepnodata=FALSE);
raster ST_SetValues(raster rast, integer nband, integer columnx, integer rowy, integer width, integer
height, double precision newvalue, boolean keepnodata=FALSE);
raster ST_SetValues(raster rast, integer columnx, integer rowy, integer width, integer height, double
precision newvalue, boolean keepnodata=FALSE);
raster ST_SetValues(raster rast, integer nband, geomval[] geomvalset, boolean keepnodata=FALSE);

```



XXXXXXXXXX, XXXXXXXXXXXXXXX (X) XXXXXXXXXXXXXXXXXXXXXXXXXXXX.

```
keepnodata TRUE ###, NODATA ##### newvalueset #####
```

1 column, columnx, row newvalueset newvalueset noset (PostgreSQL 1.0.0).

```

2 1 1, noset nosetvalue . newvalueset nosetvalue . 2 .

```

3 columns, columnx, rowy columns, width height columns. 3 columns

4 rast 3

5 个, 每个值都是 **geomval** 类型的 POINT 或 MULTIPOINT 值, 每个值都是 5 个值的集合。

2.1.0 ☒☒☒☒☒☒☒☒☒☒☒.



图例: 图 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...

|               |    |               |
|---------------|----|---------------|
| + - + - + - + |    | + - + - + - + |
| 1   1   1     |    | 9   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_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   |

```

/*
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[3][3], -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, 1, ARRAY[[NULL, NULL, NULL], [NULL, 9, 9], [NULL, 9, 9]]::double precision -- 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   |

图 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 |     |
| 2 | 3 | 9   |
| 3 | 1 | 1   |
| 3 | 2 | 9   |
| 3 | 3 | 9   |

练习 5

```
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
```

```
SELECT 3 AS gid, 'SRID=0;POLYGON((0 0, 5 0, 5 -1, 1 -1, 1 -4, 0 -4, 0 0))'::geometry ↵
      geom UNION ALL
SELECT 4 AS gid, 'SRID=0;MULTIPOINT(0 0, 4 4, 4 -4)'::geometry
)
SELECT
  rid, gid, ST_DumpValues(ST_SetValue(rast, 1, geom, gid))
FROM foo t1
CROSS JOIN bar t2
ORDER BY rid, gid;
```

| rid | gid | st_dumpvalues                                                                                                                                     |
|-----|-----|---------------------------------------------------------------------------------------------------------------------------------------------------|
| 1   | 1   | (1,"{{NULL,NULL,NULL,NULL,NULL},{NULL,NULL,NULL,NULL,NULL},{NULL,NULL,1,NULL, ↵<br>NULL},{NULL,NULL,NULL,NULL,NULL},{NULL,NULL,NULL,NULL,NULL}}") |
| 1   | 2   | (1,"{{NULL,NULL,NULL,NULL,NULL},{NULL,2,2,2,NULL},{NULL,2,2,2,NULL},{NULL ↵<br>,2,2,2,NULL},{NULL,NULL,NULL,NULL,NULL}}")                         |
| 1   | 3   | (1,"{{3,3,3,3,3},{3,NULL,NULL,NULL,NULL},{3,NULL,NULL,NULL,NULL},{3,NULL,NULL, ↵<br>NULL,NULL},{NULL,NULL,NULL,NULL,NULL}}")                      |
| 1   | 4   | (1,"{{4,NULL,NULL,NULL,NULL},{NULL,NULL,NULL,NULL,NULL},{NULL,NULL,NULL,NULL, ↵<br>NULL},{NULL,NULL,NULL,NULL,NULL},{NULL,NULL,NULL,NULL,4}}")    |

(4 rows)

geomvals geomvals geomvals.

```
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
  SELECT 3 AS gid, 'SRID=0;POLYGON((0 0, 5 0, 5 -1, 1 -1, 1 -4, 0 -4, 0 0))'::geometry ↵
    geom UNION ALL
  SELECT 4 AS gid, 'SRID=0;MULTIPOINT(0 0, 4 4, 4 -4)'::geometry
)
SELECT
  t1.rid, t2.gid, t3.gid, ST_DumpValues(ST_SetValues(rast, 1, ARRAY[ROW(t2.geom, t2.gid), ↵
    ROW(t3.geom, t3.gid)]::geomval[]))
FROM foo t1
CROSS JOIN bar t2
CROSS JOIN bar t3
WHERE t2.gid = 1
      AND t3.gid = 2
ORDER BY t1.rid, t2.gid, t3.gid;
```

| rid | gid | gid | st_dumpvalues                                                                                                             |
|-----|-----|-----|---------------------------------------------------------------------------------------------------------------------------|
| 1   | 1   | 2   | (1,"{{NULL,NULL,NULL,NULL,NULL},{NULL,2,2,2,NULL},{NULL,2,2,2,NULL},{ ↵<br>NULL,2,2,2,NULL},{NULL,NULL,NULL,NULL,NULL}}") |

(1 row)

.

```
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
```

```
SELECT 3 AS gid, 'SRID=0;POLYGON((0 0, 5 0, 5 -1, 1 -1, 1 -4, 0 -4, 0 0))'::geometry ↵
      geom UNION ALL
SELECT 4 AS gid, 'SRID=0;MULTIPOINT(0 0, 4 4, 4 -4)'::geometry
)
SELECT
  t1.rid, t2.gid, t3.gid, ST_DumpValues(ST_SetValues(rast, 1, ARRAY[ROW(t2.geom, t2.gid), ↵
    ROW(t3.geom, t3.gid)]::geomval[]))
FROM foo t1
CROSS JOIN bar t2
CROSS JOIN bar t3
WHERE t2.gid = 2
      AND t3.gid = 1
ORDER BY t1.rid, t2.gid, t3.gid;
```

| rid | gid | gid | st_dumpvalues                                                                                                             |
|-----|-----|-----|---------------------------------------------------------------------------------------------------------------------------|
| 1   | 2   | 1   | (1,"{{NULL,NULL,NULL,NULL,NULL},{NULL,2,2,2,NULL},{NULL,2,1,2,NULL},{ ↵<br>NULL,2,2,2,NULL},{NULL,NULL,NULL,NULL,NULL}}") |

(1 row)

☐☐

**ST\_Value, ST\_SetValue, ST\_PixelAsPolygons**

**11.6.14 ST\_DumpValues**

ST\_DumpValues — ☐☐☐☐☐☐☐☐ 2 ☐☐☐☐☐☐☐☐☐☐.

**Synopsis**

setof record **ST\_DumpValues**( raster rast , integer[] nband=NULL , boolean exclude\_nodata\_value=true );  
double precision[][] **ST\_DumpValues**( raster rast , integer nband , boolean exclude\_nodata\_value=true );

☐☐

☐☐☐☐☐☐☐☐ 2 ☐☐☐☐☐☐☐☐☐ (☐☐☐☐☐☐☐☐, ☐☐☐☐☐☐☐☐☐☐). nband ☐ NULL ☐ ☐☐☐☐☐☐☐☐☐, ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐.

2.1.0 ☐☐☐☐☐☐☐☐☐☐☐☐.

☐☐

```
WITH foo AS (
  SELECT ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0), ↵
    1, '8BUI'::text, 1, 0), 2, '32BF'::text, 3, -9999), 3, '16BSI', 0, 0) AS rast
)
SELECT
  (ST_DumpValues(rast)).*
FROM foo;
```



| nband | valarray                                             |
|-------|------------------------------------------------------|
| 1     | {{1,1,1},{1,1,1},{1,1,1}}                            |
| 2     | {{3,3,3},{3,3,3},{3,3,3}}                            |
| 3     | {{NULL,NULL,NULL},{NULL,NULL,NULL},{NULL,NULL,NULL}} |

(3 rows)

```
WITH foo AS (  
  SELECT ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0), ←  
    1, '8BUI'::text, 1, 0), 2, '32BF'::text, 3, -9999), 3, '16BSI', 0, 0) AS rast  
)  
SELECT  
  (ST_DumpValues(rast, ARRAY[3, 1])).*  
FROM foo;
```

| nband | valarray                                             |
|-------|------------------------------------------------------|
| 3     | {{NULL,NULL,NULL},{NULL,NULL,NULL},{NULL,NULL,NULL}} |
| 1     | {{1,1,1},{1,1,1},{1,1,1}}                            |

(2 rows)

```
WITH foo AS (  
  SELECT ST_SetValue(ST_AddBand(ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0), 1, '8BUI' ←  
    , 1, 0), 1, 2, 5) AS rast  
)  
SELECT  
  (ST_DumpValues(rast, 1))[2][1]  
FROM foo;  
  
st_dumpvalues  
-----  
5  
(1 row)
```



[ST\\_Value](#), [ST\\_SetValue](#), [ST\\_SetValues](#)

### 11.6.15 ST\_PixelOfValue

ST\_PixelOfValue — 返回 raster 中具有指定值的像素的 columnx, rowy 坐标。

#### Synopsis

```
setof record ST_PixelOfValue( raster rast , integer nband , double precision[] search , boolean ex-  
clude_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 ex-  
clude_nodata_value=true );  
setof record ST_PixelOfValue( raster rast , double precision search , boolean exclude_nodata_value=true  
);
```



## 11.7 地理参考

### 11.7.1 ST\_SetGeoReference

`ST_SetGeoReference` — 为栅格设置地理参考。接受 6 个参数。格式为 GDAL 或 ESRI。返回与输入相同的栅格。

#### 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:

`georefcoords` 6 个参数的字符串。'GDAL' 或 'ESRI' 格式。如果为 NULL，则使用默认值。

格式:

GDAL:

```
scalex skewy skewx scaley upperleftx upperlefty
```

ESRI:

```
scalex skewy skewx scaley upperleftx + scalex*0.5 upperlefty + scaley*0.5
```



#### Note

如果数据库不支持地理参考，则使用 `ST_SetGeoReference` 函数。该函数返回与输入相同的栅格。

示例: 2.1.0 版本中 `ST_SetGeoReference(raster, double precision, ...)` 函数。

SQL:

```
WITH foo AS (
  SELECT ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0) AS rast
)
SELECT
  0 AS rid, (ST_Metadatas(rast)).*
FROM foo
UNION ALL
SELECT
  1, (ST_Metadatas(ST_SetGeoReference(rast, '10 0 0 -10 0.1 0.1', 'GDAL'))).*
FROM foo
UNION ALL
SELECT
  2, (ST_Metadatas(ST_SetGeoReference(rast, '10 0 0 -10 5.1 -4.9', 'ESRI'))).*
FROM foo
UNION ALL
SELECT
```

```
3, (ST_Metadata(ST_SetGeoReference(rast, 1, 1, 10, -10, 0.001, 0.001))).*
FROM foo
```

| rid | upperleftx<br>skewy | srid | numbands            | upperlefty | width | height | scalex | scaley | skewx |   |
|-----|---------------------|------|---------------------|------------|-------|--------|--------|--------|-------|---|
| 0   | 0                   | 0    | 0                   | 0          | 5     | 5      | 1      | -1     | 0     | ↔ |
| 1   | 0                   | 0    | 0.1                 | 0.1        | 5     | 5      | 10     | -10    | 0     | ↔ |
| 2   | 0.09999999999999996 | 0    | 0.09999999999999996 | 0          | 5     | 5      | 10     | -10    | 0     | ↔ |
| 3   | 0.001               | 0    | 1                   | 1          | 5     | 5      | 10     | -10    | 0.001 | ↔ |

↔

[ST\\_GeoReference](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_UpperLeftX](#), [ST\\_UpperLeftY](#)

11.7.2 ST\_SetRotation

ST\_SetRotation — 将栅格旋转到指定的角度。

Synopsis

raster **ST\_SetRotation**(raster rast, float8 rotation);

↔

将栅格旋转到指定的角度。返回的栅格具有与输入栅格相同的元数据。如果输入栅格具有地理参考，则输出栅格也将具有地理参考。

↔

```
SELECT
  ST_ScaleX(rast1), ST_ScaleY(rast1), ST_SkewX(rast1), ST_SkewY(rast1),
  ST_ScaleX(rast2), ST_ScaleY(rast2), ST_SkewX(rast2), ST_SkewY(rast2)
FROM (
  SELECT ST_SetRotation(rast, 15) AS rast1, rast as rast2 FROM dummy_rast
) AS foo;
```

| st_scalex           | st_scaley           | st_skewx           | st_skewy           |   |
|---------------------|---------------------|--------------------|--------------------|---|
| st_scalex           | st_scaley           | st_skewx           | st_skewy           |   |
| -1.51937582571764   | -2.27906373857646   | 1.95086352047135   | 1.30057568031423   | ↔ |
| 2                   | 3                   | 0                  | 0                  |   |
| -0.0379843956429411 | -0.0379843956429411 | 0.0325143920078558 | 0.0325143920078558 | ↔ |
| 0.05                | -0.05               | 0                  | 0                  |   |

↔

[ST\\_Rotation](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_SkewX](#), [ST\\_SkewY](#)

### 11.7.3 ST\_SetScale

`ST_SetScale` — X 和 Y 坐标乘以指定的标度因子。返回具有指定标度的栅格。

#### Synopsis

```
raster ST_SetScale(raster rast, float8 xy);
raster ST_SetScale(raster rast, float8 x, float8 y);
```

返回

X 和 Y 坐标乘以指定的标度因子。返回具有指定标度的栅格。如果标度因子为负数，则栅格会被镜像。X 和 Y 坐标的标度因子可以不同。



#### Note

`ST_SetScale` 与 `ST_Rescale` 类似，但 `ST_Rescale` 还会重新采样栅格。如果标度因子为负数，则栅格会被镜像。如果标度因子为 0，则栅格会被重新投影到指定的坐标系。如果标度因子为 1，则栅格不会被重新投影。如果标度因子为 0.55，则栅格会被重新投影到指定的坐标系。

从 PostGIS 2.0.0 开始，`WKT_Raster` 支持 `ST_SetPixelSize`。2.0.0 版本之前，`ST_SetPixelSize` 是不支持的。

示例

```
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` — 设置 X 和 Y 的偏斜 (skew) 值。 设置 X 和 Y 的偏斜值。

#### Synopsis

raster **ST\_SetSkew**(raster rast, float8 skewxy);  
raster **ST\_SetSkew**(raster rast, float8 skewx, float8 skewy);

返回

设置 X 和 Y 的偏斜值 (skew) 值。 设置 X 和 Y 的偏斜值。 设置 X 和 Y 的偏斜值。

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<br>: 2.0000000000<br>: 1.0000000000<br>: 3.0000000000<br>: 0.5000000000<br>: 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<br>: 0.0000000000<br>: 0.0000000000<br>: 3.0000000000<br>: 0.5000000000<br>: 0.5000000000 |

返回

[ST\\_GeoReference](#), [ST\\_SetGeoReference](#), [ST\\_SkewX](#), [ST\\_SkewY](#)

### 11.7.5 ST\_SetSRID

ST\_SetSRID — 将 SRID 与 spatial\_ref\_sys 表中的 SRID 名称关联。

#### Synopsis

raster **ST\_SetSRID**(raster rast, integer srid);

返回

具有 SRID 的栅格。



#### Note

此函数将 SRID 与栅格的 spatial\_ref\_sys 表中的 SRID 名称关联。如果栅格没有 SRID，则函数将返回 NULL。如果栅格已经具有 SRID，则函数将返回栅格。

返回

Section 4.5, [ST\\_SRID](#)

### 11.7.6 ST\_SetUpperLeft

ST\_SetUpperLeft — 设置栅格的左上角像素的投影 X 和 Y 坐标。

#### Synopsis

raster **ST\_SetUpperLeft**(raster rast, double precision x, double precision y);

返回

将栅格的左上角像素的投影 X 和 Y 坐标设置为指定的值。

返回

```
SELECT ST_SetUpperLeft(rast, -71.01, 42.37)
FROM dummy_rast
WHERE rid = 2;
```

返回

[ST\\_UpperLeftX](#), [ST\\_UpperLeftY](#)

### 11.7.7 ST\_Resample

**ST\_Resample** — 对栅格进行重采样，指定新的宽度和高度，以及可选的网格大小、网格大小、倾斜度和倾斜度。返回重采样后的栅格。

#### 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 preci-
sion 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 max-
err=0.125, boolean usescale=true);
raster ST_Resample(raster rast, raster ref, boolean usescale, text algorithm=NearestNeighbor, dou-
ble precision maxerr=0.125);
```

**参数**

`width` 和 `height` (width & height), `gridx` 和 `gridy` (gridx & gridy), `scalex`, `scaley`, `skewx` & `skewy` (scalex, scaley, skewx & skewy) 是可选的。如果提供了 `SRID`，则返回的栅格将具有该 `SRID`。

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.

`maxerr` 是可选的，默认为 0.125。



#### Note

有关 **GDAL Warp resampling methods** 的更多信息，请参阅 [GDAL Warp resampling methods](#)。

2.0.0 版本引入。GDAL 1.6.1 版本引入。

Enhanced: 3.4.0 max and min resampling options added



图例

```
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       |

图例

**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 scalex, 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);
```

图例

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 和 scaley 指定新的像素大小，scaley 经常为负数以获得正确的方向。ST\_Resize 使用最近邻插值。

maxerr 是变换近似的阈值（以像素为单位）。如果未指定 maxerr，则使用默认值 0.125，这是 GDAL gdalwarp 工具使用的值。如果设置为零，则不进行近似。



#### Note

有关 GDAL Warp 重采样方法的更多信息，请参阅 [GDAL Warp resampling methods](#)。



#### Note

ST\_Rescale 与 ST\_SetScale 类似，但 ST\_SetScale 仅设置比例尺（而不进行重采样）。ST\_Rescale 使用最近邻插值。ST\_SetScale 仅设置比例尺，不进行重采样。

2.0.0 版本引入。GDAL 1.6.1 版本引入。

Enhanced: 3.4.0 max 和 min 重采样选项添加

更新: 2.1.0 版本引入 SRID 参数。

返回

返回 0.001 和 0.0015 的栅格像素大小。

```
-- 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
```

返回

ST\_Resize, ST\_Resample, ST\_SetScale, ST\_ScaleX, ST\_ScaleY, ST\_Transform

### 11.7.9 ST\_Reskew

**ST\_Reskew** — 旋转 (旋转/反旋转) 栅格。 NearestNeighbor(最近邻), Bilinear, Cubic, CubicSpline 和 Lanczos 是最近邻的别名。最近邻是最近邻的别名。

#### 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);
```

返回

旋转 (旋转/反旋转) 栅格。 NearestNeighbor(最近邻), Bilinear, Cubic, CubicSpline 和 Lanczos 是最近邻的别名。最近邻是最近邻的别名。

skewx 和 skewy 是旋转/反旋转的。

maxerr 是最大误差。

maxerr 默认是 0.125。



#### Note

最近邻是 [GDAL Warp resampling methods](#) 的别名。



#### Note

**ST\_Reskew** 是 **ST\_SetSkew** 的别名。 **ST\_SetSkew** 是 **ST\_SetSkew** 的别名。 **ST\_Reskew** 是 **ST\_SetSkew** 的别名。 **ST\_SetSkew** 是 **ST\_SetSkew** 的别名。

2.0.0 版本。 GDAL 1.6.1 版本。

最近邻: 2.1.0 版本 SRID 最近邻。

返回

返回 0.0 和 0.0015 的旋转/反旋转。

```
-- 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 Resample, ST Rescale, ST SetSkew, ST SetRotation, ST SkewX, ST SkewY, ST Transform

### 11.7.10 ST\_SnapToGrid

ST\_SnapToGrid — `geometry` `geometry`. NearestNeighbor(`geometry` `geometry`), Bilinear, Cubic, CubicSpline `int` Lanczos `geometry` `geometry`. `geometry` NearestNeighbor `geometry`.

## Synopsis

```
raster ST_SnapToGrid(raster rast, double precision gridx, double precision gridy, text algorithm=NearestN
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);

```



`gridx & gridy` (`scalex & scaley`) `NearestNeighbor`, `Bilinear`, `Cubic`, `CubicSpline`, `Lanczos`. `NearestNeighbor`.

`gridx` `gridy` `int`, `int`. `int`, `int`.

You can optionally define the pixel size of the new grid with `scalex` and `scaley`.

[illegible]

```
maxerr 0.125
```



### Note

GDAL Warp resampling methods



### Note

ST Resample

2.0.0 000000000000. GDAL 1.6.1 000000000000.

SRID: 2.1.0 SRID

例

以下 SQL 语句返回栅格的上左角 X 坐标。

```
-- the original raster upper left X
SELECT ST_UpperLeftX(ST_AddBand(ST_MakeEmptyRaster(10, 10, 0, 0, 0.001, -0.001, 0, 0, 4269) ←
, '8BUI'::text, 1, 0));
-- result
0

-- the upper left of raster after snapping
SELECT ST_UpperLeftX(ST_SnapToGrid(ST_AddBand(ST_MakeEmptyRaster(10, 10, 0, 0, 0.001, ←
-0.001, 0, 0, 4269), '8BUI'::text, 1, 0), 0.0002, 0.0002));

--result
-0.0008
```

例

[ST\\_Resample](#), [ST\\_Rescale](#), [ST\\_UpperLeftX](#), [ST\\_UpperLeftY](#)

### 11.7.11 ST\_Resize

ST\_Resize — 调整栅格的大小/分辨率。

#### Synopsis

raster **ST\_Resize**(raster rast, integer width, integer height, text algorithm=NearestNeighbor, double precision maxerr=0.125);  
raster **ST\_Resize**(raster rast, double precision percentwidth, double precision percentheight, text algorithm=NearestNeighbor, double precision maxerr=0.125);  
raster **ST\_Resize**(raster rast, text width, text height, text algorithm=NearestNeighbor, double precision maxerr=0.125);

例

以下 SQL 语句返回栅格的上左角 X 坐标。以下 SQL 语句返回栅格的上左角 Y 坐标。

NearestNeighbor(最近邻), Bilinear, Cubic, CubicSpline 和 Lanczos 是常用的插值算法。NearestNeighbor 是最快的。

1 返回栅格的上左角 X 坐标。

2 返回栅格的上左角 Y 坐标。0 到 1 之间的值表示栅格的宽度。

3 返回栅格的上左角 X 坐标。0 到 1 之间的值表示栅格的高度。 ("20%") 表示栅格的宽度。

2.1.0 版本引入。 GDAL 1.6.1 版本引入。

例

```
WITH foo AS(
SELECT
  1 AS rid,
  ST_Resize(
    ST_AddBand(
      ST_MakeEmptyRaster(1000, 1000, 0, 0, 1, -1, 0, 0, 0)
      , 1, '8BUI', 255, 0
    )
    , '50%', '500') AS rast
UNION ALL
SELECT
  2 AS rid,
  ST_Resize(
    ST_AddBand(
      ST_MakeEmptyRaster(1000, 1000, 0, 0, 1, -1, 0, 0, 0)
      , 1, '8BUI', 255, 0
    )
    , 500, 100) AS rast
UNION ALL
SELECT
  3 AS rid,
  ST_Resize(
    ST_AddBand(
      ST_MakeEmptyRaster(1000, 1000, 0, 0, 1, -1, 0, 0, 0)
      , 1, '8BUI', 255, 0
    )
    , 0.25, 0.9) AS rast
), bar AS (
  SELECT rid, ST_Metadatas(rast) AS meta, rast FROM foo
)
SELECT rid, (meta).* FROM bar
```

| rid      | upperleftx | upperlefty | width | height | scalex | scaley | skewx | skewy | srid |   |
|----------|------------|------------|-------|--------|--------|--------|-------|-------|------|---|
| numbands |            |            |       |        |        |        |       |       |      |   |
| 1        | 0          | 0          | 500   | 500    | 1      | -1     | 0     | 0     | 0    | ← |
| 2        | 0          | 0          | 500   | 100    | 1      | -1     | 0     | 0     | 0    | ← |
| 3        | 0          | 0          | 250   | 900    | 1      | -1     | 0     | 0     | 0    | ← |

(3 rows)

例

**ST\_Resample, ST\_Rescale, ST\_Reskew, ST\_SnapToGrid**

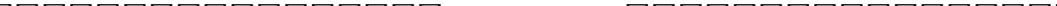
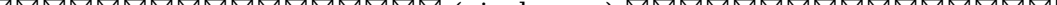
11.7.12 ST\_Transform

ST Transform — 将地理要素从一种空间参考系统转换为另一种空间参考系统。最近邻、双线性、三次、三次样条、Lanczos 插值方法。最近邻插值。

## Synopsis

```
raster ST_Transform(raster rast, integer srid, text algorithm=NearestNeighbor, double precision
maxerr=0.125, double precision scalex, double precision scaley);
raster ST_Transform(raster rast, integer srid, double precision scalex, double precision scaley, text
algorithm=NearestNeighbor, double precision maxerr=0.125);
raster ST_Transform(raster rast, raster alignto, text algorithm=NearestNeighbor, double precision
maxerr=0.125);
```




 (pixel warp) 
 NearestNeighbor, maxerror 0.125.

GDAL Warp resampling methods: 'NearestNeighbor', 'Bilinear', 'Cubic', 'CubicSpline', 'Lanczos'.

ST\_Transform(*geom*) ST\_SetSRID(*geom*, *srid*). ST\_Transform(*geom*, *srid*)  
 (*geom* is a geometry object, *srid* is a SRID value) *geom*, ST\_SetSRID(*geom*,  
*srid*) SRID *srid*.

XXXXXXXX, 3 alignto XXXXXXXXXXXXXXXX. XXXXXXXXXXXXXXXXXXXX  
XX (SRID) XXXXXXXX, (ST SameAlignment = TRUE XXX) XXXXXXXXXXXXXXXXXXXX.

| w_before | w_after | h_before | h_after |
|----------|---------|----------|---------|
| 200      | 228     | 200      | 170     |

|                                                                                                   |                                                                                                          |                                                                                                                                     |
|---------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
|  <p>mass_stm</p> |  <p>WGS84 (wgs_84)</p> |  <p>NN Bilinear<br/>WGS84<br/>(wgs_84_bilin)</p> |
|---------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|

图 3

ST\_Transform(raster, srid) 与 ST\_Transform(raster, alignto) 的区别。

```
WITH foo AS (
  SELECT 0 AS rid, ST_AddBand(ST_MakeEmptyRaster(2, 2, -500000, 600000, 100, -100, 0, 0,
    2163), 1, '16BUI', 1, 0) AS rast UNION ALL
  SELECT 1, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499800, 600000, 100, -100, 0, 0, 2163),
    1, '16BUI', 2, 0) AS rast UNION ALL
  SELECT 2, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499600, 600000, 100, -100, 0, 0, 2163),
    1, '16BUI', 3, 0) AS rast UNION ALL

  SELECT 3, ST_AddBand(ST_MakeEmptyRaster(2, 2, -500000, 599800, 100, -100, 0, 0, 2163),
    1, '16BUI', 10, 0) AS rast UNION ALL
  SELECT 4, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499800, 599800, 100, -100, 0, 0, 2163),
    1, '16BUI', 20, 0) AS rast UNION ALL
  SELECT 5, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499600, 599800, 100, -100, 0, 0, 2163),
    1, '16BUI', 30, 0) AS rast UNION ALL

  SELECT 6, ST_AddBand(ST_MakeEmptyRaster(2, 2, -500000, 599600, 100, -100, 0, 0, 2163),
    1, '16BUI', 100, 0) AS rast UNION ALL
  SELECT 7, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499800, 599600, 100, -100, 0, 0, 2163),
    1, '16BUI', 200, 0) AS rast UNION ALL
  SELECT 8, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499600, 599600, 100, -100, 0, 0, 2163),
    1, '16BUI', 300, 0) AS rast
), bar AS (
  SELECT
    ST_Transform(rast, 4269) AS alignto
  FROM foo
  LIMIT 1
), baz AS (
  SELECT
    rid,
    rast,
    ST_Transform(rast, 4269) AS not_aligned,
    ST_Transform(rast, alignto) AS aligned
```

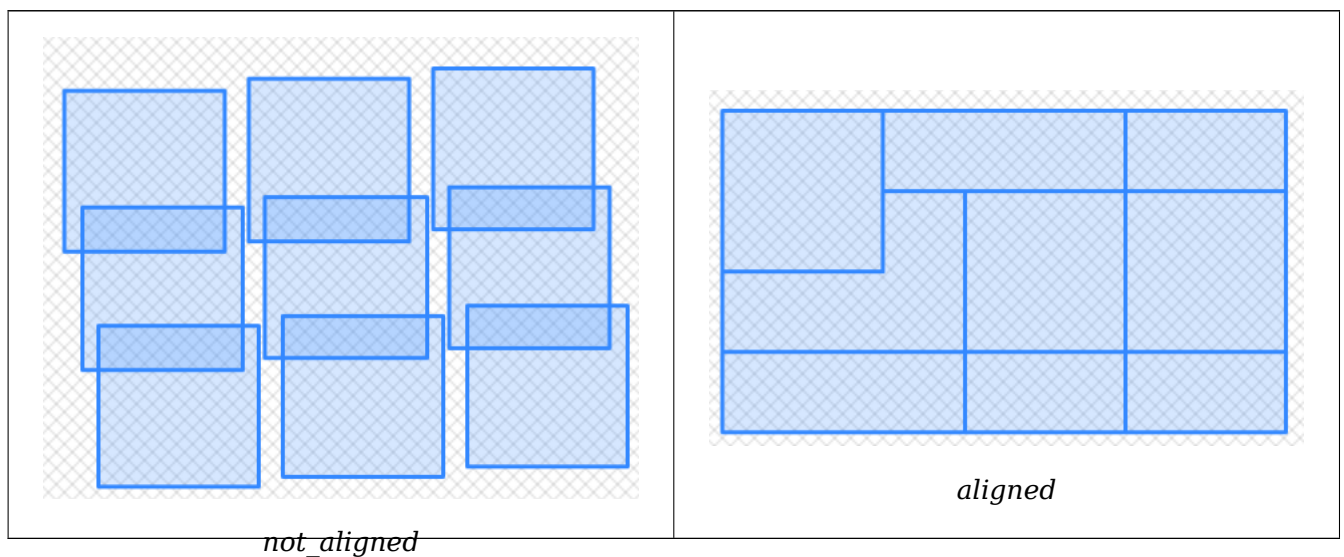


```

FROM foo
CROSS JOIN bar
)
SELECT
  ST_SameAlignment(rast) AS rast,
  ST_SameAlignment(not_aligned) AS not_aligned,
  ST_SameAlignment(aligned) AS aligned
FROM baz

rast | not_aligned | aligned
-----+-----
t    | f             | t

```



☒☒

**ST\_Transform, ST\_SetSRID**

## 11.8 空间函数

### 11.8.1 ST\_SetBandNoDataValue

**ST\_SetBandNoDataValue** — 设置指定栅格的 NODATA 值。该函数接受一个栅格、一个波段编号以及一个 NODATA 值。如果 NODATA 值为 NULL，则使用默认值。

#### Synopsis

```

raster ST_SetBandNoDataValue(raster rast, double precision nodatavalue);
raster ST_SetBandNoDataValue(raster rast, integer band, double precision nodatavalue, boolean
forcechecking=false);

```

☒☒

该函数接受一个栅格、一个波段编号以及一个 NODATA 值。如果 NODATA 值为 NULL，则使用默认值。该函数返回一个栅格。该函数与 **ST\_Polygon**、**ST\_DumpAsPolygons**、**ST\_PixelAs...** 等函数一起使用。



```
-- change just first band no data value
UPDATE dummy_rast
  SET rast = ST_SetBandNoDataValue(rast,1, 254)
WHERE rid = 2;

-- change no data band value of bands 1,2,3
UPDATE dummy_rast
  SET rast =
    ST_SetBandNoDataValue(
      ST_SetBandNoDataValue(
        ST_SetBandNoDataValue(
          rast,1, 254)
        ,2,99),
      3,108)
  WHERE rid = 2;

-- wipe out the nodata value this will ensure all pixels are considered for all processing ←
functions
UPDATE dummy_rast
  SET rast = ST_SetBandNoDataValue(rast,1, NULL)
WHERE rid = 2;
```



ST BandNoDataValue, ST NumBands

### 11.8.2 ST\_SetBandIsNoData

ST\_SetBandIsNoData — `isnodata` `XXXXXXXXXXXX`.

## Synopsis

```
raster ST_SetBandIsNoData(raster rast, integer band=1);
```

[illegible]

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒.



```
-- 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)

更新

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

更新

```
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
  ),
  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       | /home/pele/devel/geo/postgis-git/ | ↔ |
|                                           |         | raster/test/regress/loader/Projected2.tif |             |         | 1                                 |   |
| 2                                         | 3       | 8BUI                                      |             | t       | /home/pele/devel/geo/postgis-git/ | ↔ |
|                                           |         | raster/test/regress/loader/Projected.tif  |             |         | 3                                 |   |

ST\_BandMetaData, ST\_SetBandIndex

11.8.4 ST\_SetBandIndex

ST\_SetBandIndex — Update the external band number of an out-db band

Synopsis

raster **ST\_SetBandIndex**(raster rast, integer band, integer outdbindex, boolean force=false);

Updates an out-db band’s external band number. This does not touch the external raster file associated with the out-db band



**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 where bands are moved around in the external raster file.



**Note**  
Internally, this method replaces the PostGIS raster’s band at index band with a new band instead of updating the existing path information.

Availability: 2.5.0

例

```
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/ ↵<br>raster/test/regress/loader/Projected.tif | 1            |
| 1     | 2       | 8BUI      |             | t       | /home/pele/devel/geo/postgis-git/ ↵<br>raster/test/regress/loader/Projected.tif | 2            |
| 1     | 3       | 8BUI      |             | t       | /home/pele/devel/geo/postgis-git/ ↵<br>raster/test/regress/loader/Projected.tif | 3            |
| 2     | 1       | 8BUI      |             | t       | /home/pele/devel/geo/postgis-git/ ↵<br>raster/test/regress/loader/Projected.tif | 1            |
| 2     | 2       | 8BUI      |             | t       | /home/pele/devel/geo/postgis-git/ ↵<br>raster/test/regress/loader/Projected.tif | 1            |
| 2     | 3       | 8BUI      |             | t       | /home/pele/devel/geo/postgis-git/ ↵<br>raster/test/regress/loader/Projected.tif | 3            |

例

ST\_BandMetaData, ST\_SetBandPath

## 11.9 统计函数

### 11.9.1 ST\_Count

**ST\_Count** — 返回栅格中指定值的像素数量。如果指定了 `exclude_nodata_value` 参数，则排除 NODATA 值的像素。默认情况下，`exclude_nodata_value` 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` 指定要统计的波段。如果未指定，则统计所有波段。默认值为 1。



#### Note

`exclude_nodata_value` 参数，如果为 `true`，则排除 NODATA 值的像素。如果为 `false`，则包含 NODATA 值的像素。

2.2.0 版本中，`ST_Count(rastertable, rastercolumn, ...)` 函数被弃用。请使用 `ST_CountAgg` 函数。

2.0.0 版本中，`ST_Count` 函数被弃用。

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** — 聚合函数，返回栅格中指定值的像素数量。如果指定了 `exclude_nodata_value` 参数，则排除 NODATA 值的像素。默认情况下，`exclude_nodata_value` 为 `true`。

## Synopsis

bigint **ST\_CountAgg**(raster rast, integer nband, boolean exclude\_nodata\_value, double precision sample\_percent);

bigint **ST\_CountAgg**(raster rast, integer nband, boolean exclude\_nodata\_value);

bigint **ST\_CountAgg**(raster rast, boolean exclude\_nodata\_value);

描述

返回栅格中指定波段内非空值的计数。nband 默认为 1。

exclude\_nodata\_value 默认为 true，表示忽略 nodata 值。如果为 false，则包含 nodata 值。exclude\_nodata\_value 默认为 true。

sample\_percent 默认为 1.0，表示对栅格进行 100% 采样。sample\_percent 在 0 到 1 之间。

2.2.0 版本引入。

示例

```
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
  ST_CountAgg(rast, 1, TRUE)
FROM foo;

 st_countagg
-----
          20
(1 row)
```

参见

[ST\\_Count](#), [ST\\_SummaryStats](#), [ST\\_SetBandNoDataValue](#)



### 11.9.3 ST\_Histogram

**ST\_Histogram** — (bin; 栅格, 带, 排除空值, 精度, 宽度, 右边界) 返回包含统计信息的表。 统计信息包括最小值, 最大值, 计数, 百分比。 返回的表包含 nband 列。

#### 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

返回的表包含 min, max, count, percent 列。 返回的表包含 nband 列。



#### Note

如果 nband 为 1, 则返回的表包含 nband 列。 如果 exclude\_nodata\_value 为 true, 则返回的表包含 exclude\_nodata\_value 列。

**width** width: 精度/宽度。 精度 width 列, width 列。

例如: 9, width [a, b, c] [a, b, c, a, b, c, a, b, c] 列。

**bins** (breakout) 列: 精度/宽度。 精度 bins 列。

**right** 精度/宽度 (精度) 列。 X 精度/宽度 [a, b] 列 (a, b) 列。

Changed: 3.1.0 Removed ST\_Histogram(table\_name, column\_name) variant.

2.0.0 精度/宽度。

例如: 精度 - 1, 2, 3 精度/宽度。

```
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 |

图 11.9.3: 图 2 的栅格数据直方图 6 个桶的统计结果。

```
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)

图 11.9.4

[ST\\_Count](#), [ST\\_SummaryStats](#), [ST\\_SummaryStatsAgg](#)

### 11.9.4 ST\_Quantile

`ST_Quantile` — 返回指定栅格的 (population) 分位数 (quantile) 值。例如，`ST_Quantile(rast, 0.25)` 返回 25% 分位数 (percentile) 值。

## Synopsis

SETOF record **ST\_Quantile**(raster rast, integer nband=1, boolean exclude\_nodata\_value=true, double precision[] quantiles=NULL);  
 SETOF record **ST\_Quantile**(raster rast, double precision[] quantiles);  
 SETOF record **ST\_Quantile**(raster rast, integer nband, double precision[] quantiles);  
 double precision **ST\_Quantile**(raster rast, double precision quantile);  
 double precision **ST\_Quantile**(raster rast, boolean exclude\_nodata\_value, double precision quantile=NULL);  
 double precision **ST\_Quantile**(raster rast, integer nband, double precision quantile);  
 double precision **ST\_Quantile**(raster rast, integer nband, boolean exclude\_nodata\_value, double precision quantile);  
 double precision **ST\_Quantile**(raster rast, integer nband, double precision quantile);

参数

population (population) quantile (quantile) exclude\_nodata\_value (quantile) 25%, 50%, 75% (percentile) .



### Note

exclude\_nodata\_value 默认为 true, NODATA 值将被排除。

Changed: 3.1.0 Removed ST\_Quantile(table\_name, column\_name) variant.

2.0.0 版本中已弃用。

示例

```
UPDATE dummy_rast SET rast = ST_SetBandNoDataValue(rast,249) WHERE rid=2;
--Example will consider only pixels of band 1 that are not 249 and in named quantiles --
```

```
SELECT (pvq).*
FROM (SELECT ST_Quantile(rast, ARRAY[0.25,0.75]) As pvq
      FROM dummy_rast WHERE rid=2) As foo
ORDER BY (pvq).quantile;
```

```
quantile | value
-----+-----
0.25 | 253
0.75 | 254
```

```
SELECT ST_Quantile(rast, 0.75) As value
FROM dummy_rast WHERE rid=2;
```

```
value
-----
254
```

```
--real live example. Quantile of all pixels in band 2 intersecting a geometry
SELECT rid, (ST_Quantile(rast,2)).* As pvc
FROM o_4_boston
WHERE ST_Intersects(rast,
  ST_GeomFromText('POLYGON((224486 892151,224486 892200,224706 892200,224706
    892151,224486 892151))',26986) ←
```

```
    )
ORDER BY value, quantile,rid
;
```

| rid | quantile | value |
|-----|----------|-------|
| 1   | 0        | 0     |
| 2   | 0        | 0     |
| 14  | 0        | 1     |
| 15  | 0        | 2     |
| 14  | 0.25     | 37    |
| 1   | 0.25     | 42    |
| 15  | 0.25     | 47    |
| 2   | 0.25     | 50    |
| 14  | 0.5      | 56    |
| 1   | 0.5      | 64    |
| 15  | 0.5      | 66    |
| 2   | 0.5      | 77    |
| 14  | 0.75     | 81    |
| 15  | 0.75     | 87    |
| 1   | 0.75     | 94    |
| 2   | 0.75     | 106   |
| 14  | 1        | 199   |
| 1   | 1        | 244   |
| 2   | 1        | 255   |
| 15  | 1        | 255   |

[ST\\_Count](#), [ST\\_SummaryStats](#), [ST\\_SummaryStatsAgg](#), [ST\\_SetBandNoDataValue](#)

### 11.9.5 ST\_SummaryStats

**ST\_SummaryStats** — Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. Band 1 is assumed if no band is specified.

#### Synopsis

```
summarystats ST_SummaryStats(raster rast, boolean exclude_nodata_value);
summarystats ST_SummaryStats(raster rast, integer nband, boolean exclude_nodata_value);
```

`summarystats` returns a text representation of the count, sum, mean, stddev, min, max for the specified band. The text representation is a JSON object with the following keys: `count`, `sum`, `mean`, `stddev`, `min`, `max`. The text representation is a JSON object with the following keys: `count`, `sum`, `mean`, `stddev`, `min`, `max`. The text representation is a JSON object with the following keys: `count`, `sum`, `mean`, `stddev`, `min`, `max`.



**Note**

If `exclude_nodata_value` is set to `TRUE`, the summary statistics are calculated excluding the nodata values. If `exclude_nodata_value` is set to `FALSE`, the summary statistics are calculated including the nodata values.



**Note**

在调用 `ST_SummaryStats` 时，`sample_percent` 为 1 表示使用所有像素。

2.2.0 版本中 `ST_SummaryStats(rastertable, rastercolumn, ...)` 函数已弃用。请使用 `ST_SummaryStatsAgg` 函数。  
2.0.0 版本中 `ST_SummaryStats` 函数已弃用。

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：统计栅格数据的像素值

PostGIS 版本 64 位的栅格数据（例如 102,000 个 150x150 像素的栅格，共 134,000 个像素）需要 574 兆字节。

```
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
```

| 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: 计算每个波段

```
-- 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** — Aggregate. Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a set of raster. Band 1 is assumed if no band is specified.

#### Synopsis

```
summarystats ST_SummaryStatsAgg(raster rast, integer nband, boolean exclude_nodata_value, double
precision sample_percent);
summarystats ST_SummaryStatsAgg(raster rast, boolean exclude_nodata_value, double precision
sample_percent);
summarystats ST_SummaryStatsAgg(raster rast, integer nband, boolean exclude_nodata_value);
```

例

计算每个波段的 count, sum, mean, stddev, min, max 使用 **summarystats** 函数。指定 nband 为 1 表示所有波段。



#### Note

如果 raster 包含 nodata 值，则使用 **exclude\_nodata\_value** 参数。如果 **exclude\_nodata\_value** 为 true，则计算将忽略 nodata 值。



**Note**

ST\_SummaryStatsAgg 函数支持 sample\_percent 参数，其值在 0 到 1 之间，表示对输入数据进行随机采样。默认值为 1，表示使用全部数据。

2.2.0 新增功能。

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** — 返回指定栅格 (栅格数据集) 中指定值的统计信息。返回一个包含两个元素的数组：第一个元素是值，第二个元素是该值在指定栅格中的计数。如果指定了 `exclude_nodata_value` 参数，则统计信息将排除 NODATA 值。如果指定了 `searchvalues` 参数，则统计信息将仅针对指定的搜索值进行。

### Synopsis

```
SETOF record ST_ValueCount(raster rast, integer nband=1, boolean exclude_nodata_value=true,
double precision[] searchvalues=NULL, double precision roundto=0, double precision OUT value, integer OUT count);
SETOF record ST_ValueCount(raster rast, integer nband, double precision[] searchvalues, double
precision roundto=0, double precision OUT value, integer OUT count);
SETOF record ST_ValueCount(raster rast, double precision[] searchvalues, double precision roundto=0,
double precision OUT value, integer OUT count);
bigint ST_ValueCount(raster rast, double precision searchvalue, double precision roundto=0);
bigint ST_ValueCount(raster rast, integer nband, boolean exclude_nodata_value, double precision
searchvalue, double precision roundto=0);
bigint ST_ValueCount(raster rast, integer nband, double precision searchvalue, double precision
roundto=0);
SETOF record ST_ValueCount(text rastertable, text rastercolumn, integer nband=1, boolean 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);
```

返回

返回一个包含两个元素的数组：第一个元素是值，第二个元素是该值在指定栅格中的计数。

如果指定了 `nband` 参数，则统计信息将仅针对指定的波段进行。如果指定了 `searchvalues` 参数，则统计信息将仅针对指定的搜索值进行。



### Note

`exclude_nodata_value` 参数，NODATA 值将被排除。

2.0.0 版本引入。

返回



```
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
```









## JPEG Output Example, multiple tiles as single raster

```
SELECT ST_AsGDALRaster(ST_Union(rast), 'JPEG', ARRAY['QUALITY=50']) As rastjpg
FROM dummy_rast
WHERE rast && ST_MakeEnvelope(10, 10, 11, 11);
```

## Using PostgreSQL Large Object Support to export raster

One way to export raster into another format is using [PostgreSQL large object export functions](#). We'll repeat the prior example but also exporting. Note for this you'll need to have super user access to db since it uses server side lo functions. It will also export to path on server network. If you need export locally, use the psql equivalent lo\_ functions which export to the local file system instead of the server file system.

```
DROP TABLE IF EXISTS tmp_out ;

CREATE TABLE tmp_out AS
SELECT lo_from_bytea(0,
    ST_AsGDALRaster(ST_Union(rast), 'JPEG', ARRAY['QUALITY=50']))
    ) AS loid
FROM dummy_rast
WHERE rast && ST_MakeEnvelope(10, 10, 11, 11);

SELECT lo_export(loid, '/tmp/dummy.jpg')
FROM tmp_out;

SELECT lo_unlink(loid)
FROM tmp_out;
```

## GeoTiff 国际化

```
SELECT ST_AsGDALRaster(rast, 'GTiff') As rastjpg
FROM dummy_rast WHERE rid=2;

-- Out GeoTiff with jpeg compression, 90% quality
SELECT ST_AsGDALRaster(rast, 'GTiff',
    ARRAY['COMPRESS=JPEG', 'JPEG_QUALITY=90'],
    4269) As rasttiff
FROM dummy_rast WHERE rid=2;
```

国际化

Section [10.3, ST\\_GDALDrivers, ST\\_SRID](#)

### 11.11.4 ST\_AsJPEG

ST\_AsJPEG — 国际化 JPEG(Joint Photographic Exports Group) 国际化 (国际化 国际化) 国际化. 国际化, 国际化 1 国际化 3 国际化. 国际化 3 国际化 3 国际化 RGB 国际化.

## Synopsis

```
bytea ST_AsJPEG(raster rast, text[] options=NULL);
bytea ST_AsJPEG(raster rast, integer nband, integer quality);
bytea ST_AsJPEG(raster rast, integer nband, text[] options=NULL);
bytea ST_AsJPEG(raster rast, integer[] nbands, text[] options=NULL);
bytea ST_AsJPEG(raster rast, integer[] nbands, integer quality);
```

描述

ST\_AsJPEG(raster rast, text[] options=NULL) 使用 JPEG (Joint Photographic Experts Group) 格式将栅格数据导出为字节数组。该函数使用 ST\_AsGDALRaster 函数将栅格数据导出为 GDAL 格式。默认情况下，输出 1 个波段，3 个波段。输出 3 个波段，3 个波段。输出 3 个波段，3 个波段。输出 3 个波段，3 个波段。

- **nband** - 输出 1 个波段。
- **nbands** - 输出 3 个波段 (JPEG 格式 3 个波段)。输出 RGB 格式。输出 ARRAY[3,2,1] 格式 3 个波段，输出 2 个波段，输出 1 个波段。
- **quality** - 1 到 100 之间的值。输出 75 到 100 之间的值。
- **options** - JPEG 格式 GDAL 选项 (ST\_GDALDrivers 函数 JPEG 格式 create\_options 函数)。JPEG 格式，输出 PROGRESSIVE ON/OFF 格式 75 到 100 之间的值。输出 QUALITY 格式。输出 GDAL 格式。

2.0.0 版本。GDAL 1.6.0 版本。

示例：

```
-- output first 3 bands 75% quality
SELECT ST_AsJPEG(rast) As rastjpg
FROM dummy_rast WHERE rid=2;

-- output only first band as 90% quality
SELECT ST_AsJPEG(rast,1,90) As rastjpg
FROM dummy_rast WHERE rid=2;

-- output first 3 bands (but make band 2 Red, band 1 green, and band 3 blue, progressive and 90% quality
SELECT ST_AsJPEG(rast,ARRAY[2,1,3],ARRAY['QUALITY=90','PROGRESSIVE=ON']) As rastjpg
FROM dummy_rast WHERE rid=2;
```

描述

Section 10.3, ST\_GDALDrivers, ST\_AsGDALRaster, ST\_AsPNG, ST\_AsTIFF

### 11.11.5 ST\_AsPNG

ST\_AsPNG — 使用 PNG (Portable Network Graphics) 格式将栅格数据导出为字节数组。该函数使用 ST\_AsGDALRaster 函数将栅格数据导出为 GDAL 格式。默认情况下，输出 1 个，3 个，4 个波段。输出 2 个，4 个波段。输出 1 个波段。输出 RGB 格式 RGBA 格式。

## Synopsis

```
bytea ST_AsPNG(raster rast, text[] options=NULL);
bytea ST_AsPNG(raster rast, integer nband, integer compression);
bytea ST_AsPNG(raster rast, integer nband, text[] options=NULL);
bytea ST_AsPNG(raster rast, integer[] nbands, integer compression);
bytea ST_AsPNG(raster rast, integer[] nbands, text[] options=NULL);
```

描述

ST\_AsPNG 将栅格数据转换为 PNG (Portable Network Graphics) 格式。ST\_AsPNG 使用 GDAL 的 `ST_AsGDALRaster` 函数。ST\_AsPNG 接受 3 个参数。srid 参数指定输出图像的 SRID。ST\_AsPNG 返回一个字节数组：

- `nband` - 指定输出图像的波段数。
- `nbands` - 指定输出图像的波段 (PNG 支持 4 个波段)。指定 RGBA 格式。指定 ARRAY[3,2,1] 指定 3 个波段, 指定 2 个波段, 指定 1 个波段。
- `compression` - 指定 PNG 的压缩级别 (1 到 9)。
- `options` - PNG 的选项 (GDAL 的选项) (`ST_GDALDrivers` 的 PNG 选项 create\_options)。PNG 选项, 指定 ZLEVEL (指定 - 指定 6) 指定, 指定 ARRAY['ZLEVEL=9'] 指定。指定 2 个指定选项。

2.0.0 版本。GDAL 1.6.0 版本。

示例

```
SELECT ST_AsPNG(rast) As rastpng
FROM dummy_rast WHERE rid=2;

-- export the first 3 bands and map band 3 to Red, band 1 to Green, band 2 to blue
SELECT ST_AsPNG(rast, ARRAY[3,1,2]) As rastpng
FROM dummy_rast WHERE rid=2;
```

参见

ST\_AsGDALRaster, ST\_ColorMap, ST\_GDALDrivers, Section 10.3

### 11.11.6 ST\_AsTIFF

ST\_AsTIFF — Return the raster selected bands as a single TIFF image (byte array). If no band is specified or any of specified bands does not exist in the raster, then will try to use all bands.

## Synopsis

```
bytea ST_AsTIFF(raster rast, text[] options="", integer srid=sameasource);
bytea ST_AsTIFF(raster rast, text compression="", integer srid=sameasource);
bytea ST_AsTIFF(raster rast, integer[] nbands, text compression="", integer srid=sameasource);
bytea ST_AsTIFF(raster rast, integer[] nbands, text[] options, integer srid=sameasource);
```



## 描述

ST\_AsTIFF 将栅格数据转换为 TIFF (Tagged Image File Format) 格式。该函数支持多种选项，如 `ST_AsGDALRaster` 和 `ST_AsGDALRaster`。该函数还支持 SRS 和 SRID 的设置。该函数的语法如下：

- `nbands` - 指定输出的带数 (PNG 支持 3 个带)。默认为 RGB 带。可以指定 `ARRAY[3,2,1]` 指定 3 个带，第 2 个带，第 1 个带。
- `compression` - 指定压缩格式：JPEG90(有损压缩), LZW, JPEG, DEFLATE9
- `options` - GTiff 的 GDAL 选项 (ST\_GDALDrivers 中的 GTiff 选项 create\_options)。指定 GDAL 的选项。
- `srid` - 指定 spatial\_ref\_sys 的 SRID。默认为 0。

2.0.0 版本开始支持。GDAL 1.6.0 版本开始支持。

**示例: JPEG 90%**

```
SELECT ST_AsTIFF(rast, 'JPEG90') As rasttiff
FROM dummy_rast WHERE rid=2;
```

## 参数

`ST_GDALDrivers`, `ST_AsGDALRaster`, `ST_SRID`

## 11.12 空间函数

### 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);
```

geom

geom 是几何对象。如果 geom 是 NULL，则返回 NULL。

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 中被替换为 ST\_MinPossibleValue(ST\_Band(rast, 1))。如果 rast 包含 NODATA 值，则返回的副本也包含 NODATA 值。NODATA 值在 rast 中被替换为 ST\_MinPossibleValue(ST\_Band(rast, 1))。如果 rast 包含 NODATA 值，则返回的副本也包含 NODATA 值。NODATA 值在 rast 中被替换为 ST\_MinPossibleValue(ST\_Band(rast, 1))。

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;
```

```
-- Demonstrate effect of crop on final dimensions of raster
-- Note how final extent is clipped to that of the geometry
-- if crop = true
SELECT ST_XMax(ST_Envelope(ST_Clip(rast, 1, clipper, true))) As xmax_w_trim,
       ST_XMax(clipper) As xmax_clipper,
       ST_XMax(ST_Envelope(ST_Clip(rast, 1, clipper, false))) As xmax_wo_trim,
       ST_XMax(ST_Envelope(rast)) As xmax_rast_orig
FROM (SELECT rast, ST_Buffer(ST_Centroid(ST_Envelope(rast)),6) As clipper
      FROM aerials.boston
      WHERE rid = 6) As foo;
```

| xmax_w_trim      | xmax_clipper     | xmax_wo_trim     | xmax_rast_orig   |
|------------------|------------------|------------------|------------------|
| 230657.436173996 | 230657.436173996 | 230666.436173996 | 230666.436173996 |



Figure 1: **crop** parameter 1: Demonstrates the effect of the crop parameter on the final dimensions of the raster.

```
-- Same example as before, but we need to set crop to false to be able to use ST_AddBand
-- because ST_AddBand requires all bands be the same Width and height
SELECT ST_AddBand(ST_Clip(rast, 1,
      ST_Buffer(ST_Centroid(ST_Envelope(rast)),20),false
      ), ARRAY[ST_Band(rast,2),ST_Band(rast,3)] ) from aerials.boston
WHERE rid = 6;
```



原始图像



缓冲 - 裁剪

SQL: 缓冲并裁剪

```
-- 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_Clipping(rast,
    ST_Buffer(ST_Centroid(ST_Envelope(rast)), 20),
    false
) from aerials.boston
WHERE rid = 4;
```



原始图像



缓冲

SQL

[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) 映射到 4 个颜色通道。返回 1 个栅格。



图 10

图 10: 使用 ST\_AsPNG 函数生成 PNG 图像。

```
-- 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;
```

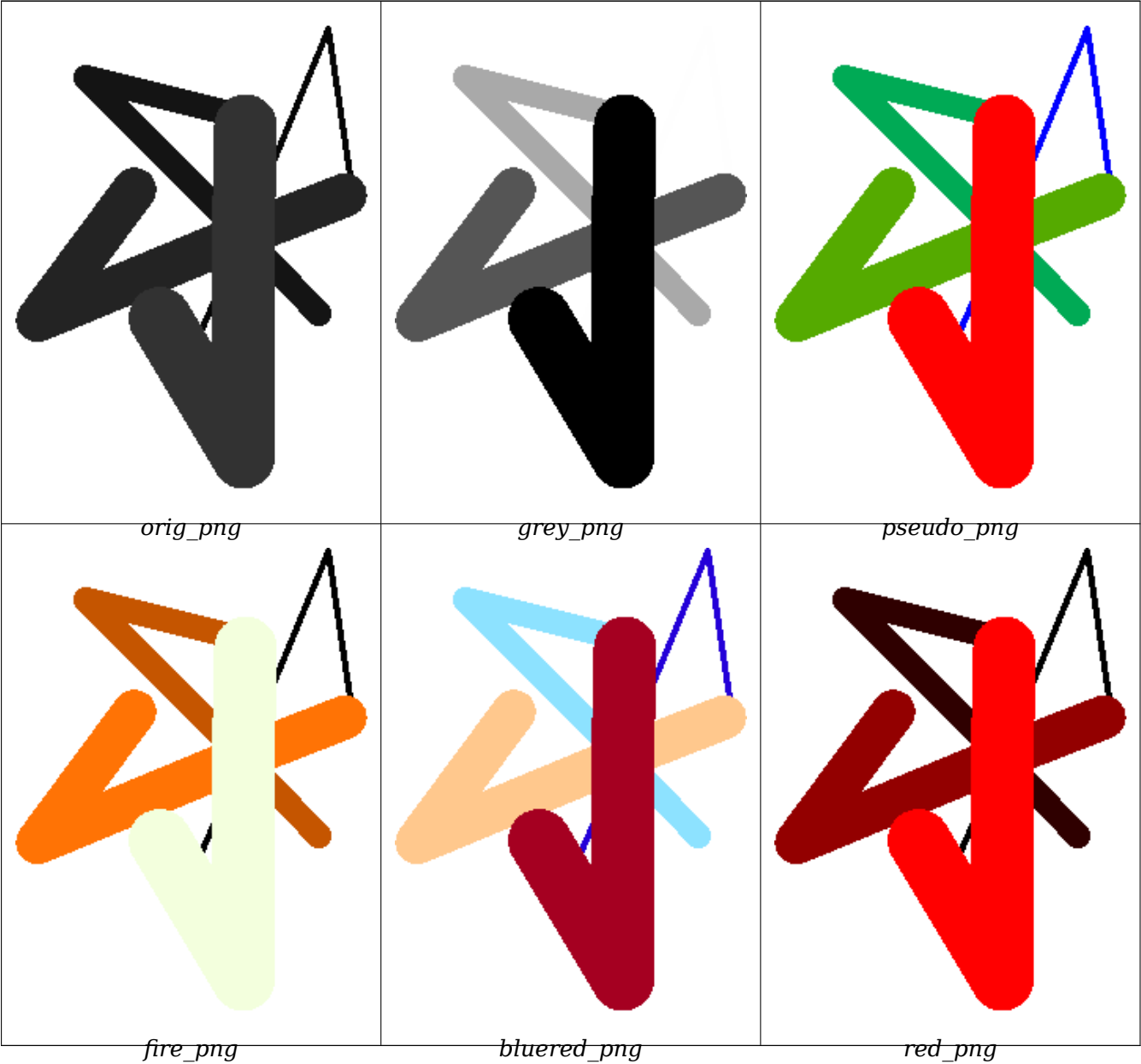
```
SELECT
    ST_NumBands(rast) As n_orig,
    ST_NumBands(ST_ColorMap(rast,1, 'greyscale')) As ngrey,
    ST_NumBands(ST_ColorMap(rast,1, 'pseudocolor')) As npseudo,
    ST_NumBands(ST_ColorMap(rast,1, 'fire')) As nfire,
    ST_NumBands(ST_ColorMap(rast,1, 'bluered')) As nbluered,
    ST_NumBands(ST_ColorMap(rast,1, '
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    |

图 11: ST\_AsPNG 函数生成 PNG 图像。

```
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);

注意

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: 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;
```



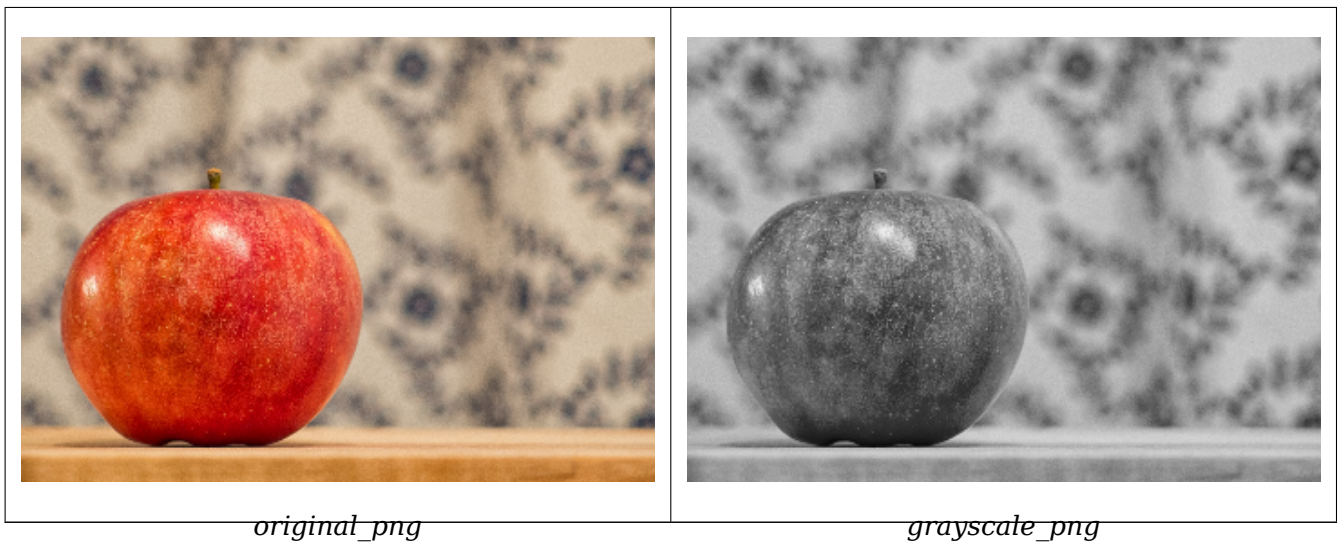


图 11.12.2

```
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;
```

图 11.12.2

**ST\_AsPNG, ST\_Reclass, ST\_ColorMap**

### 11.12.4 ST\_Intersection

**ST\_Intersection** — 返回几何体与栅格的交集。如果几何体与栅格的交集为空，则返回空集。如果几何体与栅格的交集不为空，则返回交集的几何体。

#### 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);

```

描述

返回两个栅格和几何图形的交集。如果两个栅格具有不同的坐标系，则返回的栅格将具有与第一个栅格相同的坐标系。如果两个栅格具有不同的波段，则返回的栅格将具有与第一个栅格相同的波段。

geomval 返回两个几何图形的交集。如果两个几何图形具有不同的坐标系，则返回的几何图形将具有与第一个几何图形相同的坐标系。如果两个几何图形具有不同的 SRID，则返回的几何图形将具有与第一个几何图形相同的 SRID。如果两个几何图形具有不同的 SRID，则返回的几何图形将具有与第一个几何图形相同的 SRID。 WHERE 子句中的 ST\_Intersect 函数用于检查两个几何图形是否相交。

geomval 返回两个几何图形的交集。如果两个几何图形具有不同的坐标系，则返回的几何图形将具有与第一个几何图形相同的坐标系。如果两个几何图形具有不同的 SRID，则返回的几何图形将具有与第一个几何图形相同的 SRID。 WHERE 子句中的 ST\_Intersect 函数用于检查两个几何图形是否相交。

返回两个栅格和几何图形的交集。如果两个栅格具有不同的坐标系，则返回的栅格将具有与第一个栅格相同的坐标系。如果两个栅格具有不同的波段，则返回的栅格将具有与第一个栅格相同的波段。 ST\_MapAlgebraExpr 函数用于检查两个栅格是否相交。

返回两个栅格和几何图形的交集。如果两个栅格具有不同的坐标系，则返回的栅格将具有与第一个栅格相同的坐标系。如果两个栅格具有不同的波段，则返回的栅格将具有与第一个栅格相同的波段。 returnband 参数用于指定返回的栅格的波段。如果两个栅格具有不同的波段，则返回的栅格将具有与第一个栅格相同的波段。 NODATA 值用于指定返回的栅格的 NODATA 值。如果两个栅格具有不同的 NODATA 值，则返回的栅格将具有与第一个栅格相同的 NODATA 值。

ST\_Intersection 函数用于检查两个几何图形是否相交。如果两个几何图形具有不同的坐标系，则返回的几何图形将具有与第一个几何图形相同的坐标系。如果两个几何图形具有不同的 SRID，则返回的几何图形将具有与第一个几何图形相同的 SRID。如果两个几何图形具有不同的 SRID，则返回的几何图形将具有与第一个几何图形相同的 SRID。 NODATA 值用于指定返回的几何图形的 NODATA 值。如果两个几何图形具有不同的 NODATA 值，则返回的几何图形将具有与第一个几何图形相同的 NODATA 值。 ST\_MinPossibleValue 函数用于检查两个几何图形是否相交。

返回两个栅格和几何图形的交集。如果两个栅格具有不同的坐标系，则返回的栅格将具有与第一个栅格相同的坐标系。如果两个栅格具有不同的波段，则返回的栅格将具有与第一个栅格相同的波段。 ST\_Clip 函数用于检查两个栅格是否相交。



#### Note

如果两个栅格具有不同的坐标系，则返回的栅格将具有与第一个栅格相同的坐标系。如果两个栅格具有不同的波段，则返回的栅格将具有与第一个栅格相同的波段。 ST\_MapAlgebraExpr 函数用于检查两个栅格是否相交。



#### Note

如果两个栅格具有不同的坐标系，则返回的栅格将具有与第一个栅格相同的坐标系。如果两个栅格具有不同的波段，则返回的栅格将具有与第一个栅格相同的波段。 ST\_Clip 函数用于检查两个栅格是否相交。



#### Note

ST\_Intersects 函数用于检查两个几何图形是否相交。如果两个几何图形具有不同的坐标系，则返回的几何图形将具有与第一个几何图形相同的坐标系。如果两个几何图形具有不同的 SRID，则返回的几何图形将具有与第一个几何图形相同的 SRID。如果两个几何图形具有不同的 SRID，则返回的几何图形将具有与第一个几何图形相同的 SRID。

版本: 2.0.0 函数用于检查两个几何图形是否相交。 2.0.0 版本中，如果两个几何图形具有不同的坐标系，则返回的几何图形将具有与第一个几何图形相同的坐标系。如果两个几何图形具有不同的 SRID，则返回的几何图形将具有与第一个几何图形相同的 SRID。如果两个几何图形具有不同的 SRID，则返回的几何图形将具有与第一个几何图形相同的 SRID。

例: 点, 线 -- 点-面相交

```
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                                        |     |

例

geomval, ST\_Intersects, ST\_MapAlgebraExpr, ST\_Clip, ST\_AsText

11.12.5 ST\_MapAlgebra (callback function version)

ST\_MapAlgebra (callback function version) — 对栅格进行逐像素操作。每个像素的输入由一个或多个栅格、一个回调函数、一个像素类型、一个输出类型、一个自定义范围、一个距离x、一个距离y、一个变长用户参数列表组成。

Synopsis

raster **ST\_MapAlgebra**(rastbandarg[] rastbandargset, regprocedure callbackfunc, text pixeltype=NULL, text extenttype=INTERSECTION, raster customextent=NULL, integer distancex=0, integer distancey=0, text[] VARIADIC userargs=NULL);  
raster **ST\_MapAlgebra**(raster rast, integer[] nband, regprocedure callbackfunc, text pixeltype=NULL, text extenttype=FIRST, raster customextent=NULL, integer distancex=0, integer distancey=0, text[] VARIADIC userargs=NULL);  
raster **ST\_MapAlgebra**(raster rast, integer nband, regprocedure callbackfunc, text pixeltype=NULL, text extenttype=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 pixelttype=NULL, text extenttype=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 pixelttype=NULL, text extenttype=INTERSECTION, raster customextent=NULL, text[] VARIADIC userargs=NULL);

説明

この関数は、2つのラスタを指定したバンドでマッピングし、結果を指定したラスタに格納します。

**rast, rast1, rast2, rastbandargset** 入力ラスタとバンドのセット (代数) のラスタ

**rastbandargset** ラスタのバンド番号のリスト。ラスタのバンド番号は、ラスタのバンド番号のリストで指定されます。ラスタ 1 のバンド番号は 1 から始まります。

**nband, nband1, nband2** ラスタのバンド番号。nband はラスタのバンド番号のリスト。nband1 は rast1 のバンド番号のリスト。nband2 は rast2 のバンド番号のリスト。nband1 は rast1 のバンド番号のリスト。nband2 は rast2 のバンド番号のリスト。

**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 の値を乗算するかどうか (boolean)。mask の値を乗算するかどうか (boolean)。

**pixeltype** pixeltype 数据类型, 数据类型必须与像素数据类型匹配。pixeltype 为 NULL 数据类型, 数据类型必须与像素数据类型匹配 (数据类型: INTERSECTION, UNION, FIRST, CUSTOM), 数据类型必须与像素数据类型匹配 (数据类型: SECOND, LAST) 数据类型必须与像素数据类型匹配。数据类型必须与像素数据类型匹配, 数据类型 pixeltype 数据类型。

数据类型必须与像素数据类型匹配 **ST\_BandPixelType** 数据类型必须与像素数据类型匹配, 数据类型, NULL 数据类型。

**extenttype** 数据类型必须与像素数据类型匹配 INTERSECTION(数据类型), UNION, FIRST(数据类型 1 数据类型必须与像素数据类型匹配 数据类型), SECOND, LAST, CUSTOM 数据类型。

**customextent** extenttype 数据类型必须与像素数据类型匹配 CUSTOM 数据类型, 数据类型 customextent 数据类型必须与像素数据类型匹配。数据类型 1 数据类型必须与像素数据类型匹配。

**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** 数据类型必须与像素数据类型匹配 Y 数据类型必须与像素数据类型匹配。数据类型必须与像素数据类型匹配  $2*distancey + 1$  数据类型必须与像素数据类型匹配。数据类型必须与像素数据类型匹配 (数据类型必须与像素数据类型匹配 0) 数据类型必须与像素数据类型匹配。

**userargs** callbackfunc 数据类型必须与像素数据类型匹配 variadic text 数据类型必须与像素数据类型匹配。数据类型必须与像素数据类型匹配 数据类型必须与像素数据类型匹配, userargs 数据类型必须与像素数据类型匹配。



#### Note

(数据类型必须与像素数据类型匹配) VARIADIC 数据类型必须与像素数据类型匹配, PostgreSQL 数据类型必须与像素数据类型匹配 **Query Language (SQL) Functions** "SQL Functions with Variable Numbers of Arguments" 数据类型必须与像素数据类型匹配。



#### Note

数据类型必须与像素数据类型匹配 数据类型必须与像素数据类型匹配, callbackfunc 数据类型必须与像素数据类型匹配 text[] 数据类型必须与像素数据类型匹配。

数据类型 1 数据类型必须与像素数据类型匹配/数据类型必须与像素数据类型匹配 数据类型必须与像素数据类型匹配 rastbandarg 数据类型必须与像素数据类型匹配。数据类型 1 数据类型必须与像素数据类型匹配。

数据类型 2 数据类型 3 数据类型必须与像素数据类型匹配 数据类型必须与像素数据类型匹配。数据类型 2 数据类型 3 数据类型必须与像素数据类型匹配。

数据类型 4 数据类型必须与像素数据类型匹配 数据类型必须与像素数据类型匹配 2 数据类型必须与像素数据类型匹配。数据类型 4 数据类型必须与像素数据类型匹配。

2.2.0 数据类型必须与像素数据类型匹配 mask 数据类型必须与像素数据类型匹配。

2.1.0 数据类型必须与像素数据类型匹配。

数据类型: 数据类型 1

数据类型 1 数据类型, 数据类型 1 数据类型

```
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
```

□□□ 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
```





, 
 




```

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

```

XXXXXXXXXXXXXXXXXXXXX. XXXX PostgreSQL 9.1 XXXXXXXXXXXXX.

```

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

```

以下示例使用 PostgreSQL 9.0 的 `ST_AddBand` 函数。

```

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_BandMetadata(rast, 1)),
  ST_Value(rast, 1, 1, 1)
FROM bar;
```

## 实验: 实验 2 实验 3

实验实验 1 实验, 实验实验

```
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
```

实验实验 1 实验, 实验 1 实验

```
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: 实验 4

实验实验 2 实验, 实验 2 实验

```
WITH foo AS (
  SELECT 1 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, ↵
    0, 0, 0), 1, '16BUI', 1, 0), 2, '8BUI', 10, 0), 3, '32BUI', 100, 0) AS rast UNION ↵
    ALL
  SELECT 2 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 1, 1, -1, ↵
    0, 0, 0), 1, '16BUI', 2, 0), 2, '8BUI', 20, 0), 3, '32BUI', 300, 0) AS rast
)
SELECT
  ST_MapAlgebra(
    t1.rast, 2,
    t2.rast, 1,
    'sample_callbackfunc(double precision[], int[], text[])'::regprocedure
  ) AS rast
FROM foo t1
CROSS JOIN foo t2
WHERE t1.rid = 1
  AND t2.rid = 2
```





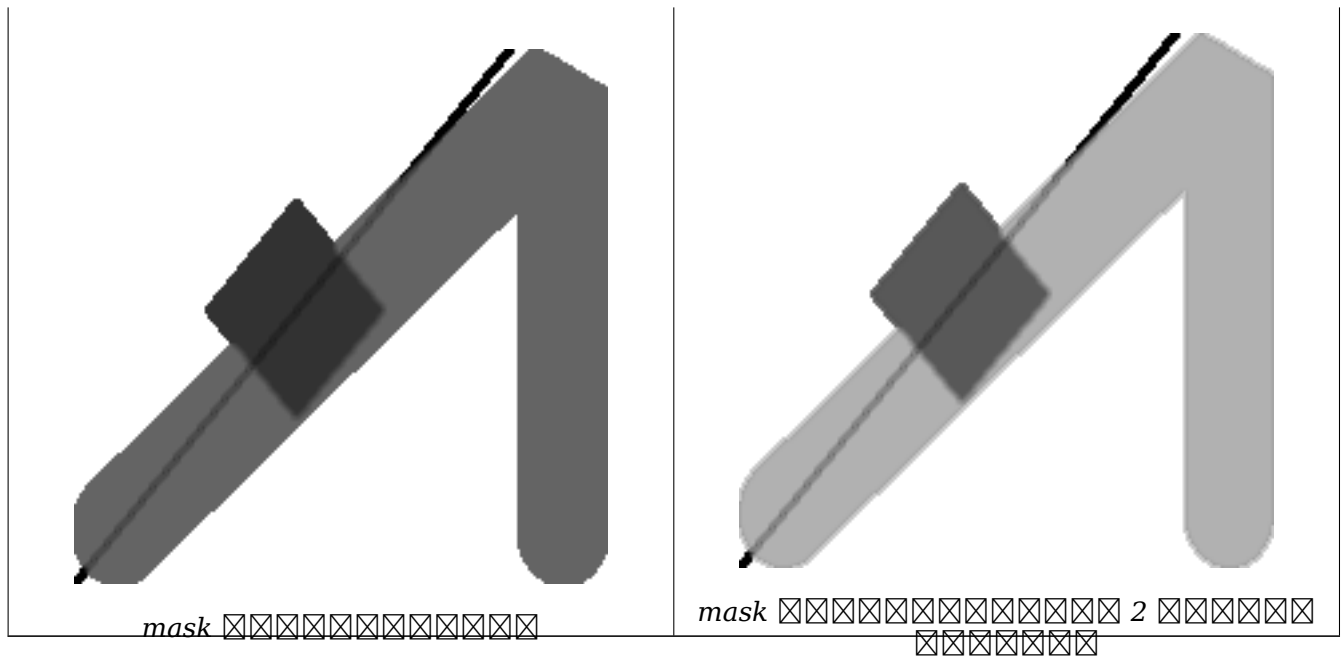


图 11.12.6

`rastbandarg`, `ST_Union`, `ST_MapAlgebra` (expression version)

### 11.12.6 ST\_MapAlgebra (expression version)

`ST_MapAlgebra` (expression version) — 对栅格 1 应用表达式 2，并返回结果栅格。SQL 函数 1 对栅格 1 应用表达式 2。

#### Synopsis

```
raster ST_MapAlgebra(raster rast, integer nband, text pixelpixeltype, text expression, double precision nodataval=NULL);
raster ST_MapAlgebra(raster rast, text pixelpixeltype, text expression, double precision nodataval=NULL);
raster ST_MapAlgebra(raster rast1, integer nband1, raster rast2, integer nband2, text expression, text pixelpixeltype=NULL, text extenttype=INTERSECTION, text nodata1expr=NULL, text nodata2expr=NULL, double precision nodatanodataval=NULL);
raster ST_MapAlgebra(raster rast1, raster rast2, text expression, text pixelpixeltype=NULL, text extenttype=INTERSECTION, text nodata1expr=NULL, text nodata2expr=NULL, double precision nodatanodataval=NULL);
```

图 11.12.6

对栅格 1 应用表达式 2，并返回结果栅格。SQL 函数 1 对栅格 1 应用表达式 2。

2.1.0 版本引入。

☐☐: ☐☐ **1, 2** (☐☐☐ **1** ☐)

`rast` expression PostgreSQL raster, 1 band. nband 1, 1. Raster, 1.

```
pixeltype 0x00000000, 0x00000000000000000000000000000000. pixeltype 0x NULL 0x00, 0x0000
0x00000000 rast 0x00000000000000000000000000000000.
```

- expression `[[rast.val]]`.
  - `[rast]` - `[[rast.val]]`
  - `[rast.val]` - `[[rast.val]]`
  - `[rast.x]` - `[[rast.val]]` 1-`[[rast.val]]`
  - `[rast.y]` - `[[rast.val]]` 1-`[[rast.val]]`

☒☒: ☒☒ 3, 4 (☒☒☒ 2 ☒)

```
CREATE TABLE rast1, (rast2) expression 2 PostgreSQL
band1, band2 1
extenttype
```

```
expression 2 PostgreSQL PostgreSQL
(rast1 + rast2)/2.0::integer
```

**pixeltype** `enum PixelType { ST_BandPixelType, ... , NULL }`. `ST_BandPixelType` `enum PixelType`, `enum PixelType`, `NULL` `enum PixelType`. `enum PixelType` `enum PixelType`, `enum PixelType` `enum PixelType`.

**extnttype** 

1. INTERSECTION - ██████████. ████████.
2. UNION - ████████████████████.
3. FIRST - ████████████████████████████████.
4. SECOND - ████████████████████████████████████.

```
nodataexpr rast1 [NODATA] rast2 [NODATA]
[.] rast2 [NODATA].
```

```
nodata2expr rast2 [nodata] NODATA [nodata] rast1 [nodata]
```

```
nodatanodataval 00000000 rast1 0 rast2 00000000 NODATA 000000000000
000.
```

- expression, nodata1expr ☐ nodata2expr ☐☐☐☐☐☐☐☐☐.
- [rast1] - rast1 ☐☐☐☐☐☐☐☐☐☐
  - [rast1.val] - rast1 ☐☐☐☐☐☐☐☐☐☐
  - [rast1.x] - rast1 ☐☐☐☐☐☐☐ 1-☐☐☐☐☐☐
  - [rast1.y] - rast1 ☐☐☐☐☐☐☐ 1-☐☐☐☐☐☐
  - [rast2] - rast2 ☐☐☐☐☐☐☐☐☐☐
  - [rast2.val] - rast2 ☐☐☐☐☐☐☐☐☐☐
  - [rast2.x] - rast2 ☐☐☐☐☐☐☐ 1-☐☐☐☐☐☐
  - [rast2.y] - rast2 ☐☐☐☐☐☐☐ 1-☐☐☐☐☐☐

**例 1**

```
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;
```

**例 3**

```
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, -1, 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;
```

例

**rastbandarg**, **ST\_Union**, **ST\_MapAlgebra** (callback function version)

### 11.12.7 ST\_MapAlgebraExpr

**ST\_MapAlgebraExpr** — 例 1: PostgreSQL 12.1 版本中引入。用于在 PostGIS 3.6.3 中执行代数表达式。该函数接受一个栅格、一个整数波段、一个文本像素类型、一个文本表达式、一个双精度缺值（nodataval）以及一个可选的回调函数。该函数返回一个栅格。

#### Synopsis

raster **ST\_MapAlgebraExpr**(raster rast, integer band, text pixeltype, text expression, double precision nodataval=NULL);  
raster **ST\_MapAlgebraExpr**(raster rast, text pixeltype, text expression, double precision nodataval=NULL, text callback);

例



#### Warning

**ST\_MapAlgebraExpr** 2.1.0 版本中引入。该函数在 PostgreSQL 12.1 版本中引入。该函数在 PostgreSQL 12.1 版本中引入。

`ST_MapAlgebra(rast, expression)` 是 PostgreSQL 的 `ST_MapAlgebra` 函数，它接受 1 个 `raster` 参数和 1 个 `expression` 参数。nband 是 `raster` 的波段数，它接受 1 个 `raster` 参数。它返回一个 `raster`，它的波段数与输入 `raster` 的波段数相同。

`pixeltype` 是 `raster` 的像素类型，它接受 1 个 `raster` 参数。如果 `pixeltype` 是 `NULL`，那么返回的 `raster` 的像素类型与输入 `raster` 的像素类型相同。

`ST_MapAlgebra(rast, 1-raster的波段数, 1-raster的像素类型, 1-raster的像素类型)` 是 `ST_MapAlgebra` 函数的另一种用法，它接受 4 个参数。

2.0.0 版本开始支持。

图 1

图 2 是 `ST_MapAlgebra` 函数 (modulo) 的示例，它接受 1 个 `raster` 参数。

```
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      |

`ST_MapAlgebra` 的 `NODATA` 选项接受 0 或 1 个 `raster` 参数。如果 `NODATA` 是 0，那么返回的 `raster` 的波段数与输入 `raster` 的波段数相同。如果 `NODATA` 是 1，那么返回的 `raster` 的波段数与输入 `raster` 的波段数相同。

```
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;
```

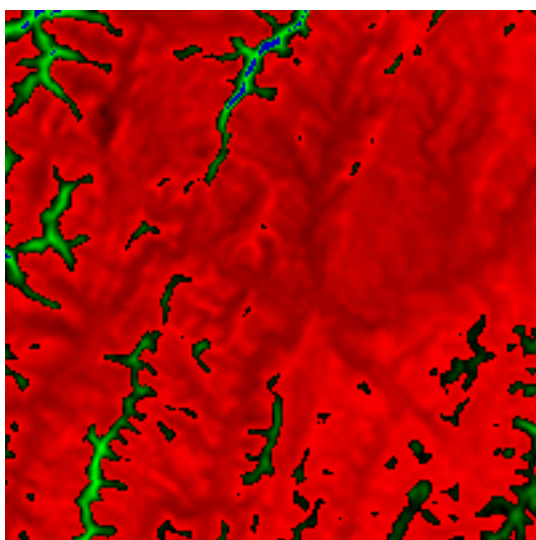
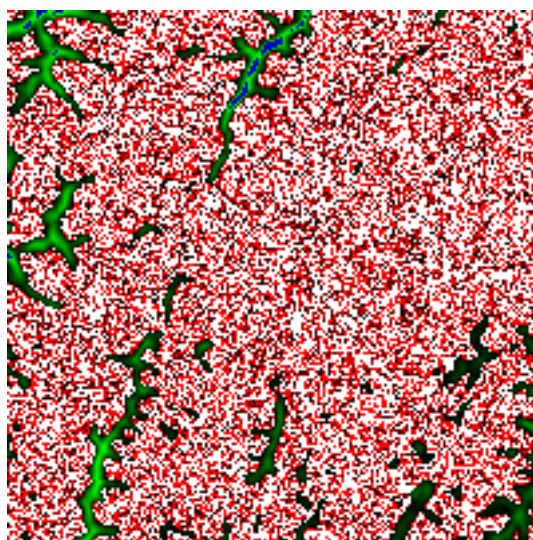
```
SELECT DISTINCT
  ST_Value(rast,1,i,j) As origval,
  ST_Value(map_rast2, 1, i, j) As mapval
FROM dummy_rast
CROSS JOIN generate_series(1, 5) AS i
CROSS JOIN generate_series(1,5) AS j
WHERE rid = 2;
```

| origval | mapval |
|---------|--------|
| 249     | 1      |

|     |  |   |
|-----|--|---|
| 250 |  | 1 |
| 251 |  |   |
| 252 |  | 2 |
| 253 |  | 3 |
| 254 |  | 3 |

```
SELECT
    ST_BandPixelType(map_rast2) As b1pixtyp
FROM dummy_rast
WHERE rid = 2;
```

```
b1pixtyp
-----
2BUI
```

~~original (column rast view)~~~~rast view ma~~[illegible]

```
SELECT
    ST_AddBand(
        ST_AddBand(
            ST_AddBand(
                ST_MakeEmptyRaster(rast_view),
                ST_MapAlgebraExpr(rast_view,1,NULL,'tan([rast])*[rast]')
            ),
            ST_Band(rast_view,2)
        ),
        ST_Band(rast_view, 3)
    ) As rast_view_ma
FROM wind
WHERE rid=167;
```



ST MapAlgebraExpr, ST MapAlgebraFct, ST BandPixelType, ST GeoReference, ST Value

## 11.12.8 ST\_MapAlgebraExpr

**ST\_MapAlgebraExpr** — 对两个栅格进行代数运算: 对两个栅格应用 PostgreSQL 表达式, 返回栅格, 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);  
**ST\_MapAlgebraExpr**(raster rast1, integer band1, raster rast2, integer band2, text expression, text pixeltype=same\_as\_rast1\_band, text extenttype=INTERSECTION, text nodata1expr=NULL, text nodata2expr=NULL, double precision nodatanodataval=NULL);

### Synopsis

raster **ST\_MapAlgebraExpr**(raster rast1, raster rast2, text expression, text pixeltype=same\_as\_rast1\_band, text extenttype=INTERSECTION, text nodata1expr=NULL, text nodata2expr=NULL, double precision nodatanodataval=NULL);  
 raster **ST\_MapAlgebraExpr**(raster rast1, integer band1, raster rast2, integer band2, text expression, text pixeltype=same\_as\_rast1\_band, text extenttype=INTERSECTION, text nodata1expr=NULL, text nodata2expr=NULL, double precision nodatanodataval=NULL);

警告



#### Warning

**ST\_MapAlgebraExpr** 2.1.0 版本中已弃用。请使用 **ST\_MapAlgebra (expression version)** 函数。

**expression** 对两个栅格应用 PostgreSQL 表达式, 返回栅格, 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);  
**expression** 对两个栅格应用 PostgreSQL 表达式, 返回栅格, 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);

**expression** 对两个栅格应用 PostgreSQL 表达式, 返回栅格, 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);  
**expression** 对两个栅格应用 PostgreSQL 表达式, 返回栅格, 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);

**pixeltype** 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);  
**pixeltype** 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);

**extenttype** 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);

1. **INTERSECTION** - 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);
2. **UNION** - 数据类型为 `UNION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);
3. **FIRST** - 数据类型为 `FIRST`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);
4. **SECOND** - 数据类型为 `SECOND`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);

**nodata1expr** rast1 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);  
**nodata1expr** rast1 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);

**nodata2expr** rast2 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);  
**nodata2expr** rast2 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);

**nodatanodataval** rast1 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);  
**nodatanodataval** rast1 数据类型为 `INTERSECTION`, 文本 `nodata1expr=NULL`, 文本 `nodata2expr=NULL`, 双精度 `nodatanodataval=NULL`);

pixeltype 数据类型, 数据类型与像素数据类型相同。 pixeltype 为 NULL 数据类型  
数据类型, 数据类型与 rast1 数据类型相同。

数据类型与数据类型 [rast1.val], [rast2.val], 数据类型/数据类型 [rast1.x],  
[rast1.y] 数据类型。

2.0.0 数据类型。

图: 图 2 数据类型

数据类型 2 数据类型 (modulo) 数据类型 1 数据类型。

```
--Create a cool set of rasters --
DROP TABLE IF EXISTS fun_shapes;
CREATE TABLE fun_shapes(rid serial PRIMARY KEY, fun_name text, rast raster);

-- Insert some cool shapes around Boston in Massachusetts state plane meters --
INSERT INTO fun_shapes(fun_name, rast)
VALUES ('ref', ST_AsRaster(ST_MakeEnvelope(235229, 899970, 237229, 901930,26986),200,200,'8BUI',0,0));

INSERT INTO fun_shapes(fun_name,rast)
WITH ref(rast) AS (SELECT rast FROM fun_shapes WHERE fun_name = 'ref' )
SELECT 'area' AS fun_name, ST_AsRaster(ST_Buffer(ST_SetSRID(ST_Point(236229, 900930),26986)
, 1000),
    ref.rast,'8BUI', 10, 0) As rast
FROM ref
UNION ALL
SELECT 'rand bubbles',
    ST_AsRaster(
        (SELECT ST_Collect(geom)
        FROM (SELECT ST_Buffer(ST_SetSRID(ST_Point(236229 + i*random()*100, 900930 + j*random()
*100),26986), random()*20) As geom
        FROM generate_series(1,10) As i, generate_series(1,10) As j
        ) As foo ), ref.rast,'8BUI', 200, 0)
FROM ref;

--map them -
SELECT ST_MapAlgebraExpr(
    area.rast, bub.rast, '[rast2.val]', '8BUI', 'INTERSECTION', '[rast2.val]', '[rast1.
val]') As interrast,
    ST_MapAlgebraExpr(
        area.rast, bub.rast, '[rast2.val]', '8BUI', 'UNION', '[rast2.val]', '[rast1.val
]') As unionrast
FROM
    (SELECT rast FROM fun_shapes WHERE
    fun_name = 'area') As area
CROSS JOIN (SELECT rast
FROM fun_shapes WHERE
    fun_name = 'rand bubbles') As bub
```



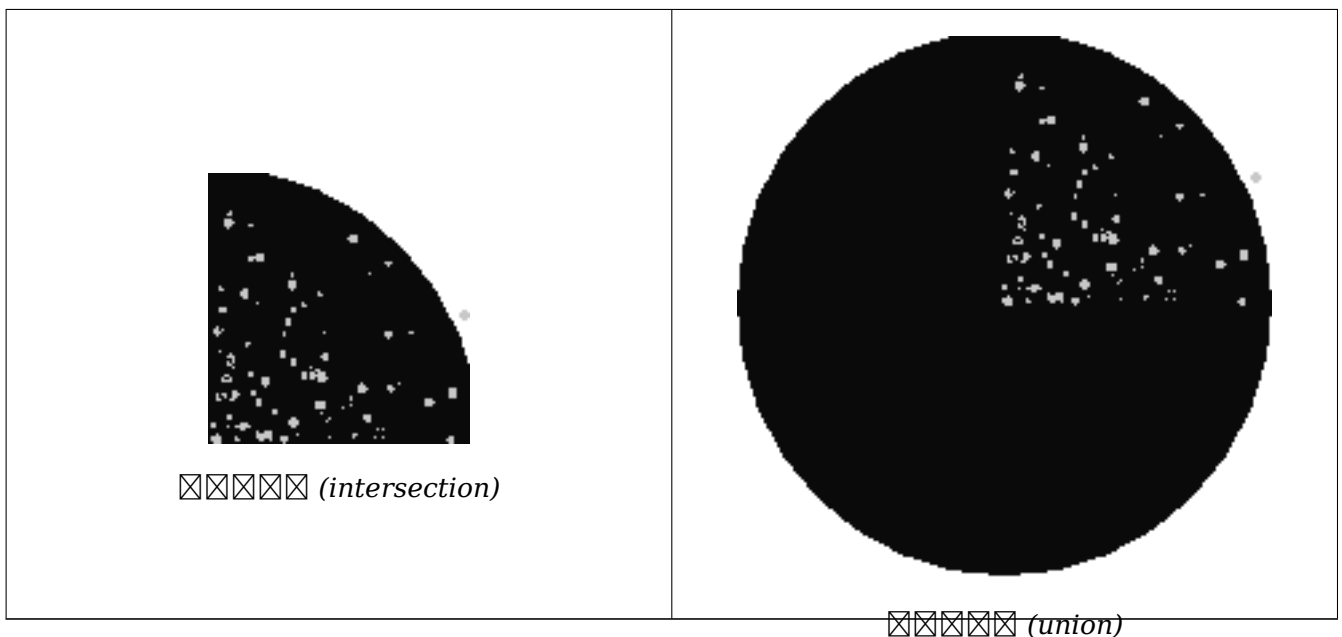


图 10-10: 两个缓冲区的交集和并集

```
-- we use ST_AsPNG to render the image so all single band ones look grey --
WITH mygeoms
  AS ( SELECT 2 As bnum, ST_Buffer(ST_Point(1,5),10) As geom
        UNION ALL
        SELECT 3 AS bnum,
              ST_Buffer(ST_GeomFromText('LINESTRING(50 50,150 150,150 50)'), 10,'join= ↵
              bevel') As geom
        UNION ALL
        SELECT 1 As bnum,
              ST_Buffer(ST_GeomFromText('LINESTRING(60 50,150 150,150 50)'), 5,'join= ↵
              bevel') As geom
      ),
  -- define our canvas to be 1 to 1 pixel to geometry
  canvas
  AS (SELECT ST_AddBand(ST_MakeEmptyRaster(200,
    200,
    ST_XMin(e)::integer, ST_YMax(e)::integer, 1, -1, 0, 0) , '8BUI'::text,0) As rast
    FROM (SELECT ST_Extent(geom) As e,
              Max(ST_SRID(geom)) As srid
          from mygeoms
          ) As foo
    ),
  rbands AS (SELECT ARRAY(SELECT ST_MapAlgebraExpr(canvas.rast, ST_AsRaster(m.geom, canvas ↵
    .rast, '8BUI', 100),
              '[[rast2.val]]', '8BUI', 'FIRST', '[[rast2.val]]', '[[rast1.val]]') As rast
            FROM mygeoms AS m CROSS JOIN canvas
            ORDER BY m.bnum) As rasts
    )
  SELECT rasts[1] As rast1 , rasts[2] As rast2, rasts[3] As rast3, ST_AddBand(
    ST_AddBand(rasts[1],rasts[2]), rasts[3]) As final_rast
  FROM rbands;
```

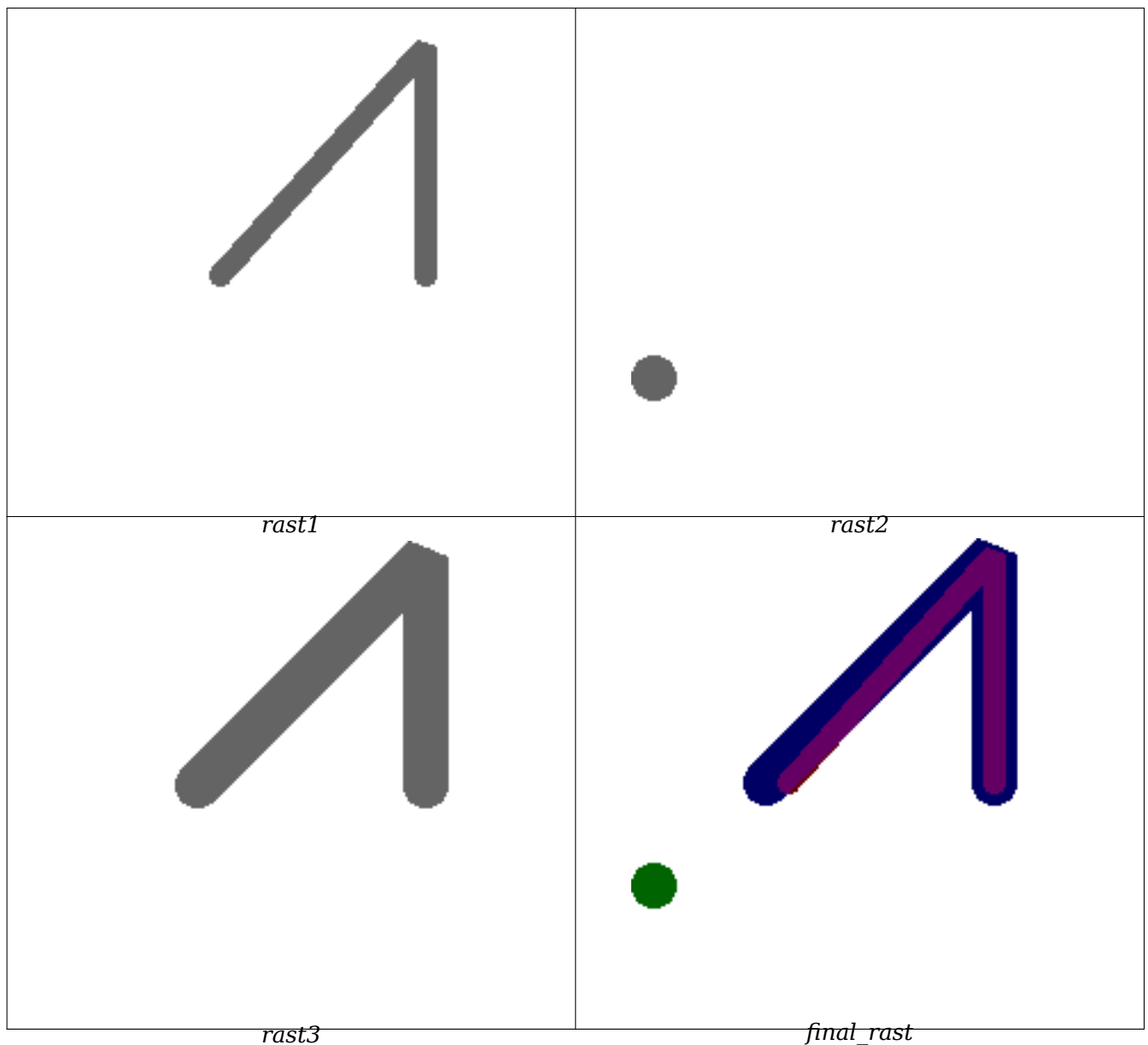


图: 教程 2 教程

```
-- Create new 3 band raster composed of first 2 clipped bands, and overlay of 3rd band with ←
  our geometry
-- This query took 3.6 seconds on PostGIS windows 64-bit install
WITH pr AS
-- Note the order of operation: we clip all the rasters to dimensions of our region
(SELECT ST_Clip(rast,ST_Expand(geom,50) ) As rast, g.geom
 FROM aerals.o_2_boston AS r INNER JOIN
-- union our parcels of interest so they form a single geometry we can later intersect with
  (SELECT ST_Union(ST_Transform(geom,26986)) AS geom
   FROM landparcels WHERE pid IN('0303890000', '0303900000')) As g
   ON ST_Intersects(rast::geometry, ST_Expand(g.geom,50))
),
-- we then union the raster shards together
-- ST_Union on raster is kinda of slow but much faster the smaller you can get the rasters
-- therefore we want to clip first and then union
prunion AS
```

```

(SELECT ST_AddBand(NULL, ARRAY[ST_Union(rast,1),ST_Union(rast,2),ST_Union(rast,3)] ) As ←
  clipped,geom
FROM pr
GROUP BY geom)
-- return our final raster which is the unioned shard with
-- with the overlay of our parcel boundaries
-- add first 2 bands, then mapalgebra of 3rd band + geometry
SELECT ST_AddBand(ST_Band(clipped,ARRAY[1,2])
  , ST_MapAlgebraExpr(ST_Band(clipped,3), ST_AsRaster(ST_Buffer(ST_Boundary(geom),2), ←
    clipped, '8BUI',250),
    '[rast2.val]', '8BUI', 'FIRST', '[rast2.val]', '[rast1.val]')) ) As rast
FROM prunion;

```



XXXXXXXXXXXXXXXXXXXXXXXXXXXX.

☐☐

[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** — 对栅格数据应用 1 个函数: 对 PostgreSQL 栅格函数进行栅格化, 对栅格数据进行栅格化, 对 1 个栅格数据进行栅格化. 对栅格数据进行栅格化, 对 1 个栅格数据进行栅格化.

#### 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);

警告



### Warning

**ST\_MapAlgebraFct 2.1.0** 已弃用。请改用 **ST\_MapAlgebra (callback function version)**。

**rast** (rast) 是 **onerasteruserfunc** 的 PostgreSQL 函数名，**band** 是 **band** 的整数索引，**pixeltype** 是 **pixeltype** 的文本类型，**args** 是 **args** 的文本数组。

**pixeltype** 是 **pixeltype** 的文本类型，**args** 是 **args** 的文本数组。如果 **pixeltype** 是 NULL，则 **args** 是 **args** 的文本数组。

The **onerasteruserfunc** parameter must be the name and signature of a SQL or PL/pgSQL function, cast to a regprocedure. A very simple and quite useless PL/pgSQL function example is:

```
CREATE OR REPLACE FUNCTION simple_function(pixel FLOAT, pos INTEGER[], VARIADIC args TEXT [])
RETURNS FLOAT
AS $$ BEGIN
    RETURN 0.0;
END; $$
LANGUAGE 'plpgsql' IMMUTABLE;
```

The userfunction may accept two or three arguments: a float value, an optional integer array, and a variadic text array. The first argument is the value of an individual raster cell (regardless of the raster datatype). The second argument is the position of the current processing cell in the form '{x,y}'. The third argument indicates that all remaining parameters to **ST\_MapAlgebraFct** shall be passed through to the userfunction.

Passing a regprocedure argument to a SQL function requires the full function signature to be passed, then cast to a regprocedure type. To pass the above example PL/pgSQL function as an argument, the SQL for the argument is:

```
'simple_function(float,integer[],text[])::regprocedure
```

Note that the argument contains the name of the function, the types of the function arguments, quotes around the name and argument types, and a cast to a regprocedure.

**userfunction** 是 **userfunction** 的变体文本，**args** 是 **args** 的变体文本。



### Note

(**ST\_MapAlgebraFct**) VARIADIC 函数，PostgreSQL 函数 **Query Language (SQL) Functions** “SQL Functions with Variable Numbers of Arguments”。

**Note**

在调用 `mod_fct` 函数时，`userfunction` 参数必须指定为 `text[]` 类型的数组。

2.0.0 版本开始支持。

##

在表 `dummy_rast` 中添加列 `map_rast` (modulo) 函数，并更新该列。

```
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      |

在表 `dummy_rast` 中添加列 `map_rast2` (0) 函数，并更新该列。

```
ALTER TABLE dummy_rast ADD COLUMN map_rast2 raster;
CREATE FUNCTION classify_fct(pixel float, pos integer[], variadic args text[])
RETURNS float
AS
$$
DECLARE
    nodata float := 0;
BEGIN
    IF NOT args[1] IS NULL THEN
        nodata := args[1];
    END IF;
    IF pixel < 251 THEN
        RETURN 1;
    ELSIF pixel = 252 THEN
        RETURN 2;
    ELSIF pixel
```

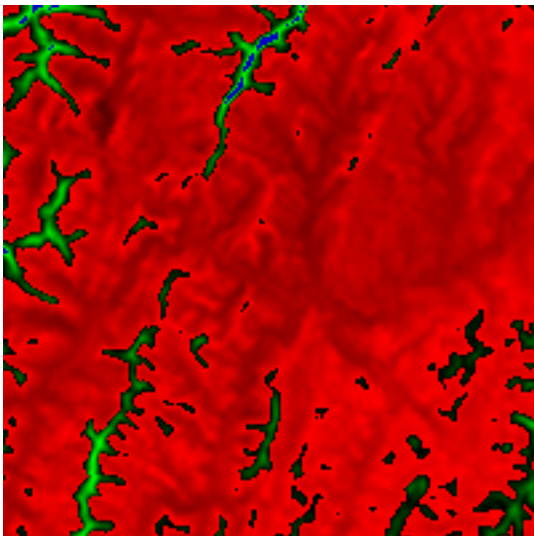
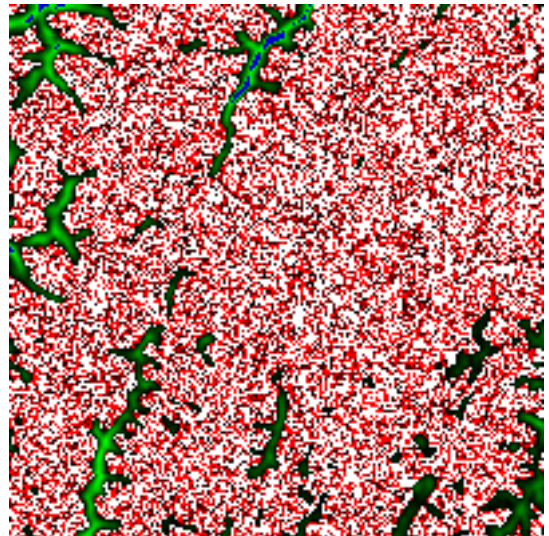
```
> 252 THEN
        RETURN 3;
    ELSE
        RETURN nodata;
    END IF;
END;
$$
LANGUAGE 'plpgsql';
UPDATE dummy_rast SET map_rast2 = ST_MapAlgebraFct(rast,'2BUI','classify_fct(float,integer ↵
    [],text[])':::regprocedure, '0') WHERE rid = 2;
```

```
SELECT DISTINCT ST_Value(rast,1,i,j) As origval, ST_Value(map_rast2, 1, i, j) As mapval
FROM dummy_rast CROSS JOIN generate_series(1, 5) AS i CROSS JOIN generate_series(1,5) AS j
WHERE rid = 2;
```

| original | mapval |
|----------|--------|
| 249      | 1      |
| 250      | 1      |
| 251      |        |
| 252      | 2      |
| 253      | 3      |
| 254      | 3      |

```
SELECT ST_BandPixelType(map_rast2) As blpixtyp
FROM dummy_rast WHERE rid = 2;
```

b1pixtyp  
-----  
2BUI

~~⊠⊠ (rast-view ⊠)~~~~rast view ma~~[illegible]

```
CREATE FUNCTION rast_plus_tan(pixel float, pos integer[], variadic args text[])
RETURNS float
AS
$$
```



```
CREATE OR REPLACE FUNCTION simple_function_for_two_rasters(pixel1 FLOAT, pixel2 FLOAT, pos ←
  INTEGER[], VARIADIC args TEXT[])
  RETURNS FLOAT
  AS $$ BEGIN
    RETURN 0.0;
  END; $$
LANGUAGE 'plpgsql' IMMUTABLE;
```

The `tworastuserfunc` may accept three or four arguments: a double precision value, a double precision value, an optional integer array, and a variadic text array. The first argument is the value of an individual raster cell in `rast1` (regardless of the raster datatype). The second argument is an individual raster cell value in `rast2`. The third argument is the position of the current processing cell in the form `'{x,y}'`. The fourth argument indicates that all remaining parameters to `ST_MapAlgebraFct` shall be passed through to the `tworastuserfunc`.

Passing a regprocedure argument to a SQL function requires the full function signature to be passed, then cast to a regprocedure type. To pass the above example PL/pgSQL function as an argument, the SQL for the argument is:

```
'simple_function(double precision, double precision, integer[], text[])'::regprocedure
```

Note that the argument contains the name of the function, the types of the function arguments, quotes around the name and argument types, and a cast to a regprocedure.

The fourth argument to the `tworastuserfunc` is a variadic text array. All trailing text arguments to any `ST_MapAlgebraFct` call are passed through to the specified `tworastuserfunc`, and are contained in the `userargs` argument.



#### Note

(`ST_MapAlgebraFct`) VARIADIC `TEXT[]`, PostgreSQL `SQL Functions with Variable Numbers of Arguments`.



#### Note

`tworastuserfunc` `TEXT[]`.

2.0.0 安装与使用.

安装: 安装与使用

```
-- define our user defined function --
CREATE OR REPLACE FUNCTION raster_mapalgebra_union(
  rast1 double precision,
  rast2 double precision,
  pos integer[],
  VARIADIC userargs text[]
)
  RETURNS double precision
  AS $$
  DECLARE
  BEGIN
  CASE
```



```

        WHEN rast1 IS NOT NULL AND rast2 IS NOT NULL THEN
            RETURN ((rast1 + rast2)/2.);
        WHEN rast1 IS NULL AND rast2 IS NULL THEN
            RETURN NULL;
        WHEN rast1 IS NULL THEN
            RETURN rast2;
        ELSE
            RETURN rast1;
    END CASE;

    RETURN NULL;
END;
$$ LANGUAGE 'plpgsql' IMMUTABLE COST 1000;

-- prep our test table of rasters
DROP TABLE IF EXISTS map_shapes;
CREATE TABLE map_shapes(rid serial PRIMARY KEY, rast raster, bnum integer, descrip text);
INSERT INTO map_shapes(rast,bnum, descrip)
WITH mygeoms
    AS ( SELECT 2 As bnum, ST_Buffer(ST_Point(90,90),30) As geom, 'circle' As descrip
        UNION ALL
        SELECT 3 AS bnum,
            ST_Buffer(ST_GeomFromText('LINESTRING(50 50,150 150,150 50)'), 15) As geom, ←
            'big road' As descrip
        UNION ALL
        SELECT 1 As bnum,
            ST_Translate(ST_Buffer(ST_GeomFromText('LINESTRING(60 50,150 150,150 50)'), ←
            8,'join=bevel'), 10,-6) As geom, 'small road' As descrip
    ),
-- define our canvas to be 1 to 1 pixel to geometry
canvas
    AS ( SELECT ST_AddBand(ST_MakeEmptyRaster(250,
        250,
        ST_XMin(e)::integer, ST_YMax(e)::integer, 1, -1, 0, 0 ) , '8BUI'::text,0) As rast
        FROM (SELECT ST_Extent(geom) As e,
            Max(ST_SRID(geom)) As srid
            from mygeoms
        ) As foo
    )
-- return our rasters aligned with our canvas
SELECT ST_AsRaster(m.geom, canvas.rast, '8BUI', 240) As rast, bnum, descrip
    FROM mygeoms AS m CROSS JOIN canvas
UNION ALL
SELECT canvas.rast, 4, 'canvas'
FROM canvas;

-- Map algebra on single band rasters and then collect with ST_AddBand
INSERT INTO map_shapes(rast,bnum,descrip)
SELECT ST_AddBand(ST_AddBand(rasts[1], rasts[2]),rasts[3]), 4, 'map bands overlay fct union ←
    (canvas)'
    FROM (SELECT ARRAY(SELECT ST_MapAlgebraFct(m1.rast, m2.rast,
        'raster_mapalgebra_union(double precision, double precision, integer[], text[]) ←
        '::regprocedure, '8BUI', 'FIRST')
        FROM map_shapes As m1 CROSS JOIN map_shapes As m2
        WHERE m1.descrip = 'canvas' AND m2.descrip <
> 'canvas' ORDER BY m2.bnum) As rasts) As foo;

```

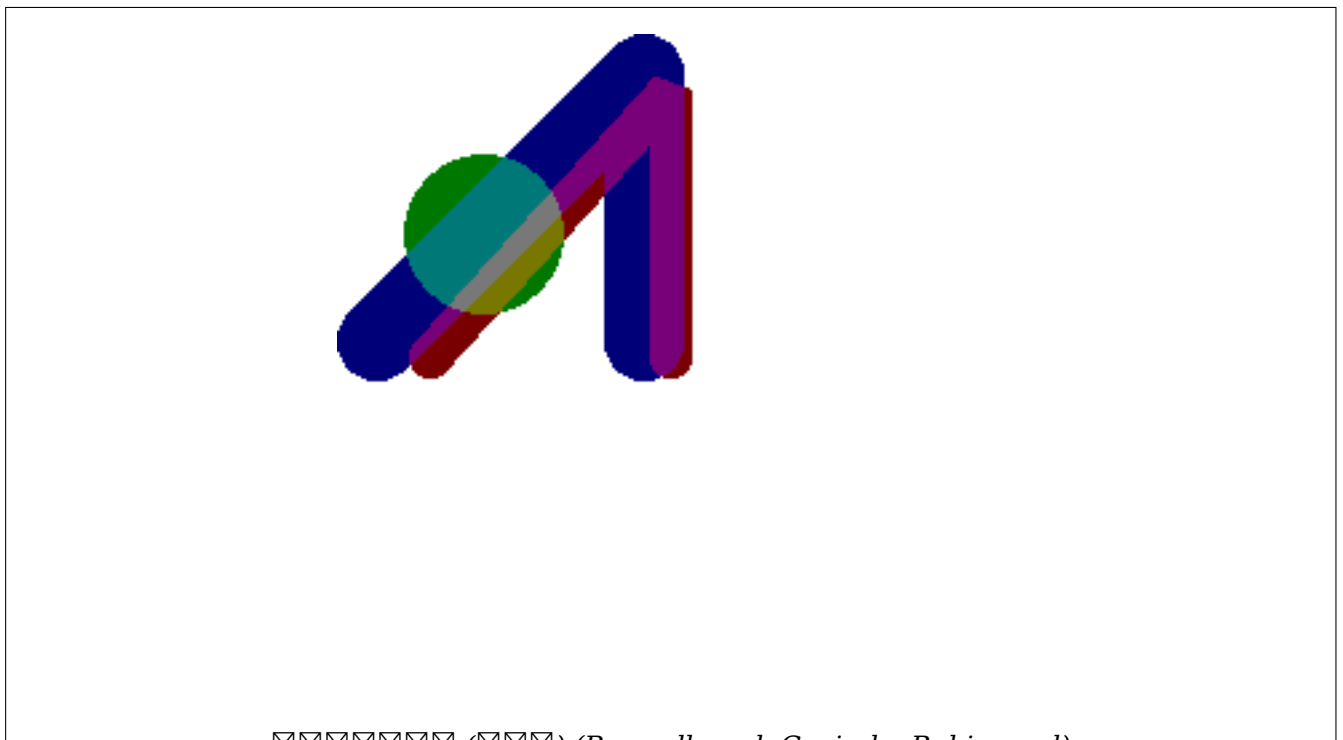


图 10.10 (R: small road, G: circle, B: big road)

图 10.10 (R: small road, G: circle, B: big road)

```
CREATE OR REPLACE FUNCTION raster_mapalgebra_userargs(
    rast1 double precision,
    rast2 double precision,
    pos integer[],
    VARIADIC userargs text[]
)
RETURNS double precision
AS $$
DECLARE
BEGIN
    CASE
        WHEN rast1 IS NOT NULL AND rast2 IS NOT NULL THEN
            RETURN least(userargs[1]::integer, (rast1 + rast2)/2.);
        WHEN rast1 IS NULL AND rast2 IS NULL THEN
            RETURN userargs[2]::integer;
        WHEN rast1 IS NULL THEN
            RETURN greatest(rast2, random()*userargs[3]::integer)::integer;
        ELSE
            RETURN greatest(rast1, random()*userargs[4]::integer)::integer;
    END CASE;

    RETURN NULL;
END;
$$ LANGUAGE 'plpgsql' VOLATILE COST 1000;

SELECT ST_MapAlgebraFct(m1.rast, 1, m1.rast, 3,
    'raster_mapalgebra_userargs(double precision, double precision, integer[], text ←
    [])'::regprocedure,
    '8BUI', 'INTERSECT', '100', '200', '200', '0')
FROM map_shapes As m1
WHERE m1.descrip = 'map bands overlay fct union (canvas)';
```



图 11.12.11: ST\_MapAlgebraFctNgb 的 3D 渲染结果

图 11.12.11

[ST\\_MapAlgebraExpr](#), [ST\\_BandPixelType](#), [ST\\_GeoReference](#), [ST\\_SetValue](#)

### 11.12.11 ST\_MapAlgebraFctNgb

**ST\_MapAlgebraFctNgb** — 对栅格数据应用最近邻（Map Algebra Nearest Neighbor）操作。该函数接受一个 PostgreSQL 栅格（raster）和一个 PostgreSQL 函数（neighborhood）作为输入，并返回一个 PostgreSQL 栅格。该函数是 **ST\_MapAlgebra** 的回调函数版本。

#### Synopsis

**ST\_MapAlgebraFctNgb**(raster rast, integer band, text pixeltype, integer ngbwidth, integer ngbheight, regprocedure onerastngbuserfunc, text nodatamode, text[] VARIADIC args);

图 11.12.11



**Warning**  
**ST\_MapAlgebraFctNgb 2.1.0** 已弃用。请升级到 **ST\_MapAlgebra (callback function version)**。

图 11.12.11: **ST\_MapAlgebraFctNgb** (neighborhood) 的 PostgreSQL 栅格输出。该函数接受一个 PostgreSQL 栅格（raster）和一个 PostgreSQL 函数（neighborhood）作为输入，并返回一个 PostgreSQL 栅格。该函数是 **ST\_MapAlgebra** 的回调函数版本。

**rast** 栅格数据

**band** 栅格波段索引 (从 1 开始)

**pixeltype** 栅格像素数据类型。默认为 **ST\_BandPixelType** 函数返回的像素数据类型, 默认为 `integer`, `NULL` 表示未知。如果像素数据类型为 `NULL`, `rast` 函数返回的像素数据类型为 `integer`。如果像素数据类型为 `integer`, `rast` 函数返回的像素数据类型为 `integer`。

**ngbwidth** 邻域宽度 (neighborhood) 栅格宽度

**ngbheight** 邻域高度 (neighborhood) 栅格高度

**onerastngbuserfunc** 栅格邻域用户函数 PL/pgSQL 语言 `psql` 函数。默认为 `ST_MapAlgebraFctNgb` 函数。该函数接受 2 个参数。

**nodatamode** NODATA 或 NULL 栅格模式。默认为 `NODATA`。

'ignore': 栅格模式为 NODATA 时忽略该像素。如果栅格模式为 NULL, 栅格模式为 NODATA 时忽略该像素。

'NULL': 栅格模式为 NODATA 时忽略该像素。如果栅格模式为 NULL, 栅格模式为 NULL 时忽略该像素。

'value': 栅格模式为 NODATA 时忽略该像素 (如果栅格模式为 NULL) 时忽略该像素。如果栅格模式为 NULL, (如果栅格模式为 NULL) 'NULL' 时忽略该像素。

**args** 栅格函数参数

2.0.0 版本新增。

安装

安装 <https://gdal.org/user/drivers/raster/postgisraster.html> 中的 **ST\_Rescale** 函数。

```
--
-- A simple 'callback' user function that averages up all the values in a neighborhood.
--
CREATE OR REPLACE FUNCTION rast_avg(matrix float[][] , nodatamode text, variadic args text ←
[])
RETURNS float AS
$$
DECLARE
    _matrix float[][];
    x1 integer;
    x2 integer;
    y1 integer;
    y2 integer;
    sum float;
BEGIN
    _matrix := matrix;
    sum := 0;
    FOR x in array_lower(matrix, 1)..array_upper(matrix, 1) LOOP
        FOR y in array_lower(matrix, 2)..array_upper(matrix, 2) LOOP
            sum := sum + _matrix[x][y];
        END LOOP;
    END LOOP;
    RETURN (sum*1.0/(array_upper(matrix,1)*array_upper(matrix,2) ))::integer ;
END;
$$
LANGUAGE 'plpgsql' IMMUTABLE COST 1000;

-- now we apply to our raster averaging pixels within 2 pixels of each other in X and Y ←
direction --
SELECT ST_MapAlgebraFctNgb(rast, 1, '8BUI', 4,4,
```

```
'rast_avg(float[][], text, text[])'::regprocedure, 'NULL', NULL) As nn_with_border
FROM katrinas_rescaled
limit 1;
```

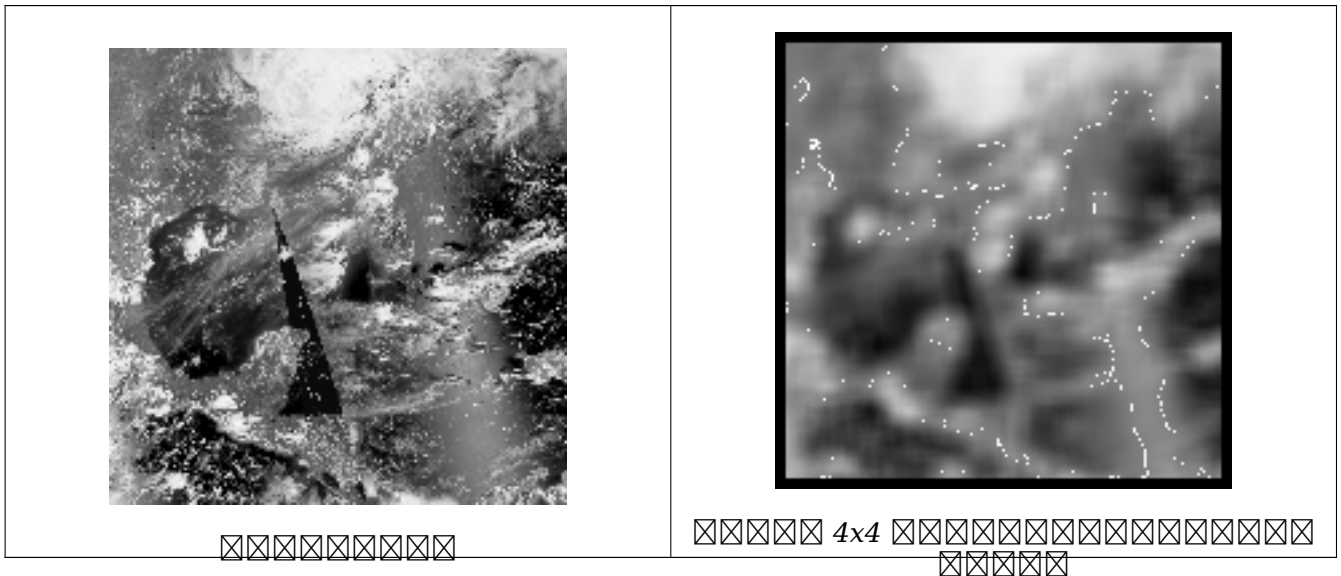


图 11.12.12

[ST\\_MapAlgebraFct](#), [ST\\_MapAlgebraExpr](#), [ST\\_Rescale](#)

### 11.12.12 ST\_Reclass

**ST\_Reclass** — 对输入栅格应用重新分类操作。 `nbnd` 指定要重新分类的波段数量。 `nbnd` 为 1 时，默认对第一个波段进行操作。 `pixeltype` 指定输出栅格的像素类型。 `reclassarg` 指定重新分类的表达式。 `reclassarg` 可以是 16BUI 或 8BUI 格式。

#### Synopsis

```
raster ST_Reclass(raster rast, integer nbnd, text reclassexpr, text pixeltype, double precision no-
dataval=NULL);
raster ST_Reclass(raster rast, reclassarg[] VARIADIC reclassargset);
raster ST_Reclass(raster rast, text reclassexpr, text pixeltype);
```

图 11.12.12

Creates a new raster formed by applying a reclassification operation defined by the `reclassexpr` on the input raster (`rast`). Refer to [reclassarg](#) for the description of reclassification expressions. If no band is specified band 1 is assumed.

The new raster will have the same georeference, width, and height as the original raster. The bands of the new raster have pixel type of `pixeltype`. If `reclassargset` is specified then each `reclassarg` defines the type of the target band. Bands not designated are returned unchanged.

2.0.0 新增。

Example: Basic

创建 2 个 8BUI 和 4BUI 的栅格，101 个 254 个 NODATA 值。

```
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                         |

创建 1BB, 4BUI, 4BUI 的栅格。

创建 1, 2, 3 个 1BB, 4BUI, 4BUI 的栅格。 (1BB, 4BUI, 4BUI) 的栅格，101 个 254 个 NODATA 值。

```
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** 数据类型用于存储 32 位浮点值。

32BF 数据类型用于存储 32 位浮点值 ((8BUI,8BUI,8BUI) 数据类型用于存储 8 位无符号整数)。

```
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\_ReclassExact

**ST\_ReclassExact** — Creates a new raster composed of bands reclassified from original, using a 1:1 mapping from values in the original band to new values in the destination band.

#### Synopsis

raster **ST\_ReclassExact**(raster rast, double precision[] inputvalues, double precision[] outputvalues, integer bandnumber=1, text pixeltype=32BF, double precision nodatavalue=NULL);

☐☐

Creates a new raster formed by applying a reclassification operation defined by the `inputvalues` and `outputvalues` arrays. Pixel values found in the input array are mapped to the corresponding value in the output array. All other pixel values are mapped to the `nodatavalue`.

The output pixel type defaults to float, but can be specified using the `pixeltype` parameter. If no `bandnumber` is specified band 1 is assumed.

The new raster will have the same georeference, width, and height as the original raster. Bands not designated are returned unchanged.

Availability: 3.6.0

#### Example: Basic

Create a small raster and map its pixels to new values.

```
CREATE TABLE reclassexact (
  id integer,
  rast raster
);

--
-- Create a raster with just four pixels
-- [1  2]
-- [3  4]
```

```

INSERT INTO reclasseexact (id, rast)
SELECT 1, ST_SetValues(
    ST_AddBand(
        ST_MakeEmptyRaster(
            2,      -- width in pixels
            2,      -- height in pixels
            0,      -- upper-left x-coordinate
            0,      -- upper-left y-coordinate
            1,      -- pixel size in x-direction
            -1,     -- pixel size in y-direction (negative for north-up)
            0,      -- skew in x-direction
            0,      -- skew in y-direction
            4326    -- SRID (e.g., WGS 84)
        ),
        '32BUI'::text, -- pixel type (e.g., '32BF' for float, '8BUI' for unsigned 8-bit int)
        0.0,          -- initial value for the band (e.g., 0.0 or a no-data value)
        -99            -- nodatavalue
    ),
    1, -- band number (usually 1 for single-band rasters)
    1, -- x origin for setting values (usually 1)
    1, -- y origin for setting values (usually 1)
    ARRAY[
        ARRAY[1, 2],
        ARRAY[3, 4]
    ]::double precision[][] -- 2D array of values
);

-- Reclass the values to new values
-- and dump the values of the new raster for display
WITH rc AS (
    SELECT ST_ReclassExact(
        rast,          -- input raster
        ARRAY[4,3,2,1], -- input map
        ARRAY[14,13,12,11], -- output map
        1,            -- band number to remap
        '32BUI'       -- output raster pixtype
    ) AS rast
    FROM reclasseexact
    WHERE id = 1
)
SELECT 'rce-1', (ST_DumpValues(rc.rast)).*
FROM rc;

```



ST Reclass, ST AddBand, ST Band, ST MakeEmptyRaster

### 11.12.14 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);

描述

ST\_Union 函数返回 1 个或多个栅格瓦片的并集。uniontype 参数指定了并集的结果。uniontype 可以是 LAST(最后一个), FIRST, MIN, MAX, COUNT, SUM, MEAN, RANGE 等。



#### 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 版本引入。

更新: 2.1.0 版本引入 (C 语言函数)。

2.1.0 版本引入 ST\_Union(rast, unionarg) 函数。

更新: 2.1.0 版本引入 ST\_Union(rast) 函数 1 个参数。PostGIS 3.6 版本引入。

更新: 2.1.0 版本引入 ST\_Union(rast, uniontype) 函数 4 个参数。

SQL: 使用以下 SQL 语句

```
-- 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;
```

SQL: 使用以下 SQL 语句

```
-- 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)
);
```

SQL: 使用以下 SQL 语句

更新: 2.1.0 版本引入 ST\_Union(rast, unionarg) 函数。

```
-- 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)
);
```

函数

`unionarg`, `ST_Envelope`, `ST_ConvexHull`, `ST_Clip`, `ST_Union`

## 11.13 空间函数

### 11.13.1 ST\_Distinct4ma

`ST_Distinct4ma` — 返回指定矩阵的 4 个最近邻的 distinct 值。

#### Synopsis

`float8 ST_Distinct4ma(float8[][] matrix, text nodatamode, text[] VARIADIC args);`  
`double precision ST_Distinct4ma(double precision[][] value, integer[][] pos, text[] VARIADIC user-args);`

函数

返回指定矩阵的 4 个最近邻的 distinct 值。



#### Note

参数 1 是 `ST_MapAlgebraFctNgb` 的回调函数名称。



#### Note

参数 2 是 `ST_MapAlgebra (callback function version)` 的回调函数名称。



#### Warning

2.1.0 版本中 `ST_MapAlgebraFctNgb` 的回调函数名称 1 是必需的。

2.0.0 版本中 `ST_MapAlgebraFctNgb` 的回调函数名称 1 是必需的。

从 2.1.0 版本开始，参数 2 也是必需的。

函数

```
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` — 使用逆距离加权法 (Inverse Distance Weighted method) 对栅格数据进行聚合。

#### Synopsis

double precision **ST\_InvDistWeight4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

??

`ST_InvDistWeight4ma` (Inverse Distance Weighted method) 对栅格数据进行聚合。

`userargs` 是包含聚合参数的文本数组。第一个参数是聚合函数名，可以是 `2` 个参数。第二个参数是聚合函数的名称，可以是 `0` 到 `1` 之间的浮点值 (力率) `power` (默认为 `2`)。第三个参数是聚合函数的名称，默认为 `1`。第四个参数是聚合函数的名称，默认为 `1`。第五个参数是聚合函数的名称，默认为 `1`。第六个参数是聚合函数的名称，默认为 `1`。第七个参数是聚合函数的名称，默认为 `1`。第八个参数是聚合函数的名称，默认为 `1`。第九个参数是聚合函数的名称，默认为 `1`。第十个参数是聚合函数的名称，默认为 `1`。

聚合函数的名称，默认为 `1`。

$$\hat{z}(x_o) = \frac{\sum_{j=1}^m z(x_j) d_{ij}^{-k}}{\sum_{j=1}^m d_{ij}^{-k}}$$

$k$  = 幂 (power factor),  $0 \leq k \leq 1$



**Note**  
使用 `ST_MapAlgebra (callback function version)` 对栅格数据进行聚合。

2.1.0 版本中，聚合函数的名称默认为 `1`。

??

-- NEEDS EXAMPLE

函数

**ST\_MapAlgebra (callback function version), ST\_MinDist4ma**

11.13.3 ST\_Max4ma

ST\_Max4ma — 返回栅格中每个像素的最大值。

Synopsis

float8 **ST\_Max4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
double precision **ST\_Max4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

函数

返回栅格中每个像素的最大值。  
2 个参数, 2 个 userargs 参数 NODATA 模式。



**Note**  
1 个 **ST\_MapAlgebraFctNgb** 函数。



**Note**  
2 个 **ST\_MapAlgebra (callback function version)** 函数。



**Warning**  
2.1.0 版本 **ST\_MapAlgebraFctNgb** 函数 1 个参数。

2.0.0 版本。  
2.1.0 版本 2 个参数。

函数

```
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)
```

返回

`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` — 返回指定栅格中指定位置的平均值。

#### 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

返回指定栅格中指定位置的平均值。

参数 2 个，即 `userargs` 中 `NODATA` 模式指定的值。



#### Note

参数 1 是 `ST_MapAlgebraFctNgb` 的回调函数版本。



#### Note

参数 2 是 `ST_MapAlgebra` (callback function version) 的回调函数版本。



#### Warning

2.1.0 版本中 `ST_MapAlgebraFctNgb` 的回调函数版本 1 已弃用。

2.0.0 版本中 `ST_Mean4ma` 已弃用。

替代方案：2.1.0 版本中 `ST_Mean4ma` 已弃用。

示例：见 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)
```

例: 例 2

```
SELECT
  rid,
  st_value(
    ST_MapAlgebra(rast, 1, 'st_mean4ma(double precision[][][], integer[][], text ↵
      [])'::regprocedure, '32BF', 'FIRST', NULL, 1, 1)
    , 2, 2)
FROM dummy_rast
WHERE rid = 2;
rid |      st_value
-----+-----
  2 | 253.222229003906
(1 row)
```

例

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra](#) (callback function version), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Range4ma](#), [ST\\_StdDev4ma](#)

### 11.13.5 ST\_Min4ma

[ST\\_Min4ma](#) — 返回栅格中每个像素的最小值。

#### Synopsis

float8 **ST\_Min4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
double precision **ST\_Min4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

例

返回栅格中每个像素的最小值。

例 2 例, 例 userargs 例 NODATA 例。



**Note**

例 1 [ST\\_MapAlgebraFctNgb](#) 例。



**Note**

例 2 [ST\\_MapAlgebra](#) (callback function version) 例。



**Warning**

2.1.0 例 [ST\\_MapAlgebraFctNgb](#) 例 1 例。

2.0.0 例。

例: 2.1.0 例 2 例。

例

```
SELECT
  rid,
  st_value(
    st_mapalgebrafctngb(rast, 1, NULL, 1, 1, 'st_min4ma(float[][],text,text[])':: regprocedure, 'ignore', NULL), 2, 2
  )
FROM dummy_rast
WHERE rid = 2;
rid | st_value
-----+-----
  2 |      250
(1 row)
```

例

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra](#) (callback function version), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Range4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

11.13.6 ST\_MinDist4ma

**ST\_MinDist4ma** — 在指定位置 (点) 找到最近 4 个最近邻的 ID。

Synopsis

double precision **ST\_MinDist4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC user-args);

例

在指定位置 (点) 找到最近 4 个最近邻的 ID。



**Note** 与 [ST\\_InvDistWeight4ma](#) 类似，但返回最近 4 个最近邻的 ID。返回最近 4 个最近邻的 ID。



**Note** [ST\\_MapAlgebra](#) (callback function version) 与 [ST\\_MinDist4ma](#) 类似，但返回最近 4 个最近邻的 ID。

2.1.0 版本引入。

例

```
-- NEEDS EXAMPLE
```

函数

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_InvDistWeight4ma](#)

11.13.7 ST\_Range4ma

ST\_Range4ma — 返回栅格中指定位置的 4 邻域的平均值。

Synopsis

float8 **ST\_Range4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
double precision **ST\_Range4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

函数

返回栅格中指定位置的 4 邻域的平均值。  
参数 2 个，用户参数 userargs 个 NODATA 值。



**Note**  
参数 1 个 [ST\\_MapAlgebraFctNgb](#) 函数。



**Note**  
参数 2 个 [ST\\_MapAlgebra \(callback function version\)](#) 函数。



**Warning**  
2.1.0 版本 [ST\\_MapAlgebraFctNgb](#) 函数参数 1 个。

2.0.0 版本。  
版本: 2.1.0 版本 2 个。

函数

```
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)
```



函数

`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 个输入栅格的标准差。

Synopsis

`float8 ST_StdDev4ma(float8[][] matrix, text nodatamode, text[] VARIADIC args);`  
`double precision ST_StdDev4ma(double precision[][][] value, integer[][] pos, text[] VARIADIC user-args);`

函数

计算 4 个输入栅格的标准差。



Note

参数 1 是 `ST_MapAlgebraFctNgb` 的回调函数。



Note

参数 2 是 `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 是必需的。

2.0.0 版本中未定义。

更新: 2.1.0 版本中 2 是必需的。

函数

```
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)
```

函数

`ST_MapAlgebraFctNgb`, `ST_MapAlgebra` (callback function version), `ST_Min4ma`, `ST_Max4ma`, `ST_Sum4ma`, `ST_Mean4ma`, `ST_Distinct4ma`, `ST_StdDev4ma`

### 11.13.9 ST\_Sum4ma

`ST_Sum4ma` — 对 4 个输入栅格进行逐像素求和。

#### Synopsis

`float8 ST_Sum4ma(float8[][] matrix, text nodatamode, text[] VARIADIC args);`  
`double precision ST_Sum4ma(double precision[][] value, integer[][] pos, text[] VARIADIC userargs);`

函数

返回栅格，数据类型与输入栅格相同。

参数 2 个，变长参数 `userargs` 支持 `NODATA` 选项。



#### Note

参数 1 是 `ST_MapAlgebraFctNgb` 的别名。



#### Note

参数 2 是 `ST_MapAlgebra` (callback function version) 的别名。



#### Warning

2.1.0 版本中 `ST_MapAlgebraFctNgb` 参数 1 是必需的。

2.0.0 版本中未定义。

兼容性: 2.1.0 版本中 2 个参数。

函数

```
SELECT
  rid,
  st_value(
    st_mapalgebrafctngb(rast, 1, '32BF', 1, 1, 'st_sum4ma(float[][],text,text[])':: ↵
      regprocedure, 'ignore', NULL), 2, 2
  )
FROM dummy_rast
WHERE rid = 2;
 rid | st_value
-----+-----
   2 |    2279
(1 row)
```

函数

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra](#) (callback function version), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Mean4ma](#), [ST\\_Range4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

## 11.14 地形函数

### 11.14.1 ST\_Aspect

**ST\_Aspect** — 计算给定栅格的方位角 (以度为单位)。方位角是相对于正北方向测量的。

#### 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);

函数

**ST\_Aspect** 返回一个栅格，其值表示给定栅格的方位角。方位角是相对于正北方向测量的。

**units** 指定方位角的单位。可以是 RADIANS 或 DEGREES(默认)。方位角的范围是 0 到 360 度。

**units = RADIANS** 时，方位角的范围是 0 到  $2\pi$  弧度。

**units = DEGREES** 时，方位角的范围是 0 到 360 度。

方位角的范围是 0 到 360 度，负值表示 360 度。



#### Note

方位角 (slope), 方位角 (aspect), 阴影 (hillshade) 函数在 [ESRI - How hillshade works](#) 和 [ERDAS Field Guide - Aspect Images](#) 中有详细解释。

2.0.0 版本中，方位角函数返回的是弧度值。

更新: 2.1.0 版本中，**ST\_MapAlgebra()** 函数支持 **interpolate\_nodata** 参数，用于指定是否对无数据值进行插值。

更新: 2.1.0 版本中，方位角函数的返回值范围从 0 到 360 度，而不是 0 到 360 度。

示例: 计算 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)

```

## 11.14.2 ST\_HillShade

ST\_HillShade 是 PostgreSQL 9.1 引入的函数。

```

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_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;

```

ST\_HillShade

ST\_MapAlgebra (callback function version), ST\_TRI, ST\_TPI, ST\_Roughness, ST\_HillShade, ST\_Slope

### 11.14.2 ST\_HillShade

ST\_HillShade — 计算地形阴影，返回栅格值。

## 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

傾斜角、傾斜率、方位角、高度、明るさを計算し、指定されたバンドに格納します。傾斜角は0から360度の範囲で、傾斜率は0から90度の範囲で、方位角は0から360度の範囲で、高度は0から90度の範囲で、明るさは0から255の範囲で指定されます。

azimuth 傾斜角の方位角。0から360度の範囲で指定されます。

altitude 傾斜率の高度。0から90度の範囲で指定されます。

max\_bright 明るさの最大値。0から255の範囲で指定されます。

scale 傾斜率のスケール。デフォルトは1.0。例: 傾斜率のスケール=370400, 傾斜率のスケール=111120 傾斜率のスケール。

interpolate\_nodata 傾斜角、傾斜率、方位角、高度、明るさを計算し、指定されたバンドに格納します。ST\_InvDistWeight4ma 傾斜角、傾斜率、方位角、高度、明るさを計算し、指定されたバンドに格納します。



### Note

傾斜角、傾斜率、方位角、高度、明るさを計算し、指定されたバンドに格納します。How hillshade works 傾斜角、傾斜率、方位角、高度、明るさを計算し、指定されたバンドに格納します。

2.0.0 傾斜角、傾斜率、方位角、高度、明るさを計算し、指定されたバンドに格納します。

傾斜角: 2.1.0 傾斜角 ST\_MapAlgebra() 傾斜角、傾斜率 interpolate\_nodata 傾斜角、傾斜率、方位角、高度、明るさを計算し、指定されたバンドに格納します。

傾斜率: 2.1.0 傾斜率 ST\_MapAlgebra() 傾斜角、傾斜率 interpolate\_nodata 傾斜角、傾斜率、方位角、高度、明るさを計算し、指定されたバンドに格納します。

例: 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[5][5]
  ) 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)

```

图例: 图 2

图例: 图 2. 图例 PostgreSQL 9.1 图例: 图 2.

```

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;

```

图例

**ST\_MapAlgebra (callback function version), ST\_TRI, ST\_TPI, ST\_Roughness, ST\_Aspect, ST\_Slope**

### 11.14.3 ST\_Roughness

ST\_Roughness — DEM 图例 (roughness) 图例.

#### Synopsis

raster **ST\_Roughness**(raster rast, integer nband, raster customextent, text pixeltype="32BF", boolean interpolate\_nodata=FALSE );

函数

计算数字高程模型 (DEM) 的坡度。返回坡度值。

2.1.0 版本引入。

函数

```
-- needs examples
```

函数

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_TRI](#), [ST\\_TPI](#), [ST\\_Slope](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

### 11.14.4 ST\_Slope

**ST\_Slope** — 计算数字高程模型 (DEM) 的坡度。返回坡度值。

#### 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);
```

函数

计算数字高程模型 (DEM) 的坡度。返回坡度值。函数返回的坡度值取决于 units 参数。

units 可以是 RADIANS, DEGREES(默认), 或 PERCENT。

scale 参数指定坡度值的比例尺。例如: 设置 scale=370400, 则: 坡度值 scale=111120 表示 1%。

interpolate\_nodata 参数指定是否对 NODATA 值进行插值。如果设置为 TRUE, 则使用 [ST\\_InvDistWeight4ma](#) 函数对 NODATA 值进行插值。



#### Note

坡度 (slope), 方位 (aspect), 阴影 (hillshade) 函数在 [ESRI - How hillshade works](#) 和 [ERDAS Field Guide - Slope Images](#) 中有详细解释。

2.0.0 版本引入。

函数: 2.1.0 版本引入 [ST\\_MapAlgebra\(\)](#) 函数, 参数 units, scale, interpolate\_nodata 在 [ST\\_MapAlgebra\(\)](#) 函数中定义。

函数: 2.1.0 版本引入。2.1.0 版本引入 [ST\\_MapAlgebra\(\)](#) 函数, 参数 units, scale, interpolate\_nodata 在 [ST\\_MapAlgebra\(\)](#) 函数中定义。





```
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** — 计算地形位置指数 (Topographic Position Index) 栅格。

#### 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** — 计算地形崎岖度指数 (Terrain Ruggedness Index) 栅格。

#### Synopsis

raster **ST\_TRI**(raster rast, integer nband, raster customextent, text pixeltype="32BF" , boolean interpolate\_nodata=FALSE );

地理数据库

地形崎岖度指数 (Terrain Ruggedness Index) 地理数据库。



#### Note

地理数据库 1 地理数据库 (focalmean radius of one) 地理数据库。

2.1.0 地理数据库。

地理数据库

```
-- needs examples
```

地理数据库

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_Roughness](#), [ST\\_TPI](#), [ST\\_Slope](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

### 11.14.7 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);

地理数据库

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

例

```
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')
)
```

例

**ST\_Contour**

### 11.14.8 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);

例

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

例

```
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;
```

例

**ST\_InterpolateRaster**

## 11.15 几何函数

### 11.15.1 Box3D

Box3D — 返回 BOX3D 几何体。

#### Synopsis

box3d **Box3D**(raster rast);

例

返回 BOX3D 几何体。

返回 ((MINX, MINY), (MAXX, MAXY)) 的 BOX3D 几何体。

版本: 2.0.0 引入 BOX3D 函数。BOX2D 函数在 2.0.0 版本中引入，2.0.0 版本中 BOX3D 函数被弃用。

例

```
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) |

例

**ST\_Envelope**

## 11.15.2 ST\_ConvexHull

`ST_ConvexHull` — `BandNoDataValue` 返回的栅格值, 与 `ST_Envelope` 返回的栅格值相同。返回的栅格值与 `ST_Envelope` 返回的栅格值相同。

### Synopsis

geometry **ST\_ConvexHull**(raster rast);

返回

`NoDataBandValue` 返回的栅格值, 与 `ST_Envelope` 返回的栅格值相同。返回的栅格值与 `ST_Envelope` 返回的栅格值相同。



#### Note

`ST_Envelope` 返回的栅格值 (floor) 与 `ST_ConvexHull` 返回的栅格值相同。返回的栅格值与 `ST_ConvexHull` 返回的栅格值相同。

返回

返回的栅格值与 [PostGIS Raster Specification](#) 返回的栅格值相同。

```
-- Note envelope and convexhull are more or less the same
SELECT ST_AsText(ST_ConvexHull(rast)) As convhull,
       ST_AsText(ST_Envelope(rast)) As env
FROM dummy_rast WHERE rid=1;
```

| convhull                                               |  | env                                |   |
|--------------------------------------------------------|--|------------------------------------|---|
| -----+----- ↵                                          |  |                                    |   |
| POLYGON((0.5 0.5,20.5 0.5,20.5 60.5,0.5 60.5,0.5 0.5)) |  | POLYGON((0 0,20 0,20 60,0 60,0 0)) | ↵ |
| )                                                      |  |                                    |   |

```
-- now we skew the raster
-- note how the convex hull and envelope are now different
SELECT ST_AsText(ST_ConvexHull(rast)) As convhull,
       ST_AsText(ST_Envelope(rast)) As env
FROM (SELECT ST_SetRotation(rast, 0.1, 0.1) As rast
      FROM dummy_rast WHERE rid=1) As foo;
```

| convhull                                               |  | env                                |   |
|--------------------------------------------------------|--|------------------------------------|---|
| -----+----- ↵                                          |  |                                    |   |
| POLYGON((0.5 0.5,20.5 1.5,22.5 61.5,2.5 60.5,0.5 0.5)) |  | POLYGON((0 0,22 0,22 61,0 61,0 0)) | ↵ |
| )                                                      |  |                                    |   |

返回

`ST_Envelope`, `ST_MinConvexHull`, `ST_ConvexHull`, `ST_AsText`

### 11.15.3 ST\_DumpAsPolygons

`ST_DumpAsPolygons` — 将 `geomval(geom, val)` 的结果作为多边形返回。返回的结果是一个多边形集合，其中每个多边形代表一个唯一的值。

#### Synopsis

setof geomval **ST\_DumpAsPolygons**(raster rast, integer band\_num=1, boolean exclude\_nodata\_value=TRUE)

返回

`ST_DumpAsPolygons` (SRF; Set-Returning Function) 返回一个多边形集合。每个 `(geom)` 代表一个唯一的值 `(val)`。返回的结果是一个多边形集合，其中每个多边形代表一个唯一的值。返回的结果是一个多边形集合，其中每个多边形代表一个唯一的值。

`ST_DumpAsPolygon` 返回一个多边形集合。返回的结果是一个多边形集合，其中每个多边形代表一个唯一的值。返回的结果是一个多边形集合，其中每个多边形代表一个唯一的值。

Changed 3.3.0, validation and fixing is disabled to improve performance. May result invalid geometries.

GDAL 1.7 版本开始支持。



#### Note

If there is a no data value set for a band, pixels with that value will not be returned except in the case of `exclude_nodata_value=false`.



#### Note

返回的结果是一个多边形集合，其中每个多边形代表一个唯一的值。返回的结果是一个多边形集合，其中每个多边形代表一个唯一的值。返回的结果是一个多边形集合，其中每个多边形代表一个唯一的值。



#### Note

返回的结果是一个多边形集合，其中每个多边形代表一个唯一的值。返回的结果是一个多边形集合，其中每个多边形代表一个唯一的值。返回的结果是一个多边形集合，其中每个多边形代表一个唯一的值。

返回

```
-- this syntax requires PostgreSQL 9.3+
SELECT val, ST_AsText(geom) As geomwkt
FROM (
  SELECT dp.*
  FROM dummy_rast, LATERAL ST_DumpAsPolygons(rast) AS dp
  WHERE rid = 2
) As foo
WHERE val BETWEEN 249 and 251
ORDER BY val;
```

| val | geomwkt                                                                  |
|-----|--------------------------------------------------------------------------|
| 249 | POLYGON((3427927.95 5793243.95,3427927.95 5793243.85,3427928 5793243.85, |

```
3427928 5793243.95,3427927.95 5793243.95))
250 | POLYGON((3427927.75 5793243.9,3427927.75 5793243.85,3427927.8 5793243.85,
3427927.8 5793243.9,3427927.75 5793243.9))
250 | POLYGON((3427927.8 5793243.8,3427927.8 5793243.75,3427927.85 5793243.75,
3427927.85 5793243.8, 3427927.8 5793243.8))
251 | POLYGON((3427927.75 5793243.85,3427927.75 5793243.8,3427927.8 5793243.8,
3427927.8 5793243.85,3427927.75 5793243.85))
```

¶¶

[geomval](#), [ST\\_AsRasterAgg](#), [ST\\_Value](#), [ST\\_Polygon](#), [ST\\_ValueCount](#)

### 11.15.4 ST\_Envelope

ST\_Envelope — 返回给定几何图形的最小包围矩形。

#### Synopsis

geometry **ST\_Envelope**(raster rast);

¶¶

返回的几何图形具有与输入栅格相同的 SRID。返回的几何图形是 `float8` 精度。

返回的几何图形是 ((MINX, MINY), (MINX, MAXY), (MAXX, MAXY), (MAXX, MINY), (MINX, MINY))。

¶¶

```
SELECT rid, ST_AsText(ST_Envelope(rast)) As envgeomwkt
FROM dummy_rast;

rid | envgeomwkt
-----+-----
1 | POLYGON((0 0,20 0,20 60,0 60,0 0))
2 | POLYGON((3427927 5793243,3427928 5793243,
3427928 5793244,3427927 5793244, 3427927 5793243))
```

¶¶

[ST\\_Envelope](#), [ST\\_AsText](#), [ST\\_SRID](#)

### 11.15.5 ST\_MinConvexHull

ST\_MinConvexHull — 返回给定几何图形的最小凸包。如果输入为 NULL，则返回 NULL。

### Synopsis

geometry **ST\_MinConvexHull**(raster rast, integer nband=NULL);

返回

返回 NODATA 如果输入栅格包含 NODATA。 nband 如果 NULL，返回与输入栅格相同的波段数。

2.1.0 版本引入。

示例

```
WITH foo AS (
  SELECT
    ST_SetValues(
      ST_SetValues(
        ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(9, 9, 0, 0, 1, -1, 0, 0, 0), 1, '8 ←
          BUI', 0, 0), 2, '8BUI', 1, 0),
        1, 1, 1,
        ARRAY[
          [0, 0, 0, 0, 0, 0, 0, 0, 0],
          [0, 0, 0, 0, 0, 0, 0, 0, 0],
          [0, 0, 0, 0, 0, 0, 0, 0, 0],
          [0, 0, 0, 1, 0, 0, 0, 0, 1],
          [0, 0, 0, 1, 1, 0, 0, 0, 0],
          [0, 0, 0, 1, 0, 0, 0, 0, 0],
          [0, 0, 0, 0, 0, 0, 0, 0, 0],
          [0, 0, 0, 0, 0, 0, 0, 0, 0],
          [0, 0, 0, 0, 0, 0, 0, 0, 0]
        ]::double precision[]
      ),
      2, 1, 1,
      ARRAY[
        [0, 0, 0, 0, 0, 0, 0, 0, 0],
        [0, 0, 0, 0, 0, 0, 0, 0, 0],
        [0, 0, 0, 0, 0, 0, 0, 0, 0],
        [1, 0, 0, 0, 0, 1, 0, 0, 0],
        [0, 0, 0, 0, 1, 1, 0, 0, 0],
        [0, 0, 0, 0, 0, 1, 0, 0, 0],
        [0, 0, 0, 0, 0, 0, 0, 0, 0],
        [0, 0, 0, 0, 0, 0, 0, 0, 0],
        [0, 0, 1, 0, 0, 0, 0, 0, 0]
      ]::double precision[]
    ) AS rast
)
SELECT
  ST_AsText(ST_ConvexHull(rast)) AS hull,
  ST_AsText(ST_MinConvexHull(rast)) AS mhull,
  ST_AsText(ST_MinConvexHull(rast, 1)) AS mhull_1,
  ST_AsText(ST_MinConvexHull(rast, 2)) AS mhull_2
FROM foo
```

| hull                             | mhull_1                             | mhull                               | mhull_2                             |
|----------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|
| POLYGON((0 0,9 0,9 -9,0 -9,0 0)) | POLYGON((0 -3,9 -3,9 -9,0 -9,0 -3)) | POLYGON((3 -3,9 -3,9 -6,3 -6,3 -3)) | POLYGON((0 -3,6 -3,6 -9,0 -9,0 -3)) |





```
-- Or if you want the no data value different for just one time

SELECT ST_AsText(
    ST_Polygon(
        ST_SetBandNoDataValue(rast,1,252)
    ) As geomwkt
FROM dummy_rast
WHERE rid =2;

geomwkt
-----
MULTIPOLYGON(((3427928 5793243.85,3427928 5793243.8,3427928 5793243.75,3427927.85 ↵
5793243.75,3427927.8 5793243.75,3427927.8 5793243.8,3427927.75 5793243.8,3427927.75 ↵
5793243.85,3427927.75 5793243.9,3427927.75 5793244,3427927.8 5793244,3427927.85 ↵
5793244,3427927.9 5793244,3427928 5793244,3427928 5793243.95,3427928 5793243.85) ↵
,(3427927.9 5793243.9,3427927.9 5793243.85,3427927.95 5793243.85,3427927.95 ↵
5793243.9,3427927.9 5793243.9)))
```

实验

**ST\_Value, ST\_DumpAsPolygons**

### 11.15.7 ST\_IntersectionFractions

**ST\_IntersectionFractions** — Calculates the fraction of each raster cell that is covered by a given geometry.

#### Synopsis

raster **ST\_IntersectionFractions**(raster rast, geometry geom);

实验

Calculates the fraction of each raster cell that is covered by a given geometry. The first argument is a raster, which defines the grid geometry to use for the calculation. The extent and cell size are read from the raster parameter. The second argument is a geometry, which is overlaid with the grid, and each grid populated based on overlaying the geometry on the grid. For polygons, the value returned for each cell is the proportion of its area that is covered by the geometry. For linestrings, the value returned for each cell is the length contained in the cell.

Availability: 3.6.0 Requires GEOS 3.14 or higher.

实验

```
CREATE TABLE raster_proportions_rast (
    name text,
    rast raster
);

INSERT INTO raster_proportions_rast (name, rast) VALUES (
    '2x2 raster covering 0,0 to 10,10',
```

```

ST_MakeEmptyRaster(
    2, 2, -- raster width/height in pixels
    0, 10, -- upper-left corner x/y coordinates
    5, -5, -- pixel width/height in ground units
    0, 0, -- skew x/y
    0 -- SRID
));

--
-- This rotated square polygon covers half of each cell in the
-- raster.
--
SELECT name, ST_DumpValues(
    ST_IntersectionFractions(
        rast,
        'POLYGON((5 0, 0 5, 5 10, 10 5, 5 0))'::geometry),1)
FROM raster_proportions_rast;

2x2 raster covering 0,0 to 10,10
-----
{{0.5,0.5},{0.5,0.5}}
```



## ST\_MakeEmptyRaster

**11.16** ☐ ☐ ☐ ☐ ☐ ☐

### 11.16.1 &&

&& — A ☐ ☐ ☐ ☐ ☐ ☐ B ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ TRUE ☐ ☐ ☐ ☐ ☐.

## Synopsis

```
boolean &&( raster A , raster B );
boolean &&( raster A , geometry B );
boolean &&( geometry B , raster A );
```



&& ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ / ☐ ☐ A ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ / ☐ ☐ B ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ TRUE ☐ ☐ ☐ ☐ ☐.



### Note

(operand)

2.0.0 ☒☒☒☒☒☒☒☒☒☒.

例

```
SELECT A.rid As a_rid, B.rid As b_rid, A.rast && B.rast As intersect
FROM dummy_rast AS A CROSS JOIN dummy_rast AS B LIMIT 3;
```

| a_rid | b_rid | intersect |
|-------|-------|-----------|
| 2     | 2     | t         |
| 2     | 3     | f         |
| 2     | 1     | f         |

### 11.16.2 &<

**&<** — A 与 B 的交集是否为 TRUE。

#### Synopsis

boolean **&<**( raster A , raster B );

例

**&<** 返回 A 与 B 的交集是否为 TRUE，如果交集不为空，则返回 TRUE，否则返回 FALSE。



#### Note

如果任一操作数 (operand) 为 NULL，则返回 NULL。

例

```
SELECT A.rid As a_rid, B.rid As b_rid, A.rast &< B.rast As overleft
FROM dummy_rast AS A CROSS JOIN dummy_rast AS B;
```

| a_rid | b_rid | overleft |
|-------|-------|----------|
| 2     | 2     | t        |
| 2     | 3     | f        |
| 2     | 1     | f        |
| 3     | 2     | t        |
| 3     | 3     | t        |
| 3     | 1     | f        |
| 1     | 2     | t        |
| 1     | 3     | t        |
| 1     | 1     | t        |

### 11.16.3 &>

**&>** — A 与 B 的并集是否为 TRUE。

## Synopsis

boolean **&>**( raster A , raster B );

描述

**&>** 对栅格 A 和栅格 B 进行逐像素比较，如果 A 的像素值大于 B 的像素值，则返回 TRUE，否则返回 FALSE。



### Note

操作数 (operand) 必须是栅格数据类型。

示例

```
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 栅格与 B 栅格进行逐像素比较，如果 A 的像素值等于 B 的像素值，则返回 TRUE，否则返回 FALSE。

## Synopsis

boolean **=**( raster A , raster B );

描述

**=** 对栅格 A 和栅格 B 进行逐像素比较，如果 A 的像素值等于 B 的像素值，则返回 TRUE，否则返回 FALSE。 PostgreSQL 的 **=** 运算符在 GROUP BY 和 ORDER BY 子句中也可以使用。



### Caution

操作数 (operand) 必须是栅格数据类型。 **~** 是栅格数据类型。 **~** 运算符在 GROUP BY 子句中也可以使用。

2.1.0 版本引入。

返回

$\sim =$

### 11.16.5 @

@ — B 是否与 A 相交返回 TRUE 或 FALSE。如果 A 或 B 是空几何体，则返回 FALSE。

#### Synopsis

```
boolean @( raster A , raster B );
boolean @( geometry A , raster B );
boolean @( raster B , geometry A );
```

返回

@ 返回 B 是否与 A 相交返回 TRUE 或 FALSE。



#### Note

如果任一操作数 (operand) 是空几何体，则返回 FALSE。

2.0.0 添加 raster @ raster, raster @ geometry 函数。

2.0.5 添加 geometry @ raster 函数。

返回

$\sim$

### 11.16.6 $\sim =$

$\sim =$  — A 是否与 B 相交返回 TRUE 或 FALSE。

#### Synopsis

```
boolean ~= ( raster A , raster B );
```

返回

$\sim =$  返回 A 是否与 B 相交返回 TRUE 或 FALSE。



#### Note

如果任一操作数 (operand) 是空几何体，则返回 FALSE。

2.0.0 添加函数。

例

以下查询将精度为 2 的栅格与精度为 1 的栅格进行比较，并返回精度为 2 的栅格。

```
SELECT ST_AddBand(prec.rast, alt.rast) As new_rast
FROM prec INNER JOIN alt ON (prec.rast ~= alt.rast);
```

例

**ST\_AddBand, =**

## 11.16.7 ~

~ — A 与 B 不相交返回 TRUE。否则返回 FALSE。

### Synopsis

```
boolean ~( raster A , raster B );
boolean ~( geometry A , raster B );
boolean ~( raster B , geometry A );
```

例

~ 返回 TRUE 当 A 与 B 不相交时。否则返回 FALSE。



#### Note

~ 的 (operand) 必须是栅格或几何体。

2.0.0 版本引入。

例

@

## 11.17 空间关系函数

### 11.17.1 ST\_Contains

ST\_Contains — 如果 rastA 包含 rastB 的几何体，则返回 TRUE。否则返回 FALSE。

### Synopsis

```
boolean ST_Contains( raster rastA , integer nbandA , raster rastB , integer nbandB );
boolean ST_Contains( raster rastA , raster rastB );
```





## 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)` 返回 `TRUE` 当且仅当 `rastA` 的所有非空像素都包含在 `rastB` 的非空像素中，且 `rastA` 与 `rastB` 的像素值不同。如果任一输入为 `NULL`，则返回 `NULL`。如果任一输入为 `NODATA`，则返回 `FALSE`。

`ST_ContainsProperly(rastA, rastA)` 返回 `FALSE`。



### Note

`ST_ContainsProperly` 与 `ST_Contains` 的区别在于，`ST_ContainsProperly` 要求 `rastA` 的所有非空像素都包含在 `rastB` 的非空像素中，且 `rastA` 与 `rastB` 的像素值不同。



### Note

`ST_ContainsProperly(ST_Polygon(raster), geometry)` 与 `ST_ContainsProperly(geometry, ST_Polygon(raster))` 返回 `TRUE` 当且仅当 `ST_Polygon` 包含 `geometry`。

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` — 返回 `TRUE` 当且仅当 `rastA` 的所有非空像素都包含在 `rastB` 的非空像素中。

## Synopsis

```
boolean ST_Covers( raster rastA , integer nbandA , raster rastB , integer nbandB );
boolean ST_Covers( raster rastA , raster rastB );
```



rustB rastA rastA rastB. NULL, (NODATA) .

Note!

### Note

[illegible]

Note!

### Note

ST\_Covers(ST\_Polygon(raster), geometry) ST\_Covers(geometry, ST\_Polygon(raster))

2.1.0 ☒☒☒☒☒☒☒☒☒☒☒.



```
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 —  rastA  rastB .

## Synopsis

```
boolean ST_CoveredBy( raster rastA , integer nbandA , raster rastB , integer nbandB );
boolean ST_CoveredBy( raster rastA , raster rastB );
```



`rastA` `rastB` `rastA` `rastB`. `NULL`, `(NODATA)`.



**Note**

ST\_CoveredBy(geometry, ST\_Polygon(raster)) 与 ST\_CoveredBy(ST\_Polygon(raster), geometry) 不同。



**Note**

ST\_CoveredBy(geometry, ST\_Polygon(raster)) 与 ST\_CoveredBy(ST\_Polygon(raster), geometry) 不同。ST\_CoveredBy(geometry, ST\_Polygon(raster)) 返回 ST\_Polygon 是否完全覆盖 geometry。

2.1.0 版本引入。

SQL

```
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            |

SQL

**ST\_Intersects, ST\_Covers**

### 11.17.5 ST\_Disjoint

ST\_Disjoint — 检查 rastA 是否不与 rastB 相交。

**Synopsis**

boolean **ST\_Disjoint**( raster rastA , integer nbandA , raster rastB , integer nbandB );  
boolean **ST\_Disjoint**( raster rastA , raster rastB );

SQL

检查 rastA 是否不与 rastB 相交。如果 rastA 与 rastB 相交，则返回 false。如果任一输入为 NULL，则返回 NULL。如果任一输入为 NODATA，则返回 false。



**Note**

ST\_Disjoint(geometry, ST\_Polygon(raster)) 与 ST\_Disjoint(ST\_Polygon(raster), geometry) 不同。

**Note**

ST\_Disjoint(ST\_Polygon(raster), geometry) 与 ST\_Polygon 不同。

## 2.1.0 版本。

```

-- rid = 1 has no bands, hence the NOTICE and the NULL value for st_disjoint
SELECT r1.rid, r2.rid, ST_Disjoint(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN
    dummy_rast r2 WHERE r1.rid = 2;

NOTICE: The second raster provided has no bands
rid | rid | st_disjoint
-----+-----+-----
  2 |  1 |
  2 |  2 | f

```

```

-- this time, without specifying band numbers
SELECT r1.rid, r2.rid, ST_Disjoint(r1.rast, r2.rast) FROM dummy_rast r1 CROSS JOIN
    dummy_rast r2 WHERE r1.rid = 2;

```

```

NOTICE: The second raster provided has no bands
rid | rid | st_disjoint
-----+-----+-----
  2 |  1 | t
  2 |  2 | f

```

```

rid | rid | st_disjoint
-----+-----+-----
  2 |  1 | t
  2 |  2 | f

```

```

-- this time, without specifying band numbers
SELECT r1.rid, r2.rid, ST_Disjoint(r1.rast, r2.rast) FROM dummy_rast r1 CROSS JOIN
    dummy_rast r2 WHERE r1.rid = 2;

```

```

rid | rid | st_disjoint
-----+-----+-----
  2 |  1 | t
  2 |  2 | f

```

```


```

**ST\_Intersects****11.17.6 ST\_Intersects**

ST\_Intersects — 检查 rasterA 与 rasterB 是否相交。

**Synopsis**

```

boolean ST_Intersects( raster rastA , integer nbandA , raster rastB , integer nbandB );
boolean ST_Intersects( raster rastA , raster rastB );
boolean ST_Intersects( raster rast , integer nband , geometry geommin );
boolean ST_Intersects( raster rast , geometry geommin , integer nband=NULL );
boolean ST_Intersects( geometry geommin , raster rast , integer nband=NULL );

```

```


```

检查 rasterA 与 rasterB 是否相交。如果任一输入为 NULL，则返回 NULL。如果任一输入为 (NODATA) 则返回 (NODATA)。



### Note

[illegible]

□□□□: 2.0.0 □□□□□□□□/□□□□□□□□□□□□.



## Warning

2.1.0 ST\_Intersects(geometry, raster) ST\_Intersects(raster, geometry)



```
-- different bands of same raster
SELECT ST_Intersects(rast, 2, rast, 3) FROM dummy_rast WHERE rid = 2;
```

```
st_intersects
-----
t
```



## ST Intersection, ST Disjoint

### 11.17.7 ST\_Overlaps

ST Overlaps —  rastA  rastB   
 .

## Synopsis

```
boolean ST_Overlaps( raster rastA , integer nbandA , raster rastB , integer nbandB );
boolean ST_Overlaps( raster rastA , raster rastB );
```



`rastA` `rastB`. `rastA` `rastB` NULL, `(NODATA )`



### Note

[illegible]

**Note**

ST\_Overlaps(ST\_Polygon(raster), geometry) 返回 TRUE 当且仅当 ST\_Polygon 与 geometry 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 TRUE 当且仅当 rastA 与 rastB 在边界处接触，但不重叠。

#### Synopsis

boolean **ST\_Touches**( raster rastA , integer nbandA , raster rastB , integer nbandB );  
boolean **ST\_Touches**( raster rastA , raster rastB );

SQL

ST\_Touches(rastA, nbandA, rastB, nbandB) 返回 TRUE 当且仅当 rastA 与 rastB 在边界处接触，但不重叠。如果任一输入为 NULL，则返回 NULL。如果任一输入为 NO\_DATA，则返回 FALSE。

**Note**

ST\_Touches(ST\_Polygon(raster), geometry) 返回 TRUE 当且仅当 ST\_Polygon 与 geometry 在边界处接触。

**Note**

ST\_Touches(ST\_Polygon(raster), geometry) 返回 TRUE 当且仅当 ST\_Polygon 与 geometry 在边界处接触。

2.1.0 版本引入。

SQL

```
SELECT r1.rid, r2.rid, ST_Touches(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN
dummy_rast r2 WHERE r1.rid = 2;
```

| rid | rid | st_touches |
|-----|-----|------------|
| 2   | 1   | f          |
| 2   | 2   | f          |

SQL

**ST\_Intersects**

### 11.17.9 ST\_SameAlignment

**ST\_SameAlignment** — 检查两个栅格是否具有相同的对齐方式 (即，它们的像素大小、旋转、偏移量、SRID 是否相同)。如果相同，则返回 true，否则返回 false。

#### Synopsis

```
boolean ST_SameAlignment( raster rastA , raster rastB );
boolean ST_SameAlignment( double precision ulx1 , double precision uly1 , double precision scalex1
, double precision scaley1 , double precision skewx1 , double precision skewy1 , double precision ulx2
, double precision uly2 , double precision scalex2 , double precision scaley2 , double precision skewx2
, double precision skewy2 );
boolean ST_SameAlignment( raster set rastfield );
```

SQL

**ST\_SameAlignment** (int 1, 2): (栅格 rastA, 栅格 rastB, SRID 是否相同) 检查两个栅格是否具有相同的对齐方式。如果相同，则返回 true，否则返回 false。4 个参数版本 (NOTICE) 返回 true。

**ST\_SameAlignment** (int 3): 检查两个栅格是否具有相同的对齐方式。ST\_SameAlignment 在 PostgreSQL 中是一个聚合函数 (aggregate)。它使用 SUM() 或 AVG() 函数来计算结果。

2.0.0 版本引入。

更新: 2.1.0 版本引入。

SQL: 示例

```
SELECT ST_SameAlignment(
  ST_MakeEmptyRaster(1, 1, 0, 0, 1, 1, 0, 0),
  ST_MakeEmptyRaster(1, 1, 0, 0, 1, 1, 0, 0)
) as sm;
```

```
sm
----
t
```

```
SELECT ST_SameAlignment(A.rast,b.rast)
FROM dummy_rast AS A CROSS JOIN dummy_rast AS B;

NOTICE: The two rasters provided have different SRIDs
NOTICE: The two rasters provided have different SRIDs
st_samealignment
-----
t
f
f
f
```

¶¶

Section [10.1](#), [ST\\_NotSameAlignmentReason](#), [ST\\_MakeEmptyRaster](#)

11.17.10 ST\_NotSameAlignmentReason

ST\_NotSameAlignmentReason — 返回两个栅格的不同对齐原因，返回原因代码的文本描述。

Synopsis

text **ST\_NotSameAlignmentReason**(raster rastA, raster rastB);

¶¶

返回原因代码的文本描述，返回原因代码的文本描述。



**Note** 返回原因代码的文本描述，返回原因代码 (原因代码) 返回原因代码。

2.1.0 版本引入。

¶¶

```
SELECT
  ST_SameAlignment(
    ST_MakeEmptyRaster(1, 1, 0, 0, 1, 1, 0, 0),
    ST_MakeEmptyRaster(1, 1, 0, 0, 1.1, 1.1, 0, 0)
  ),
  ST_NotSameAlignmentReason(
    ST_MakeEmptyRaster(1, 1, 0, 0, 1, 1, 0, 0),
    ST_MakeEmptyRaster(1, 1, 0, 0, 1.1, 1.1, 0, 0)
  )
;

st_samealignment | st_otsamealignmentreason
-----+-----
f                | The rasters have different scales on the X axis
(1 row)
```



¶

Section 10.1, [ST\\_SameAlignment](#)

### 11.17.11 ST\_Within

**ST\_Within** — 检查 rasterB 是否完全包含在 rasterA 中, 检查 rasterA 是否完全包含在 rasterB 中。

#### Synopsis

boolean **ST\_Within**( raster rastA , integer nbandA , raster rastB , integer nbandB );  
boolean **ST\_Within**( raster rastA , raster rastB );

¶

检查 rasterB 是否完全包含在 rasterA 中, 检查 rasterA 是否完全包含在 rasterB 中。如果 rasterA 与 rasterB 的波段数不同, 则返回 NULL。如果任一输入为 NULL, 则返回 NULL。如果任一输入为 (NODATA 值) 则返回 NULL。



**Note**  
检查 (operand) 是否完全包含在检查中。



**Note**  
检查 ST\_Within(ST\_Polygon(raster), geometry) 与 ST\_Within(geometry, ST\_Polygon(raster)) 是否返回 ST\_Polygon 的结果。



**Note**  
ST\_Within() 与 ST\_Contains() 相反。检查, ST\_Within(rastA, rastB) 与 ST\_Contains(rastB, rastA) 返回相反的结果。

2.1.0 版本。

¶

```
SELECT r1.rid, r2.rid, ST_Within(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN dummy_rast r2 WHERE r1.rid = 2;
```

| rid | rid | st_within |
|-----|-----|-----------|
| 2   | 1   | f         |
| 2   | 2   | t         |

函数

[ST\\_Intersects](#), [ST\\_Contains](#), [ST\\_DWithin](#), [ST\\_DFullyWithin](#)

### 11.17.12 ST\_DWithin

`ST_DWithin` — 检查 rasterA 是否与 rasterB 在指定距离内相交。

#### Synopsis

```
boolean ST_DWithin( raster rastA , integer nbandA , raster rastB , integer nbandB , double precision
distance_of_srid );
boolean ST_DWithin( raster rastA , raster rastB , double precision distance_of_srid );
```

函数

检查 rasterA 是否与 rasterB 在指定距离内相交。如果任一输入为 NULL，则返回 NULL。如果任一输入为 NODATA，则返回 NODATA。

距离以 SRID 为单位指定。如果 SRID 未指定，则默认为 4326。



#### Note

距离 (operand) 必须是非负数。



#### Note

`ST_DWithin(ST_Polygon(raster), geometry)` 与 `ST_DWithin(ST_Polygon(raster), geometry)` 等效。

2.1.0 版本引入。

函数

```
SELECT r1.rid, r2.rid, ST_DWithin(r1.rast, 1, r2.rast, 1, 3.14) FROM dummy_rast r1 CROSS
JOIN dummy_rast r2 WHERE r1.rid = 2;
```

| rid | rid | st_dwithin |
|-----|-----|------------|
| 2   | 1   | f          |
| 2   | 2   | t          |

函数

[ST\\_Within](#), [ST\\_DFullyWithin](#)

### 11.17.13 ST\_DFullyWithin

ST\_DFullyWithin — 是否 rasterA 完全在 rasterB 指定的距离内。

#### 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 );
```

参数

rastA rastB 是栅格。nbandA nbandB 是栅格的波段数。distance\_of\_srid 是距离，单位是 SRID 指定的单位。如果 distance\_of\_srid 是 NULL，则返回 TRUE。如果 distance\_of\_srid 是 0，则返回 FALSE。如果 distance\_of\_srid 是负数，则返回 NULL (NODATA 值)。

如果 distance\_of\_srid 是正数，则返回 TRUE。如果 distance\_of\_srid 是负数，则返回 NULL。如果 distance\_of\_srid 是 0，则返回 FALSE。



#### Note

如果 distance\_of\_srid 是负数，则返回 NULL。



#### Note

ST\_DFullyWithin(ST\_Polygon(raster), geometry) 与 ST\_DFullyWithin(ST\_Polygon(raster), geometry) 相同。

2.1.0 版本引入。

示例

```
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               |

相关链接

[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 地址标准化工具

地址标准化工具 **PAGC standardizer** 是一个 (fork) 版本 (源自于原始的 **PAGC PostgreSQL 地址标准化工具**).

该工具使用 **lexicon; lex** 和 **gazetteer; gaz** 两个数据库来存储地址数据。

CREATE EXTENSION address\_standardizer; 安装 address\_standardizer 到 PostgreSQL 数据库。 address\_standardizer 安装后， address\_standardizer\_data\_us 数据库将被创建，用于存储美国地址数据。 CREATE EXTENSION address\_standardizer\_data\_us; 安装 address\_standardizer\_data\_us 数据库。

PostGIS extensions/address\_standardizer 文件夹包含该工具的安装脚本，请按照说明进行安装。

有关该工具的使用，请参考 Section 2.3 中的内容。

#### 12.1.1 地址标准化工具

该工具支持两种模式：宏模式 (macro) 和微模式 (micro)。宏模式用于处理整个地址，而微模式用于处理地址的特定部分。

该工具支持两种输入格式：文本文件和数据库。文本文件格式为 CSV，数据库格式为 PostgreSQL。

该工具支持两种输出格式：文本文件和数据库。文本文件格式为 CSV，数据库格式为 PostgreSQL。

该工具支持两种语言：Perl 和 C。Perl 版本位于 parseaddress-api.c 文件中，C 版本位于 parseaddress-api.c 文件中。

## 12.1.2 地址标准化工具

### 12.1.2.1 stdaddr

**stdaddr** — 使用 `standardize_address` 函数对地址进行标准化。

语法

`standardize_address` 函数需要 `PAGC Postal Attributes` 扩展。

`rules table` 是用于存储规则的表。



This method needs `address_standardizer` extension.

**building** (token 0) 值: 建筑物名称。例如: 75 State Street 75

**house\_num** (token 1) 值: 房屋编号。例如: 75 State Street 75

**predir** (token 2) 值: North, South, East, West (STREET NAME PRE-DIRECTIONAL) 值。

**qual** (token 3) 值: (STREET NAME PRE-MODIFIER) 值。例如: 3715 OLD HIGHWAY 99 OLD

**pretype** (token 4) 值: (STREET PREFIX TYPE) 值。

**name** (token 5) 值: (STREET NAME) 值。

**suftype** (token 6) 值: St, Ave, Cir (STREET POST TYPE) 值。例如: 75 State Street STREET

**sufdir** (token 7) 值: (STREET POST-DIRECTIONAL) 值。例如: 3715 TENTH AVENUE WEST WEST

**ruralroute** 是文本 (token number 8): RURAL ROUTE . Example 7 in RR 7.

**extra** 值: 额外信息。

**city** (token 10) 值: 城市。

**state** (token 11) 值: 州。

**country** (token 12) 值: 国家。

**postcode** (token 13) 值: (postal code, zip code) 值: 02109

**box** (token 14, 15) 值: (POSTAL BOX NUMBER) 值: 02109

**unit** (token 17) 值: 单元。例如: APT 3B 3B

## 12.1.3 规则表

### 12.1.3.1 rules table

**rules table** — 用于存储规则的表。该表包含以下列: `id` (整数), `token` (整数), `value` (文本), `weight` (整数), `type` (整数), `category` (整数), `modifier` (整数), `terminator` (整数), `extra` (文本)。



。

。。

**id** 。

**rule** 。

。。

。。

**stdaddr**。

。

。

。

**AMPERS** (13)。。

**DASH** (9)。。

**DOUBLE** (21)。。

**FRACT** (25)。。

**MIXED** (23)。。

**NUMBER** (0)。。

**ORD** (15)。。

**ORD** (18)。。

**WORD** (1)。。

。

**BOXH** (14)。。

**BUILDH** (19)。。

**BUILDT** 。

**DIRECT** (22)。。

**MILE** (20)。。

**ROAD** (6)。。

**RR** (8)。。

**TYPE** (2). 住所のタイプ。例: *ST AVE*

**UNITH** (16). 住所のユニット番号。例: *APT 101 UNIT*

住所のタイプ

**QUINT** (28). 住所のクインツコード (Zip Code) の5桁目。

**QUAD** (29). 住所のクワッドコード。ZIP4 の4桁目。

**PCH** (27). 住所の郵便番号の3桁目。住所の郵便番号のFSA の3桁目。

**PCT** (26). 住所の郵便番号の3桁目。住所の郵便番号のLDU の3桁目。

**STOPWORD** (不用語; **stopword**)

**STOPWORD** 関数は、単語リストから、**STOPWORD** 関数の単語リストから、単語を削除します。

**STOPWORD** (7). 住所のストップワード。例: *THE*

住所のタイプ

住所のタイプ -1(住所) の住所のタイプ、住所のタイプ -1 の住所のタイプ。 **stdaddr** 関数は、住所のタイプ -1 の住所のタイプ、住所のタイプ -1 の住所のタイプ。 the section called “**stdaddr**” の住所のタイプ、住所のタイプ -1 の住所のタイプ。

住所のタイプ

住所のタイプ (住所) 0 (住所) 17 の住所のタイプ。

**MACRO\_C**

(住所のタイプ = “0”)。 *PLACE STATE ZIP* 関数は、**MACRO\_C** 関数の住所のタイプ、住所のタイプ。

**MACRO\_C output tokens** (excerpted from <http://www.pgcgeo.org/docs/html/pagc-12.html#--r-typ-->).

**CITY** (住所のタイプ“10”)。 例: “Albany”

**STATE** (住所のタイプ“11”)。 例: “NY”

**NATION** (住所のタイプ“12”)。 住所のタイプ、住所のタイプ。 例: “USA”

**POSTAL** (住所のタイプ“13”)。 (SADS 関数の“ZIP CODE”, “PLUS 4”)。 住所のタイプ、住所のタイプ。

**MICRO\_C**

(住所のタイプ = “1”)。 (住所のタイプ, 住所のタイプ, sufdir, predir, pretyp, suftype, qualif 住所のタイプ) 住所のタイプ **MICRO\_C** 関数の住所のタイプ、住所のタイプ (住所のタイプ: ARC\_C 住所のタイプ CIVIC\_C)。 住所のタイプ、住所のタイプ。

**MICRO\_C output tokens** (excerpted from <http://www.pgcgeo.org/docs/html/pagc-12.html#--r-typ-->).

**HOUSE** 住所 (住所のタイプ 1) 住所のタイプ: 住所のタイプ、住所のタイプ。 例: 75 State Street 住所のタイプ 75 住所のタイプ

**predir** 属性 (属性 2) 值: North, South, East, West 属性 (STREET NAME PRE-DIRECTIONAL) 值.

**qual** 属性 (属性 3) 值: 属性 (STREET NAME PRE-MODIFIER) 值. 值: 3715 OLD HIGHWAY 99 值 *OLD*

**pretype** 属性 (属性 4) 值: 属性 (STREET PREFIX TYPE) 值.

**street** 属性 (属性 5) 值: 属性 (STREET NAME) 值.

**suftype** 属性 (属性 6) 值: St, Ave, Cir 属性 (STREET POST TYPE) 值. 值 属性. 值: 75 State Street 值 *STREET*

**sufdir** 属性 (属性 7) 值: 属性 (STREET POST-DIRECTIONAL) 值. 值 属性. 值: 3715 TENTH AVENUE WEST 值 *WEST*

### ARC\_C

(属性 = "2"). HOUSE 属性 MICRO 属性. 属性 HOUSE 属性 MICRO\_C 属性.

### CIVIC\_C

(属性 = "3"). HOUSE 属性.

### EXTRA\_C

(属性 = "4"). EXTRA 属性 - 属性 - 属性. 属性 属性.

**EXTRA\_C output tokens** (excerpted from <http://www.pagcgeo.org/docs/html/pagc-12.html#--r-typ-->).

**BLDNG** (属性 0): 属性.

**BOXH** (token number 14): The **BOX** in BOX 3B

**BOXT** (属性 15): BOX 3B 值 **3B**

**RR** (属性 8): RR 7 值 **RR**

**UNITH** (属性 16): APT 3B 值 **APT**

**UNITT** (属性 17): APT 3B 值 **3B**

**UNKNWN** (属性 9): 属性.

### 12.1.3.2 lex table

lex table — 属性 (lex) 属性, 属性 (1) 属性 (the section called “属性” 值) 值 (2) 属性.

属性

属性 (lexicon) 属性, 属性 (1) 属性 (the section called “属性” 值) 值 (2) 属性. 属性, 属性, 属性 **ONE** 值 stdword 1 属性 属性.

属性. 属性.

**id** 属性

**seq** 格式: 格式?

**word** 格式: 格式

**stdword** 格式: 格式

**token** 格式: 格式. 格式. **PAGC Tokens** 格式.

### 12.1.3.3 gaz table

**gaz table** — 格式 (gaz) 格式, 格式 (1) 格式 (the section called “格式” 格式) 格式 (2) 格式.

格式

A gaz (short for gazeteer) table is used to standardize place names and associate that input with the section called “格式” and (b) standardized representations. For example if you are in US, you may load these with State Names and associated abbreviations.

格式. 格式.

**id** 格式

**seq** 格式: 格式? - 格式

**word** 格式: 格式

**stdword** 格式: 格式

**token** 格式: 格式. 格式. **PAGC Tokens** 格式.

### 12.1.4 函数

#### 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);

格式

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 地理数据库

```
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)

安装

`stdaddr`, `rules table`, `lex table`, `gaz table`, `Page_Normalize_Address`

12.1.4.2 parse\_address

`parse_address` — 解析地址并返回记录。

Synopsis

record `parse_address`(text address);

返回

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 安装与使用。

 This method needs `address_standardizer` extension.

安装

安装与使用

```
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    |

安装与使用

```
-- 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) |     |                 |           |    |       |  |

❌

12.1.4.3 standardize\_address

standardize\_address — 将地址标准化为美国标准地址格式。

Synopsis

stdaddr standardize\_address(text lextab, text gaztab, text rultab, text address);  
stdaddr standardize\_address(text lextab, text gaztab, text rultab, text micro, text macro);

❌

lex table, gaz table, rules table 是标准地址格式化的规则表，stdaddr 是标准地址格式化的函数。  
❌ 1: 标准地址格式化的规则表。  
❌ 2: 标准地址格式化的规则表。house\_num street 标准地址格式化的规则表 micro  
❌, city, state postal\_code country 标准地址格式化的规则表 macro ❷。  
2.2.0 标准地址格式化的规则表。

✅ This method needs address\_standardizer extension.

❌

address\_standardizer\_data\_us ❷

CREATE EXTENSION address\_standardizer\_data\_us; -- only needs to be done once

❌ 1: 标准地址格式化的规则表。标准地址格式化的规则表。

```
SELECT house_num, name, suftype, city, country, state, unit FROM standardize_address(' ←  
us_lex',  
                                     'us_gaz', 'us_rules', 'One Devonshire Place, PH 301, Boston, MA ←  
02109');
```

| house_num | name       | suftype | city   | country | state         | unit            |
|-----------|------------|---------|--------|---------|---------------|-----------------|
| 1         | DEVONSHIRE | PLACE   | BOSTON | USA     | MASSACHUSETTS | # PENTHOUSE 301 |

TIGER ❷ (❷ postgis\_tiger\_geocoder ❷ ❷)

```
SELECT * FROM standardize_address('tiger.pgc_lex',  
                                'tiger.pgc_gaz', 'tiger.pgc_rules', 'One Devonshire Place, PH 301, Boston, MA ←  
02109-1234');
```

❷ hstore ❷。❷ CREATE EXTENSION hstore; ❷。

```
SELECT (each(hstore(p))).*
FROM standardize_address('tiger.pagc_lex', 'tiger.pagc_gaz',
    'tiger.pagc_rules', 'One Devonshire Place, PH 301, Boston, MA 02109') As p;
```

| key        | value           |
|------------|-----------------|
| box        |                 |
| city       | BOSTON          |
| name       | DEVONSHIRE      |
| qual       |                 |
| unit       | # PENTHOUSE 301 |
| extra      |                 |
| state      | MA              |
| predir     |                 |
| sufdir     |                 |
| country    | USA             |
| pretype    |                 |
| suftype    | PL              |
| building   |                 |
| postcode   | 02109           |
| house_num  | 1               |
| ruralroute |                 |
| (16 rows)  |                 |

例 2: 使用国家代码。

```
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)  |                 |

例

[stdaddr](#), [rules table](#), [lex table](#), [gaz table](#), [Pagc\\_Normalize\\_Address](#)



## 12.2 TIGER ☐☐☐☐☐☐

TIGER , PostGIS 

- Nominatim** ↔ OpenStreetMap ↔ PostgreSQL. osm2pgsql ↔ PostgreSQL 8.4 ↔ PostGIS 1.5 ↔ TIGER ↔ SQL.
- GIS Graphy** ↔ PostGIS ↔ Nominatim ↔ OSM(OpenStreetMap). OSM ↔ Nominatim ↔ Java 1.5, Servlet apps, Solr ↔ GIS Graphy.

### 12.2.1 Drop\_Indexes\_Generate\_Script

Drop Indexes Generate Script — TIGER                                                                                                                                      <

## Synopsis

```
text Drop Indexes Generate Script(text param schema=tiger data);
```



TIGER ██████████. tiger data ████████.

(bloat)   
 . Install Missing Indexes .

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒.



```
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 数据库表, 并生成 county, state (州) 数据库表。

## Synopsis

```
text Drop_Nation_Tables_Generate_Script(text param_schema=tiger_data);
```



county\_all, state\_all 县, 州 county, state (州) 县, 州. tiger\_2010 老虎\_2010 tiger\_2011 老虎\_2011

2.1.0 ☒☒☒☒☒☒☒☒☒☒☒.



```
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 — 州 tiger\_data.

## Synopsis

```
text Drop_State_Tables_Generate_Script(text param state, text param schema=tiger_data);
```



州) tiger\_data . tiger\_data . (州) (州) .

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒.



```
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;
```



## Loader Generate Script

### 12.2.4 Geocode

[illegible]

## 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);

```

## 安装

PostGIS (PostgreSQL 扩展) 依赖于 NAD83 坐标系, 因此需要安装 `normalized_address (addy)` 扩展。该扩展依赖于 `tiger` 扩展。Tiger 扩展 (edge, face, addr), PostgreSQL 扩展 (soundex, levenshtein), 以及 PostGIS 扩展 (tiger) 都需要安装。安装 Tiger 扩展 (edge/face) 需要 10 分钟。

安装: 2.0.0 版本的 Tiger 2010 扩展, 需要安装 PostgreSQL 9.1rc1/PostGIS 2.0 扩展。3.0 GHz 处理器 2GB 内存 7 分钟。安装 `max_results` 扩展。

## 安装

安装 (MA), 安装 (MN), 安装 (CA), 安装 (RI) 需要 Tiger 扩展 PostgreSQL 9.1rc1/PostGIS 2.0 扩展。3.0 GHz 处理器 2GB 内存 7 分钟。安装 `max_results` 扩展。

安装 (61 分钟)。

```
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
```

安装 (122 ~ 150 分钟)。

```
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
```

安装 (500 分钟)。

```
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
```

安装 (batch) 扩展。max\_results = 1 扩展。安装 (batch) 扩展。

```
CREATE TABLE addresses_to_geocode(addid serial PRIMARY KEY, address text,
                                   lon numeric, lat numeric, new_address text, rating integer);
```

```
INSERT INTO addresses_to_geocode(address)
VALUES ('529 Main Street, Boston MA, 02129'),
```

```
('77 Massachusetts Avenue, Cambridge, MA 02139'),
('25 Wizard of Oz, Walaford, KS 99912323'),
('26 Capen Street, Medford, MA'),
('124 Mount Auburn St, Cambridge, Massachusetts 02138'),
('950 Main Street, Worcester, MA 01610');

-- only update the first 3 addresses (323-704 ms - there are caching and shared memory effects so first geocode you do is always slower) --
-- for large numbers of addresses you don't want to update all at once
-- since the whole geocode must commit at once
-- For this example we rejoin with LEFT JOIN
-- and set to rating to -1 rating if no match
-- to ensure we don't regeocode a bad address
UPDATE addresses_to_geocode
  SET (rating, new_address, lon, lat)
    = ( COALESCE(g.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            |        | -71.07177 | 42.38357 | 529 Main St, ← |
| 2     | 77 Massachusetts Avenue, Cambridge, MA 02139 |        | -71.09396 | 42.35961 | 77 ←           |
| 3     | 25 Wizard of Oz, Walaford, KS 99912323       |        | -97.92913 | 38.12717 | Willowbrook, ← |

(3 rows)

Example: Geocoding a point

```
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





☐☐

[Set\\_Geocode\\_Setting](#)

## 12.2.7 Get\_Tract

Get Tract — 返回指定地理坐标 (tract) 的地理名称 (field) 的文本值。返回的文本值包含地理名称和地理 ID。

### Synopsis

text **get\_tract**(geometry loc\_geom, text output\_field=name);

☐☐

返回的文本值包含地理名称和地理 ID。返回的文本值包含地理名称和地理 ID。返回的文本值包含地理名称和地理 ID。NAD83 坐标系。

#### Note

This function uses the census tract which is not loaded by default. If you have already loaded your state table, you can load tract as well as bg, and tabblock using the [Loader\\_Generate\\_Census\\_Script](#) script.



If you have not loaded your state data yet and want these additional tables loaded, do the following

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

then they will be included by the [Loader\\_Generate\\_Script](#).

2.0.0 版本开始支持。

☐☐☐☐

```
SELECT get_tract(ST_Point(-71.101375, 42.31376) ) As tract_name;
tract_name
-----
1203.01
```

```
--this one returns the tiger geoid
SELECT get_tract(ST_Point(-71.101375, 42.31376), 'tract_id' ) As tract_id;
tract_id
-----
25025120301
```

☐☐

[Geocode](#)>







.sh 安装脚本。

```
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}/*.zip
${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
:
```

。

## Loader\_Generate\_Script

### 12.2.10 Loader\_Generate\_Script

Loader\_Generate\_Script — 生成加载脚本 (州) 的 TIGER 数据。tiger\_data 文件包含 TIGER 2010 年的地理数据，包括街道、河流、湖泊、以及建筑物等。

#### Synopsis

setof text **loader\_generate\_script**(text[] param\_states, text os);

。

生成加载脚本 (州) 的 TIGER 数据。tiger\_data 文件包含 TIGER 2010 年的地理数据，包括街道、河流、湖泊、以及建筑物等。

使用 unzip 工具 (7-zip 工具) 解压，使用 wget 工具。请参考 Section 4.7.2 中的描述。脚本将数据加载到 (州) 的 staging 和 temp 表中。

脚本在 OS 上运行，并返回结果。

1. loader\_variables - 加载变量，包括 staging 表的名称。

- [illegible]

2.0.0 . TIGER 2010  (tract),  (bg),  (tabblock) .



### 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.

11

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;
```

[illegible]

```
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 [redacted].

```
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-envvars.html
export PGPOR=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 — 生成加载国家数据的脚本。

#### Synopsis

text **loader\_generate\_nation\_script**(text os);

❏

该脚本生成一个 SQL 脚本，用于加载国家数据。该脚本将 county\_all, county\_all\_lookup, state\_all 表加载到 tiger\_data 数据库中。该脚本还生成一个 tiger 数据库的 county, county\_lookup, state 表的 schema。

该脚本使用 unzip 命令（需要 7-zip 支持）来解压数据，并使用 wget 命令来下载数据。该脚本还参考了 Section 4.7.2 中的内容。

该脚本在 OS 上运行，并生成 tiger.loader\_platform, tiger.loader\_variables 和 tiger.loader\_lookuptables 表。

1. **loader\_variables** - 包含变量名、值、数据类型（staging）的表。
2. **loader\_platform** - 包含平台名称、平台版本、平台描述、平台路径的表。
3. **loader\_lookuptables** - 包含（县，州），县名称，州名称，县 FIPS 代码，州 FIPS 代码，县名称（州名），TIGER 县名称，县 FIPS 代码的表。县：tiger.faces 表中的 tiger\_data.ma\_faces 表。

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 新增功能。

### Note



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

**Note!**

tiger\_2010 (州) tiger\_2011 ,  
Drop\_Nation\_Tables\_Generate\_Script  
.

[illegible]

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

[illegible]

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



## Loader Generate Script, Missing Indexes Generate Script

### 12.2.12 Missing\_Indexes\_Generate\_Script

[illegible]

## Synopsis

```
text Missing_Indexes_Generate_Script();
```



tiger < tiger\_data (join) (key) SQL DDL. .  
 , SQL DDL. .  
 , SQL DDL. .

2.0.0 ☒☒☒☒☒☒☒☒☒☒☒.

❏

```
SELECT missing_indexes_generate_script();
-- output: This was run on a database that was created before many corrections were made to ←
the loading script ---
CREATE INDEX idx_tiger_county_countyfp ON tiger.county USING btree(countyfp);
CREATE INDEX idx_tiger_cousub_countyfp ON tiger.cousub USING btree(countyfp);
CREATE INDEX idx_tiger_edges_tfidl ON tiger.edges USING btree(tfidl);
CREATE INDEX idx_tiger_edges_tfidl ON tiger.edges USING btree(tfidl);
CREATE INDEX idx_tiger_zip_lookup_all_zip ON tiger.zip_lookup_all USING btree(zip);
CREATE INDEX idx_tiger_data_ma_county_countyfp ON tiger_data.ma_county USING btree(countyfp ←
);
CREATE INDEX idx_tiger_data_ma_cousub_countyfp ON tiger_data.ma_cousub USING btree(countyfp ←
);
CREATE INDEX idx_tiger_data_ma_edges_countyfp ON tiger_data.ma_edges USING btree(countyfp);
CREATE INDEX idx_tiger_data_ma_faces_countyfp ON tiger_data.ma_faces USING btree(countyfp);
```

❏

[Loader\\_Generate\\_Script, Install\\_Missing\\_Indexes](#)

### 12.2.13 Normalize\_Address

Normalize Address — 将地址规范化，包括街道名称、邮政编码、城市、州、国家、经纬度。该函数使用 tiger\_geocoder 表（TIGER 地理编码表）进行规范化。

#### Synopsis

norm\_addy **normalize\_address**(varchar in\_address);

❏

该函数返回一个包含规范化地址信息的对象。该对象包含以下字段：address、predirAbbrev、streetName、streetTypeAbbrev、postdirAbbrev、internal、location、stateAbbrev、zip、parsed、zip4 和 address\_alphanumeric。

该函数使用 tiger\_geocoder 表（TIGER 地理编码表）进行规范化。该函数返回一个包含规范化地址信息的对象。该对象包含以下字段：address、predirAbbrev、streetName、streetTypeAbbrev、postdirAbbrev、internal、location、stateAbbrev、zip、parsed、zip4 和 address\_alphanumeric。

该函数返回一个包含规范化地址信息的对象。该对象包含以下字段：address、predirAbbrev、streetName、streetTypeAbbrev、postdirAbbrev、internal、location、stateAbbrev、zip、parsed、zip4 和 address\_alphanumeric。

该函数返回一个包含规范化地址信息的对象。该对象包含以下字段：address、predirAbbrev、streetName、streetTypeAbbrev、postdirAbbrev、internal、location、stateAbbrev、zip、parsed、zip4 和 address\_alphanumeric。

(address) [predirAbbrev] (streetName) [streetTypeAbbrev] [postdirAbbrev] [internal] [location] [stateAbbrev] [zip] [parsed] [zip4] [address\_alphanumeric]

Enhanced: 2.4.0 norm\_addy object includes additional fields zip4 and address\_alphanumeric.

1. address 字符串：规范化后的地址。
2. predirAbbrev 字符串：N, S, E, W 表示的方向。direction\_look 字符串：表示方向的字符串。

3. streetName varchar (255).
4. streetTypeAbbrev varchar (255), St, Ave, Cir (255). street\_type\_lookup (255).
5. postdirAbbrev varchar (255), N, S, E, W (255). direction\_lookup (255).
6. internal varchar (255). (255).
7. location varchar (255), (255).
8. stateAbbrev varchar (255), MA, NY, MI (255) (州名) (255). state\_lookup (255).
9. zip varchar (255). 02109 (255).
10. parsed (boolean) (255). (255). normalize\_address (255).
11. zip4 last 4 digits of a 9 digit zip code. Availability: PostGIS 2.4.0.
12. address\_alphanumeric Full street number even if it has alpha characters like 17R. Parsing of this is better using [Pagc\\_Normalize\\_Address](#) function. Availability: PostGIS 2.4.0.

SQL

SQL. (255) [Pprint\\_Addy](#) (255).

```
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  |                  |

SQL

[Geocode](#), [Pprint\\_Addy](#)

### 12.2.14 Pagc\_Normalize\_Address

Pagc Normalize Address — (255), (255), (255), (255) norm\_addy (255). (255) tiger\_geocoder (255) (TIGER (255)) (255). address\_standardizer (255).

#### Synopsis

norm\_addy **pagc\_normalize\_address**(varchar in\_address);



安装

安装时，需要安装以下依赖库，安装成功后，再安装 PostGIS。安装成功后，再安装 PostGIS。安装成功后，再安装 PostGIS。

安装 tiger 需要安装 tiger\_geocoder 和 page\_\*。安装 tiger\_geocoder 需要安装 TIGER。安装 tiger\_geocoder 需要安装 TIGER。安装 tiger\_geocoder 需要安装 TIGER。

安装 tiger 需要安装 tiger\_geocoder 和 page\_\*。

安装 norm\_addy 需要安装 norm\_addy。安装 norm\_addy 需要安装 norm\_addy。安装 norm\_addy 需要安装 norm\_addy。

**Normalize\_Address** 函数用于将地址标准化。

2.1.0 版本开始支持。



This method needs address\_standardizer extension.

(address) [predirAbbrev] (streetName) [streetTypeAbbrev] [postdirAbbrev] [internal] [location] [stateAbbrev] [zip]

安装 address\_standardizer 需要安装 standardaddr 和 norm\_addy。安装 address\_standardizer 需要安装 standardaddr 和 norm\_addy。

house\_num, predir, name, suftype, sufdire, unit, city, state, postcode

Enhanced: 2.4.0 norm\_addy object includes additional fields zip4 and address\_alphanumeric.

1. address 字符串：地址字符串。
2. predirAbbrev 字符串：N, S, E, W 表示方向。direction\_lookup 字典用于查找方向。
3. streetName 字符串：街道名称。
4. streetTypeAbbrev 字符串：St, Ave, Cir 表示街道类型。street\_type\_lookup 字典用于查找街道类型。
5. postdirAbbrev 字符串：N, S, E, W 表示方向。direction\_lookup 字典用于查找方向。
6. internal 字符串：内部地址。
7. location 字符串：位置。
8. stateAbbrev 字符串：MA, NY, MI 表示州名。state\_lookup 字典用于查找州名。
9. zip 字符串：02109 表示邮政编码。
10. parsed (boolean) 布尔值。normalize\_address 函数用于解析地址。
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.

| address     | predirabbrev | streetname | streettypeabbrev | postdirabbrev | internal  |  |
|-------------|--------------|------------|------------------|---------------|-----------|--|
| location    | stateabbrev  | zip        | parsed           |               |           |  |
| 9000        | E            | R00        | ST               |               | SUITE 999 |  |
| SPRINGFIELD | CO           |            | t                |               |           |  |

```
WITH g AS (SELECT address, ROW((sa).house_num, (sa).predir, (sa).name
, (sa).suftype, (sa).sufdir, (sa).unit , (sa).city, (sa).state, (sa).postcode, true)::
norm_addy As na
FROM (SELECT address, standardize_address('tiger.pagc_lex'
, 'tiger.pagc_gaz'
, 'tiger.pagc_rules', address) As sa
FROM addresses_to_geocode) As g)
SELECT address As orig, (g.na).streetname, (g.na).streettypeabbrev
FROM g;
```

| orig                                                | streetname    | streettypeabbrev |
|-----------------------------------------------------|---------------|------------------|
| 529 Main Street, Boston MA, 02129                   | MAIN          | ST               |
| 77 Massachusetts Avenue, Cambridge, MA 02139        | MASSACHUSETTS | AVE              |
| 25 Wizard of Oz, Walaford, KS 99912323              | WIZARD OF     |                  |
| 26 Capen Street, Medford, MA                        | CAPEN         | ST               |
| 124 Mount Auburn St, Cambridge, Massachusetts 02138 | MOUNT AUBURN  | ST               |
| 950 Main Street, Worcester, MA 01610                | MAIN          | ST               |

## Normalize Address, Geocode

```
Pprint_Addy — norm_addy 0x0000000000000000, 0x0000000000000000. 0x0000
normalize address 0x000000000000.
```

```
varchar pprint_addy(norm addy in addy);
```

¶

`norm_addy` 函数返回规范化后的地址字符串。该函数接受一个地址字符串作为输入，并返回一个规范化后的地址字符串。

例如，`Normalize_Address` 函数将以下地址规范化：

¶

以下 SQL 查询展示了如何规范化地址：

```
SELECT pprint_addy(normalize_address('202 East Fremont Street, Las Vegas, Nevada 89101'))
  As pretty_address;
      pretty_address
-----
202 E Fremont St, Las Vegas, NV 89101
```

以下 SQL 查询展示了如何将一个表中的地址规范化：

```
SELECT address As orig, pprint_addy(normalize_address(address)) As pretty_address
  FROM addresses_to_geocode;
```

| orig                                                | pretty_address                            |
|-----------------------------------------------------|-------------------------------------------|
| 529 Main Street, Boston MA, 02129                   | 529 Main St, Boston MA, 02129             |
| 77 Massachusetts Avenue, Cambridge, MA 02139        | 77 Massachusetts Ave, Cambridge, MA 02139 |
| 28 Capen Street, Medford, MA                        | 28 Capen St, Medford, MA                  |
| 124 Mount Auburn St, Cambridge, Massachusetts 02138 | 124 Mount Auburn St, Cambridge, MA 02138  |
| 950 Main Street, Worcester, MA 01610                | 950 Main St, Worcester, MA 01610          |

¶

**Normalize\_Address**

**12.2.16 Reverse\_Geocode**

`Reverse_Geocode` 函数返回与给定几何体匹配的街道名称。该函数接受一个几何体（点、线或面）作为输入，并返回一个包含街道名称的字符串数组。如果 `include_strnum_range = true`，则返回的字符串将包含街道门牌范围。

**Synopsis**

record **Reverse\_Geocode**(geometry pt, boolean include\_strnum\_range=false, geometry[] OUT intpt,  
norm\_addy[] OUT addy, varchar[] OUT street);

¶

该函数返回一个包含街道名称的字符串数组。如果 `include_strnum_range = true`，则返回的字符串将包含街道门牌范围。

```
#include <strnum.h>. #define STRNUM_MAX_LEN 60
```



**Note**

安装 TIGER 数据到 PostGIS 数据库。请参考 [Chapter 9 Section 2.2.3](#) 进行安装。安装完成后，需要运行 `ogr2ogr` 命令来加载数据。安装完成后，需要运行 `ogr2ogr` 命令来加载数据。

**Note**

安装 TIGER 数据到 PostGIS 数据库。请参考 [Chapter 9 Section 2.2.3](#) 进行安装。安装完成后，需要运行 `ogr2ogr` 命令来加载数据。安装完成后，需要运行 `ogr2ogr` 命令来加载数据。

安装:

1. topo\_name - 安装到 PostGIS 数据库。
2. region\_type - 安装到 PostGIS 数据库。安装 place 和 county 数据。安装完成后，需要运行 `ogr2ogr` 命令来加载数据。安装完成后，需要运行 `ogr2ogr` 命令来加载数据。
3. region\_id - TIGER 的 ID(geoid) 安装到 PostGIS 数据库。安装完成后，需要运行 `ogr2ogr` 命令来加载数据。安装完成后，需要运行 `ogr2ogr` 命令来加载数据。

2.0.0 安装与配置。

安装: 安装与配置。

安装 TIGER 数据 (2249) 安装到 PostGIS 数据库。安装完成后，需要运行 `ogr2ogr` 命令来加载数据。安装完成后，需要运行 `ogr2ogr` 命令来加载数据。

```
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
-----+-----+-----
```

注意: 在加载 TIGER 数据之前, 必须先加载 boston 数据。

在加载 TIGER 数据之前, 必须先加载 boston 数据。 (26986) 的精度为 0.25 度, 加载 TIGER 数据, 加载, 加载。

```
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
```

注意

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);

注意

tiger.geocode\_settings 表存储地理编码设置。使用 Get\_Geocode\_Setting 函数获取设置。

2.1.0 版本新增。

注意: 安装时

安装时 **Geocode** 选项, NOTICE 消息会显示如下。

```
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\_CoverageClean** - Computes a clean (edge matched, non-overlapping, gap-cleared) polygonal coverage, given a non-clean input.
  - **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线。
- **ST\_MemUnion** - Aggregate function which unions geometries in a memory-efficient but slower way.
- **ST\_Polygonize** - Computes a collection of polygons formed from the linework of a set of geometries.
- **ST\_SameAlignment** - 检查两个多边形是否具有相同的对齐方式 (即它们的边是否平行)。如果两个多边形具有相同的对齐方式，则返回 true，否则返回 false。
- **ST\_Union** - Computes a geometry representing the point-set union of the input geometries.
- **ST\_Union** - 返回由给定的点集组成的线。
- **TopoElementArray\_Agg** - Returns a topoelementarray for a set of element\_id, type arrays (topoelements).

## 13.2 PostGIS Window Functions

The functions below are spatial window functions that are used in the same way as SQL window functions such as `row_number()`, `lead()`, and `lag()`. They must be followed by an `OVER()` clause.

- **ST\_ClusterDBSCAN** - Window function that returns a cluster id for each input geometry using the DBSCAN algorithm.
- **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\_ClusterWithinWin** - Window function that returns a cluster id for each input geometry, clustering using separation distance.
- **ST\_CoverageClean** - Computes a clean (edge matched, non-overlapping, gap-cleared) polygonal coverage, given a non-clean input.
- **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.

## 13.3 PostGIS SQL-MM Compliant Functions

The functions given below are PostGIS functions that conform to the SQL/MM 3 standard

- **CG\_3DArea** - 3D 面积。
- **CG\_3DDifference** - 3D 差。
- **CG\_3DIntersection** - 3D 交集。
- **CG\_3DUnion** - Perform 3D union using `postgis_sfcgal`.
- **CG\_Volume** - 3D 体积。
- **ST\_3DArea** - 3D 面积。

- **ST\_3DDWithin** - Tests if two 3D geometries are within a given 3D distance
- **ST\_3DDifference** - 3 维差集函数。
- **ST\_3DDistance** - 返回两个 3D 几何体 (SRS 相同) 3 维最短距离。
- **ST\_3DIntersection** - 3 维交集函数。
- **ST\_3DIntersects** - Tests if two geometries spatially intersect in 3D - only for points, linestrings, polygons, polyhedral surface (area)
- **ST\_3DLength** - 计算 3D 线段的长度。
- **ST\_3DPerimeter** - 计算 3D 多面体的周长。
- **ST\_3DUnion** - Perform 3D union.
- **ST\_AddEdgeModFace** - 添加边并修改面，返回修改后的面，返回的面 ID 与输入的面 ID 相同。
- **ST\_AddEdgeNewFaces** - 添加边并创建新面，返回新创建的面，返回的面 ID 与输入的面 ID 不同。
- **ST\_AddIsoEdge** - 添加孤立边，anode 和 anothernode 是线串的端点 ID。
- **ST\_AddIsoNode** - 添加孤立节点 (isolated) 返回 ID。如果 NULL，则返回 NULL。
- **ST\_Area** - 计算 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 格式的几何体。
- **ST\_AsText** - 返回 WKT(Well-Known Text) 格式的几何体 SRID 信息。
- **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** - 计算几何体的质心。
- **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** - 从几何体创建拓扑几何体。
- **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** - 返回两个几何体之间的最短距离 (longest) 距离。
- **ST\_EndPoint** - ST\_LineString 或 ST\_CircularString 的终点。
- **ST\_Envelope** - 返回两个几何体的最小包围盒 (double precision; float8)。
- **ST\_Equals** - Tests if two geometries include the same set of points
- **ST\_ExteriorRing** - 返回多面体的外部环。
- **ST\_GMLToSQL** - GML 几何体转换为 ST\_Geometry 格式。或 ST\_GeomFromGML 函数。
- **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 几何体转换为 ST\_Geometry 格式。
- **ST\_GeomFromWKB** - WKB(Well-Known Binary) 几何体转换为 SRID 几何体。
- **ST\_GeometryFromText** - WKT(Well-Known Text) 几何体转换为 ST\_Geometry 格式。或 ST\_GeomFromText 函数。
- **ST\_GeometryN** - ST\_Geometry 集合中的第 N 个几何体。
- **ST\_GeometryType** - ST\_Geometry 的几何类型。
- **ST\_GetFaceEdges** - 返回面 (face) 的边。
- **ST\_GetFaceGeometry** - 返回面 (face) 的 ID 对应的几何体。
- **ST\_InitTopoGeo** - Creates a new topology schema and registers it in the topology.topology table.
- **ST\_InteriorRingN** - 返回多面体的第 N 个内部环。
- **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 是否是闭合的。TRUE 表示是。或 (LINESTRING) 是否是 TRUE 表示是。
- **ST\_IsEmpty** - Tests if a geometry is empty.
- **ST\_IsRing** - Tests if a LineString is closed and simple.
- **ST\_IsSimple** - 几何体是否是简单的。TRUE 表示是。
- **ST\_IsValid** - Tests if a geometry is well-formed in 2D.
- **ST\_Length** - 返回几何体的长度。
- **ST\_LineFromText** - 从 SRID 和 WKT 字符串创建 LINESTRING。SRID 默认为 0。
- **ST\_LineFromWKB** - 从 SRID 和 WKB 数据创建 LINESTRING。
- **ST\_LinestringFromWKB** - 从 SRID 和 WKB 数据创建 LINESTRING。
- **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` 函数。
- **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** - 修改边，将边分割成两部分，并返回新的边 ID。
- **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.
- **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** - 修改边，将边分割成两部分，并返回新的边 ID。
- **ST\_NumCurves** - Return the number of component curves in a CompoundCurve.
- **ST\_NumGeometries** - 返回几何体数量。
- **ST\_NumInteriorRings** - 返回内部环数量。
- **ST\_NumPatches** - 返回补丁数量。如果为 NULL 则返回 0。
- **ST\_NumPoints** - ST\_LineString 或 ST\_CircularString 函数。
- **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\_Geometry 函数。
- **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** - 根据 SRID 和 WKT 字符串创建点。SRID 为 0 则默认为 0。
- **ST\_PointFromWKB** - 根据 SRID 和 WKB 数据创建点。
- **ST\_PointN** - ST\_LineString 或 ST\_CircularString 函数。
- **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** - 移除边并创建新面。如果边分隔两个面，则删除一个面并修改另一个面以覆盖其空间。
- **ST\_RemoveIsoEdge** - Removes an isolated edge and returns description of action. If the edge is not isolated, then an exception is thrown.
- **ST\_RemoveIsoNode** - 移除孤立节点并返回描述。如果节点不是孤立的，则抛出异常。
- **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。对于非 3D 几何体返回 0。
- **ST\_WKBToSQL** - WKB(Well-Known Binary) 格式到 ST\_Geometry 格式的转换。需要指定 SRID。
- **ST\_WKTToSQL** - WKT(Well-Known Text) 格式到 ST\_Geometry 格式的转换。
- **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** - 计算地理实体的面积。

- **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) 格式的 SRID 标识的几何/地理数据。
- **ST\_AsGML** - 返回 GML 2 或 GML 3 格式的几何/地理数据。
- **ST\_AsGeoJSON** - Return a geometry or feature in GeoJSON format.
- **ST\_AsKML** - 返回 GML 2 或 GML 3 格式的几何/地理数据。
- **ST\_AsSVG** - Returns SVG path data for a geometry.
- **ST\_AsText** - 返回/返回 WKT(Well-Known Text) 格式的 SRID 标识的几何/地理数据。
- **ST\_Azimuth** - 返回 2 个几何/地理数据之间的方位角。
- **ST\_Buffer** - Computes a geometry covering all points within a given distance from a geometry.
- **ST\_Centroid** - 返回几何/地理数据的质心。
- **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/地理数据之间的最长距离。
- **ST\_GeogFromText** - WKT (格式) 的地理数据。
- **ST\_GeogFromWKB** - WKB 格式的 EWKB(二进制 WKB) 的地理数据。
- **ST\_GeographyFromText** - WKT (格式) 的地理数据。
- **=** - 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/地理数据的长度。
- **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/地理数据之间的最短距离。
- **ST\_Summary** - 返回几何/地理数据的摘要。
- **<->** - A 与 B 之间的 2 个几何/地理数据之间的最短距离。
- **&&** - A 与 B 之间的 2D 距离是否小于 B 与 B 之间的 2D 距离，TRUE 表示是。

## 13.5 PostGIS Raster Support Functions

The functions and operators given below are PostGIS functions/operators that take as input or return as output a **raster** data type object. Listed in alphabetical order.

- **Box3D** - 返回 BOX3D 几何体。
- **@** - B 与 A 相等返回 TRUE。否则返回 FALSE。
- **~** - A 与 B 相等返回 TRUE。否则返回 FALSE。
- **=** - A 与 B 相等返回 TRUE。否则返回 FALSE。
- **&&** - A 与 B 相等返回 TRUE。否则返回 FALSE。
- **&<** - A 与 B 相等返回 TRUE。否则返回 FALSE。
- **&>** - A 与 B 相等返回 TRUE。否则返回 FALSE。
- **~=** - A 与 B 相等返回 TRUE。否则返回 FALSE。
- **ST\_Retile** - 将栅格重新分块，返回新的栅格。
- **ST\_AddBand** - 向栅格添加新的波段 (n) 个波段。n 可以是 1, 3 或 4。返回新的栅格。
- **ST\_AsBinary/ST\_AsWKB** - Return the Well-Known Binary (WKB) representation of the raster.
- **ST\_AsGDALRaster** - Return the raster tile in the designated GDAL Raster format. Raster formats are one of those supported by your compiled library. Use ST\_GDALDrivers() to get a list of formats supported by your library.
- **ST\_AsHexWKB** - Return the Well-Known Binary (WKB) in Hex representation of the raster.
- **ST\_AsJPEG** - 将栅格转换为 JPEG (Joint Photographic Experts Group) 格式 (n) 个波段。n 可以是 1, 3 或 4。返回新的栅格。n 为 3 时返回 RGB 格式。
- **ST\_AsPNG** - 将栅格转换为 PNG (Portable Network Graphics) 格式 (n) 个波段。n 可以是 1, 3 或 4。返回新的栅格。n 为 2 或 4 时返回 RGBA 格式。n 为 1 时返回 RGB 格式。
- **ST\_AsRaster** - PostGIS 栅格 PostGIS 几何体。
- **ST\_AsRasterAgg** - Aggregate. Renders PostGIS geometries into a new raster.
- **ST\_AsTIFF** - Return the raster selected bands as a single TIFF image (byte array). If no band is specified or any of specified bands does not exist in the raster, then will try to use all bands.
- **ST\_Aspect** - 返回 (n) 个波段的方位角。
- **ST\_Band** - 返回栅格的波段信息。返回的波段信息包括波段编号、名称、单位、数据类型、波段数等。
- **ST\_BandFileSize** - Returns the file size of a band stored in file system. If no bandnum specified, 1 is assumed.
- **ST\_BandFileTimestamp** - Returns the file timestamp of a band stored in file system. If no bandnum specified, 1 is assumed.
- **ST\_BandIsNoData** - 返回 NODATA 值是否存储在栅格中。
- **ST\_BandMetaData** - 返回栅格的波段元数据。返回的波段元数据包括波段编号、名称、单位、数据类型、波段数等。



- **ST\_BandNoDataValue** - 返回栅格的 NODATA 值。如果栅格没有 NODATA 值，则返回 1。
- **ST\_BandPath** - 返回栅格的波段路径。bandnum 指定波段编号，从 1 开始。
- **ST\_BandPixelType** - 返回栅格的波段像素类型。bandnum 指定波段编号，从 1 开始。
- **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** - 返回栅格的 8BUI 颜色映射 (grayscale, RGB, RGBA) 的 4 个波段。
- **ST\_Contains** - 返回栅格 rastA 是否包含栅格 rastB。如果 rastB 包含 rastA，则返回 TRUE。
- **ST\_ContainsProperly** - rastB 是否包含 rastA。如果 rastA 包含 rastB，则返回 TRUE。
- **ST\_Contour** - Generates a set of vector contours from the provided raster band, using the GDAL contouring algorithm.
- **ST\_ConvexHull** - BandNoDataValue 返回栅格的 NODATA 值，ST\_Envelope 返回栅格的包络线。
- **ST\_Count** - 返回栅格中指定值的像素数量。exclude\_nodata\_value 指定是否排除 NODATA 值。
- **ST\_CountAgg** - 返回栅格中指定值的像素数量。exclude\_nodata\_value 指定是否排除 NODATA 值。
- **ST\_CoveredBy** - 返回栅格 rastA 是否被栅格 rastB 覆盖。
- **ST\_Covers** - 返回栅格 rastB 是否覆盖栅格 rastA。
- **ST\_DFullyWithin** - 返回栅格 rastA 是否完全在栅格 rastB 内部。
- **ST\_DWithin** - 返回栅格 rastA 是否在栅格 rastB 内部。
- **ST\_Disjoint** - 返回栅格 rastA 是否与栅格 rastB 不相交。
- **ST\_DumpAsPolygons** - 返回栅格的 geomval(geom, val) 值。返回栅格的 1 个波段。
- **ST\_DumpValues** - 返回栅格的 2 个波段。
- **ST\_Envelope** - 返回栅格的包络线。
- **ST\_FromGDALRaster** - 返回 GDAL 栅格的 PostGIS 栅格。
- **ST\_GeoReference** - 返回 (world) 返回栅格的 GDAL 元数据 ESRI 投影。
- **ST\_Grayscale** - Creates a new one-8BUI band raster from the source raster and specified bands representing Red, Green and Blue
- **ST\_HasNoBand** - 返回栅格是否有指定波段。如果栅格没有指定波段，则返回 1。

- **ST\_Height** - 返回栅格的最大高度值。
- **ST\_HillShade** - 根据栅格数据生成地形阴影图。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范围。
- **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。
- **ST\_IntersectionFractions** - Calculates the fraction of each raster cell that is covered by a given geometry.
- **ST\_Intersects** - 返回两个栅格是否相交。
- **ST\_IsEmpty** - 返回栅格是否为空（width = 0, height = 0）。
- **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、比例尺、偏移量、SRID、数据类型。
- **ST\_MapAlgebra (callback function version)** - 返回栅格。参数包括：栅格、回调函数、输出数据类型。
- **ST\_MapAlgebraExpr** - 返回栅格。参数包括：栅格、表达式、输出数据类型。
- **ST\_MapAlgebraExpr** - 返回栅格。参数包括：栅格、表达式、输出数据类型。
- **ST\_MapAlgebraFct** - 返回栅格。参数包括：栅格、函数名、输出数据类型。
- **ST\_MapAlgebraFct** - 返回栅格。参数包括：栅格、函数名、输出数据类型。
- **ST\_MapAlgebraFctNgb** - 返回栅格。参数包括：栅格、函数名、输出数据类型。
- **ST\_MapAlgebra (expression version)** - 返回栅格。参数包括：栅格、表达式、输出数据类型。
- **ST\_MemSize** - 返回栅格的内存大小。
- **ST\_MetaData** - 返回栅格的元数据。参数包括：栅格、输出格式。
- **ST\_MinConvexHull** - 返回栅格的最小凸包。

- **ST\_NearestValue** - columnx rowy, 返回指定栅格中最近的非空值。如果指定了 NODATA 则返回 NODATA。
- **ST\_Neighborhood** - columnx rowy, 返回指定栅格中指定邻域内的所有非空值。如果指定了 NODATA 则返回 NODATA。邻域大小由 2 个参数指定。
- **ST\_NotSameAlignmentReason** - 返回指定两个栅格不匹配的原因。
- **ST\_NumBands** - 返回指定栅格的波段数。
- **ST\_Overlaps** - 返回两个栅格是否重叠。rastA 和 rastB 是栅格名称。
- **ST\_PixelAsCentroid** - 返回指定栅格中指定像素的质心 (X, Y)。
- **ST\_PixelAsCentroids** - 返回指定栅格中指定像素的质心 (X, Y) 列表。
- **ST\_PixelAsPoint** - 返回指定栅格中指定像素的点。
- **ST\_PixelAsPoints** - 返回指定栅格中指定像素的点列表。
- **ST\_PixelAsPolygon** - 返回指定栅格中指定像素的多边形。
- **ST\_PixelAsPolygons** - 返回指定栅格中指定像素的多边形列表。
- **ST\_PixelHeight** - 返回指定栅格中指定像素的高度。
- **ST\_PixelOfValue** - 返回指定栅格中指定值的像素的 columnx, rowy。
- **ST\_PixelWidth** - 返回指定栅格中指定像素的宽度。
- **ST\_Polygon** - NODATA 返回指定栅格中指定像素的多边形。
- **ST\_Quantile** - 返回指定栅格中指定值的 (population) 分位数 (quantile) 列表。例如, 返回 25%, 50%, 75% 分位数 (percentile) 列表。
- **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** - 返回指定栅格中指定像素的 X, Y (经度, 纬度) 坐标。
- **ST\_RasterToWorldCoordX** - 返回指定栅格中指定像素的 X 坐标。
- **ST\_RasterToWorldCoordY** - 返回指定栅格中指定像素的 Y 坐标。
- **ST\_Reclass** - 返回指定栅格中指定像素的重新分类后的值。nband 指定重新分类的波段数。nband 指定重新分类的波段数。nband 指定重新分类的波段数。
- **ST\_ReclassExact** - Creates a new raster composed of bands reclassified from original, using a 1:1 mapping from values in the original band to new values in the destination band.
- **ST\_Resample** - 返回指定栅格中指定像素的重新采样后的值。

- **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** - 调整栅格的尺寸/分辨率。
- **ST\_Reskew** - 调整 (栅格的 skew) 参数。NearestNeighbor(最近邻), Bilinear, Cubic, CubicSpline 或 Lanczos 重采样算法。最近邻 NearestNeighbor 默认。
- **ST\_Rotation** - 栅格的旋转角度。
- **ST\_Roughness** - DEM 栅格的“粗糙度” (roughness) 值。
- **ST\_SRID** - spatial\_ref\_sys 表中的 SRID 值。
- **ST\_SameAlignment** - 检查两个栅格是否具有相同的对齐方式 (是否都是上行或下行对齐)。
- **ST\_ScaleX** - 栅格的 X 轴缩放比例。
- **ST\_ScaleY** - 栅格的 Y 轴缩放比例。
- **ST\_SetBandIndex** - Update the external band number of an out-db band
- **ST\_SetBandIsNoData** - 设置 isnodata 标志。
- **ST\_SetBandNoDataValue** - NODATA 值。栅格中的 NODATA 值默认为 1。NODATA 值 = 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。GDAL 的 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 值。
- **ST\_SetScale** - X 和 Y 轴的缩放比例。
- **ST\_SetSkew** - 设置 X 和 Y 轴的 skew (倾斜) 参数。
- **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。
- **ST\_SetValues** - 设置栅格中的值。
- **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** - X 轴的 skew (倾斜) 参数。
- **ST\_SkewY** - Y 轴的 skew (倾斜) 参数。
- **ST\_Slope** - 栅格的坡度 (slope) 值。

- **ST\_SnapToGrid** - 将栅格数据 snap 到指定的栅格。NearestNeighbor(最近邻), Bilinear, Cubic, CubicSpline 或 Lanczos 插值。最近邻 NearestNeighbor 是默认值。
- **ST\_Summary** - 返回栅格带的统计信息。
- **ST\_SummaryStats** - Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. Band 1 is assumed if no band is specified.
- **ST\_SummaryStatsAgg** - Aggregate. Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a set of raster. Band 1 is assumed if no band is specified.
- **ST\_TPI** - 地形位置指数 (Topographic Position Index) 栅格。
- **ST\_TRI** - 地形崎岖度指数 (Terrain Ruggedness Index) 栅格。
- **ST\_Tile** - 将栅格数据分割成指定大小的瓦片。
- **ST\_Touches** - 栅格A 是否接触 栅格B, 返回 TRUE 或 FALSE。
- **ST\_Transform** - 将栅格数据从一种坐标系转换到另一种坐标系。NearestNeighbor, Bilinear, Cubic, CubicSpline, Lanczos 插值。最近邻 NearestNeighbor 是默认值。
- **ST\_Union** - 将两个栅格合并为一个栅格。
- **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** - 返回栅格在指定列和行处的值。如果指定了 exclude\_nodata\_value 为 TRUE, 则返回 NULL, 否则返回 nodata 值。exclude\_nodata\_value 默认为 FALSE。
- **ST\_ValueCount** - 返回栅格中每个值的计数 (值, 计数) 列表。如果指定了 nodata, 则返回 NODATA 值。如果指定了 exclude\_nodata\_value 为 TRUE, 则返回 NULL, 否则返回 nodata 值。
- **ST\_Width** - 返回栅格的宽度。
- **ST\_Within** - 栅格B 是否完全在栅格A 内部, 返回 TRUE 或 FALSE。
- **ST\_WorldToRasterCoord** - 将世界坐标 X, Y(经纬度) 转换为栅格坐标。
- **ST\_WorldToRasterCoordX** - 将世界坐标 (pt) 转换为栅格 X 坐标 (xw, yw)。
- **ST\_WorldToRasterCoordY** - 将世界坐标 (pt) 转换为栅格 Y 坐标 (xw, yw)。
- **UpdateRasterSRID** - 更新栅格的 SRID。

## 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 **geomval(geom, val)** 转换为 **geomval**。返回一个 **geometry\_dump** 类型的集合。
- **ST\_Intersection** - 返回两个 **geometry** 的交集，返回一个 **geometry**。
- **ST\_Dump** - Returns a set of **geometry\_dump** rows for the components of a geometry.
- **ST\_DumpPoints** - 返回一个 **geometry\_dump** 类型的集合。
- **ST\_DumpRings** - Returns a set of **geometry\_dump** rows for the exterior and interior rings of a Polygon.
- **ST\_DumpSegments** - 返回一个 **geometry\_dump** 类型的集合。

## 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.
- **MakeTopologyPrecise** - Snap topology vertices to precision grid.
- **Box3D** - 返回一个 BOX3D。
- **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** - 返回 TWKB (Tiny Well-Known Binary) 格式。
- **ST\_Box2dFromGeoHash** - GeoHash 转换为 BOX2D。
- **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\_returntype objects detailing issues with topology.
- **ValidateTopologyPrecision** - Returns non-precise vertices in the 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 bonding box.
- **~(geometry,box2df)** - Returns TRUE if a geometry's 2D bonding 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** - 添加几何列。
- **Box3D** - Returns a BOX3D representing the 3D extent of a geometry.
- **CG\_3DAlphaWrapping** - Computes a 3D Alpha-wrapping strictly enclosing a geometry.
- **CG\_3DArea** - 3 维面积。返回 0 或正数。
- **CG\_3DConvexHull** - 3 维凸包。
- **CG\_3DDifference** - 3 维差集。
- **CG\_3DIntersection** - 3 维交集。
- **CG\_3DRotate** - Rotates a geometry in 3D space around an axis vector.
- **CG\_3DScale** - Scales a geometry by separate factors along X, Y, and Z axes.

- **CG\_3DScaleAroundCenter** - Scales a geometry in 3D space around a specified center point.
- **CG\_3DTranslate** - Translates (moves) a geometry by given offsets in 3D space.
- **CG\_3DUnion** - Perform 3D union using postgis\_sfcgal.
- **CG\_ApproximateMedialAxis** - 返回几何体的近似 medial axis.
- **CG\_ConstrainedDelaunayTriangles** - Return a constrained Delaunay triangulation around the given input geometry.
- **CG\_Extrude** - 将几何体沿 Z 轴拉伸指定的距离。
- **CG\_ForceLHR** - LHR(Left Hand Reverse; 左手规则) 强制几何体为左手规则。
- **CG\_IsPlanar** - 检查几何体是否是平面。
- **CG\_IsSolid** - 检查几何体是否是体。如果几何体是体，则返回 true，否则返回 false。
- **CG\_MakeSolid** - 将几何体转换为体。如果几何体已经是体，则返回原几何体。否则，将几何体转换为体并返回。
- **CG\_Orientation** - 返回几何体的朝向 (orientation)。
- **CG\_RotateX** - Rotates a geometry around the X-axis by a given angle.
- **CG\_RotateY** - Rotates a geometry around the Y-axis by a given angle.
- **CG\_RotateZ** - Rotates a geometry around the Z-axis by a given angle.
- **CG\_Simplify** - Reduces the complexity of a geometry while preserving essential features and Z/M values.
- **CG\_StraightSkeleton** - 返回几何体的 (straight skeleton)。
- **CG\_Tessellate** - 将几何体转换为三角网 (tessellation) 并返回 TIN。
- **CG\_Visibility** - Compute a visibility polygon from a point or a segment in a polygon geometry
- **CG\_Volume** - 3 维几何体的体积。如果几何体是体，则返回其体积。否则，返回 0。
- **DropGeometryColumn** - 删除几何体列。
- **GeometryType** - ST\_Geometry 的几何体类型。
- **ST\_3DArea** - 3 维几何体的面积。如果几何体是体，则返回其面积。否则，返回 0。
- **ST\_3DClosestPoint** - g2 中的点 g1 最近的 3 维几何体。返回 3D 点。
- **ST\_3DConvexHull** - 返回几何体的 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** - 3 维几何体的差集。
- **ST\_3DDistance** - 返回两个几何体 (SRS 相同) 的 3 维距离。
- **ST\_3DExtent** - Aggregate function that returns the 3D bounding box of geometries.
- **ST\_3DIntersection** - 3 维几何体的交集。
- **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\_3DLineInterpolatePoint** - Returns a point interpolated along a 3D line at a fractional location.
- **ST\_3DLongestLine** - 返回 3D 几何体中最长的 3D 线。
- **ST\_3DMaxDistance** - 返回 3D 几何体 (SRS 无关) 3D 最大距离。
- **ST\_3DPerimeter** - 返回 3D 几何体的周长。
- **ST\_3DShortestLine** - 返回 3D 几何体中最短的 3D 线。
- **ST\_3DUnion** - Perform 3D union.
- **ST\_AddMeasure** - Interpolates measures along a linear geometry.
- **ST\_AddPoint** - 向 3D 几何体中添加点。
- **ST\_Affine** - Apply a 3D affine transformation to a geometry.
- **ST\_ApproximateMedialAxis** - 返回 3D 几何体的近似 medial axis。
- **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) 格式的 SRID 几何体。
- **ST\_AsGML** - 返回 GML 2 或 GML 3 格式的几何体。
- **ST\_AsGeoJSON** - Return a geometry or feature in GeoJSON format.
- **ST\_AsHEXEWKB** - 返回 (NDR) 或 (XDR) 格式的 HEXEWKB (二进制) 几何体。
- **ST\_AsKML** - 返回 GML 2 或 GML 3 格式的 KML 几何体。
- **ST\_AsX3D** - 返回 X3D XML 格式的几何体: ISO-IEC-19776-1.2-X3DEncodings-XML 格式。
- **ST\_Boundary** - 返回 3D 几何体的边界。
- **ST\_BoundingDiagonal** - 返回 3D 几何体的 bounding diagonal。
- **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 的坐标维度。
- **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** - 返回几何体中所有点的集合。
- **ST\_DumpRings** - Returns a set of geometry\_dump rows for the exterior and interior rings of a Polygon.
- **ST\_DumpSegments** - 返回几何体中所有线段的集合。
- **ST\_EndPoint** - ST\_LineString 或 ST\_CircularString 的最后一个点。
- **ST\_ExteriorRing** - 返回多边形的外环。
- **ST\_Extrude** - 将 2D 几何体沿 Z 轴拉伸。
- **ST\_FlipCoordinates** - Returns a version of a geometry with X and Y axis flipped.
- **ST\_Force2D** - 强制将几何体转换为 2D。
- **ST\_ForceCurve** - 强制将几何体转换为曲线 (upcast)。
- **ST\_ForceLHR** - LHR(Left Hand Reverse; 左手规则) 强制将几何体转换为左手规则。
- **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** - 强制将几何体转换为右手规则 (orientation) (Right-Hand Rule)。
- **ST\_ForceSFS** - 强制将几何体转换为 SFS 1.1 格式。
- **ST\_Force3D** - 强制将几何体转换为 3D。ST\_Force3DZ 强制将几何体转换为 3DZ。
- **ST\_Force3DZ** - 强制将几何体转换为 3DZ。
- **ST\_Force4D** - 强制将几何体转换为 4D。
- **ST\_ForceCollection** - 强制将几何体转换为集合。
- **ST\_GeomFromEWKB** - EWKB(Extended Well-Known Binary) 格式的 ST\_Geometry。
- **ST\_GeomFromEWKT** - EWKT(Extended Well-Known Text) 格式的 ST\_Geometry。
- **ST\_GeomFromGML** - GML 格式的 PostGIS 几何体。
- **ST\_GeomFromGeoJSON** - GeoJSON 格式的 PostGIS 几何体。
- **ST\_GeomFromKML** - KML 格式的 PostGIS 几何体。
- **ST\_GeometricMedian** - 计算几何体的中位数 (median)。
- **ST\_GeometryN** - ST\_Geometry 集合中的第 N 个几何体。
- **ST\_GeometryType** - ST\_Geometry 的几何类型。
- **ST\_HasArc** - Tests if a geometry contains a circular arc
- **ST\_HasM** - Checks if a geometry has an M (measure) dimension.
- **ST\_HasZ** - Checks if a geometry has a Z dimension.

- **ST\_InteriorRingN** - 返回几何体的第 N 个内环。
- **ST\_InterpolatePoint** - 返回沿几何体 (M 值) 的指定位置插值点。
- **ST\_Intersection** - Computes a geometry representing the shared portion of geometries A and B.
- **ST\_IsClosed** - LINESTRING 是否是闭合的 TRUE 或 FALSE。MULTILINESTRING (MULTILINESTRING) 是否是 TRUE 或 FALSE。
- **ST\_IsCollection** - 是否是集合, 点, 线或面 TRUE 或 FALSE。
- **ST\_IsPlanar** - 是否是平面。
- **ST\_IsPolygonCCW** - Tests if Polygons have exterior rings oriented counter-clockwise and interior rings oriented clockwise.
- **ST\_IsPolygonCW** - Tests if Polygons have exterior rings oriented clockwise and interior rings oriented counter-clockwise.
- **ST\_IsSimple** - 是否是简单的 TRUE 或 FALSE。
- **ST\_IsSolid** - 是否是实体的。MULTISURFACE 是否是。
- **ST\_IsValidTrajectory** - Tests if the geometry is a valid trajectory.
- **ST\_LengthSpheroid** - 球面长度。
- **ST\_LineFromMultiPoint** - 从多点创建线。
- **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\_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** - 从点创建线。
- **ST\_MakePoint** - Creates a 2D, 3DZ or 4D Point.
- **ST\_MakePolygon** - Creates a Polygon from a shell and optional list of holes.
- **ST\_MakeSolid** - 从面创建实体。从面创建实体。从面创建实体, 从面创建实体 TIN 面。
- **ST\_MakeValid** - Attempts to make an invalid geometry valid without losing vertices.
- **ST\_MemSize** - ST\_Geometry 内存大小。
- **ST\_MemUnion** - Aggregate function which unions geometries in a memory-efficient but slower way
- **ST\_NDims** - ST\_Geometry 维度。
- **ST\_NPoints** - 几何体 (点) 的点数。
- **ST\_NRings** - 几何体的环数。
- **ST\_Node** - Nodes a collection of lines.
- **ST\_NumCurves** - Return the number of component curves in a CompoundCurve.
- **ST\_NumGeometries** - 几何体集合中的几何体数量。

- **ST\_NumPatches** - 返回几何体中的补丁数量。如果几何体为 NULL，则返回 NULL。
- **ST\_Orientation** - 返回几何体的方位 (orientation)。
- **ST\_PatchN** - 返回几何体的第 N 个补丁。
- **ST\_PointFromWKB** - 从 WKB 数据中创建点，指定 SRID。
- **ST\_PointN** - 返回几何体的第 N 个点。
- **ST\_PointOnSurface** - 计算一个点，保证位于多边形或几何体内。
- **ST\_Points** - 返回几何体中的所有点。
- **ST\_Polygon** - 从 LineString 创建多边形，指定 SRID。
- **ST\_RemovePoint** - 从线串中移除一个点。
- **ST\_RemoveRepeatedPoints** - 返回移除重复点后的几何体。
- **ST\_Reverse** - 返回几何体的反向。
- **ST\_Rotate** - 绕原点旋转几何体。
- **ST\_RotateX** - 绕 X 轴旋转几何体。
- **ST\_RotateY** - 绕 Y 轴旋转几何体。
- **ST\_RotateZ** - 绕 Z 轴旋转几何体。
- **ST\_Scale** - 按给定因子缩放几何体。
- **ST\_Scroll** - 改变闭合 LineString 的起始点。
- **ST\_SetPoint** - 将几何体中的点替换为指定的点。
- **ST\_ShiftLongitude** - 将几何体的经度坐标在 -180..180 和 0..360 之间归一化。
- **ST\_SnapToGrid** - 将几何体中的点 snapping 到指定的网格。
- **ST\_StartPoint** - 返回 LineString 的起始点。
- **ST\_StraightSkeleton** - 返回几何体的直线骨架。
- **ST\_SwapOrdinates** - 交换几何体中点的经度和纬度。
- **ST\_SymDifference** - 计算两个几何体 A 和 B 的对称差集。
- **ST\_Tessellate** - 将几何体 tessellate 成三角形 (TIN)。
- **ST\_TransScale** - 按给定偏移和因子缩放并平移几何体。
- **ST\_Translate** - 按给定偏移平移几何体。
- **ST\_UnaryUnion** - 计算单个几何体所有组件的并集。
- **ST\_Union** - 计算多个几何体的并集。
- **ST\_Volume** - 计算 3D 几何体的体积。
- **ST\_WrapX** - 将 X 坐标归一化到 -180 到 180 度。
- **ST\_X** - 返回点的 X 坐标。
- **ST\_XMax** - 返回 2D 或 3D 包围盒的 X 最大值。

- **ST\_XMin** - Returns the X minima of a 2D or 3D bounding box or a geometry.
- **ST\_Y** - Returns the Y coordinate of a Point.
- **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\_Z** - Returns the Z coordinate of a Point.
- **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\_Geometry 返回一个布尔值。
- **Equals** - 返回 TopoGeometry 是否相等。
- **Intersects** - 返回 TopoGeometry 是否相交。
- **UpdateGeometrySRID** - Updates the SRID of all features in a geometry column, and the table meta-data.
- **&&&** - A 是否包含 B 是否包含 TRUE 返回。
- **&&&(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.

## 13.9 PostGIS Curved Geometry Support Functions

The functions given below are PostGIS functions that can use CIRCULARSTRING, CURVEPOLYGON, and other curved geometry types

- **AddGeometryColumn** - 添加几何列。
- **Box2D** - Returns a BOX2D representing the 2D extent of a geometry.
- **Box3D** - Returns a BOX3D representing the 3D extent of a geometry.
- **DropGeometryColumn** - 删除几何列。
- **GeometryType** - ST\_Geometry 返回类型。
- **PostGIS\_AddBBox** - 添加边界框。
- **PostGIS\_DropBBox** - 删除边界框。
- **PostGIS\_HasBBox** - 检查是否有边界框。
- **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** - 将 WKT(Well-Known Text) 转换为 SRID 指定的几何类型。
- **ST\_AsHEXEWKB** - 将 (NDR) 或 (XDR) 格式的 HEXEWKB (二进制) 转换为文本格式。
- **ST\_AsSVG** - Returns SVG path data for a geometry.
- **ST\_AsText** - 将 WKT(Well-Known Text) 转换为 SRID 指定的几何类型。
- **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 的坐标维度。
- **ST\_CurveToLine** - Converts a geometry containing curves to a linear geometry.
- **ST\_Distance** - 返回 3 个 (最长) 距离。
- **ST\_Dump** - Returns a set of geometry\_dump rows for the components of a geometry.
- **ST\_DumpPoints** - 将几何体分解为点。
- **ST\_EndPoint** - ST\_LineString 或 ST\_CircularString 的终点。
- **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\_Force2D** - 将 "2 维" 强制为 2D。
- **ST\_ForceCurve** - 将几何体强制为曲线 (upcast)。
- **ST\_ForceSFS** - 将 SFS 1.1 强制为 SFS 1.1。
- **ST\_Force3D** - 将 XYZ 强制为 3D。ST\_Force3DZ 强制为 3DZ。
- **ST\_Force3DM** - 将 XYM 强制为 3DM。
- **ST\_Force3DZ** - 将 XYZ 强制为 3DZ。
- **ST\_Force4D** - 将 XYZM 强制为 4D。
- **ST\_ForceCollection** - 将几何体强制为集合。
- **ST\_GeoHash** - 将几何体转换为 GeoHash。
- **ST\_GeogFromWKB** - WKB 转换为 EWKB(或 WKB) 的地理几何。
- **ST\_GeomFromEWKB** - EWKB(Extended Well-Known Binary) 转换为 ST\_Geometry 几何。
- **ST\_GeomFromEWKT** - EWKT(Extended Well-Known Text) 转换为 ST\_Geometry 几何。
- **ST\_GeomFromText** - WKT 转换为 ST\_Geometry 几何。
- **ST\_GeomFromWKB** - WKB(Well-Known Binary) 转换为 SRID 指定的几何类型。
- **ST\_GeometryN** - ST\_Geometry 的第 N 个几何体。

- **=** - 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 相交返回 TRUE。
- **ST\_HasArc** - Tests if a geometry contains a circular arc
- **ST\_Intersects** - Tests if two geometries intersect (they have at least one point in common)
- **ST\_IsClosed** - LINESTRING 是否闭合返回 TRUE。多边形 (面) 是否 TRUE。
- **ST\_IsCollection** - 是否是集合, 点, 面返回 TRUE。
- **ST\_IsEmpty** - Tests if a geometry is empty.
- **ST\_LineToCurve** - Converts a linear geometry to a curved geometry.
- **ST\_MemSize** - ST\_Geometry 内存大小。
- **ST\_NPoints** - 几何体 (面) 的点数。
- **ST\_NRings** - 多边形 (面) 的环数。
- **ST\_PointFromWKB** - 从 SRID 的 WKB 数据返回点。
- **ST\_PointN** - ST\_LineString 或 ST\_CircularString 的第 N 个点。
- **ST\_Points** - 几何体 (面) 的所有点。
- **ST\_Rotate** - Rotates a geometry about an origin point.
- **ST\_RotateZ** - Rotates a geometry about the Z axis.
- **ST\_SRID** - Returns the spatial reference identifier for a geometry.
- **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** - 几何体 (面) 的摘要。
- **ST\_SwapOrdinates** - 交换几何体 (面) 的坐标。
- **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\_Geometry 的 Z 标志。

- **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 2D BOX2DF B 2D BOX2DF TRUE.
- **&&&** - A n-D BOX2DF B n-D BOX2DF 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.

## 13.10 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** - 3D area. Returns 0 if not a polyhedral surface.
- **CG\_3DConvexHull** - 3D convex hull.
- **CG\_3DDifference** - 3D difference.
- **CG\_3DIntersection** - 3D intersection.
- **CG\_3DUnion** - Perform 3D union using postgis\_sfcal.



- **CG\_ApproximateMedialAxis** - 计算多边形的近似 medial axis。
- **CG\_Extrude** - 将 2D 几何体沿指定方向拉伸。
- **CG\_ForceLHR** - LHR(Left Hand Reverse; 左手规则) 强制使用。
- **CG\_IsPlanar** - 检查几何体是否共面。
- **CG\_IsSolid** - 检查几何体是否是有效的体素。返回 true 或 false。
- **CG\_MakeSolid** - 将 2D 几何体转换为体素。返回体素几何体。如果失败，返回空几何体。
- **CG\_StraightSkeleton** - 计算几何体的 straight skeleton。
- **CG\_Tessellate** - 将几何体分解为三角形 (tessellation)。
- **CG\_Visibility** - Compute a visibility polygon from a point or a segment in a polygon geometry
- **CG\_Volume** - 3D 几何体的体积。返回浮点数值 (0 到无穷大)。
- **GeometryType** - ST\_Geometry 的几何类型。
- **ST\_3DArea** - 3D 几何体的面积。返回浮点数值 (0 到无穷大)。
- **ST\_3DClosestPoint** - g2 中的点 g1 的最近点。返回 3D 点几何体。
- **ST\_3DConvexHull** - 计算 3D 几何体的凸包。
- **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 几何体的差集。
- **ST\_3DDistance** - 两个 3D 几何体 (SRS 相同) 之间的最小距离。
- **ST\_3DExtent** - Aggregate function that returns the 3D bounding box of geometries.
- **ST\_3DIntersection** - 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\_3DLongestLine** - 3D 几何体中最长的线。
- **ST\_3DMaxDistance** - 两个 3D 几何体 (SRS 相同) 之间的最大距离。
- **ST\_3DShortestLine** - 3D 几何体中最短的线。
- **ST\_3DUnion** - Perform 3D union.
- **ST\_Affine** - Apply a 3D affine transformation to a geometry.
- **ST\_ApproximateMedialAxis** - 计算几何体的近似 medial axis。
- **ST\_Area** - 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\_AsEWKB** - Return the Extended Well-Known Binary (EWKB) representation of the geometry with SRID meta data.

- **ST\_AsEWKT** - 将 WKT(Well-Known Text) 转换为 SRID 指定的坐标系。
- **ST\_AsGML** - 将 GML 2 或 GML 3 转换为 PostGIS 格式。
- **ST\_AsX3D** - 将 X3D XML 转换为 ISO-IEC-19776-1.2-X3DEncodings-XML 格式。
- **ST\_CoordDim** - ST\_Geometry 的坐标维度。
- **ST\_Dimension** - ST\_Geometry 的维度。
- **ST\_Dump** - Returns a set of geometry\_dump rows for the components of a geometry.
- **ST\_DumpPoints** - 将几何体分解为点。
- **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** - 将几何体沿 Z 轴拉伸。
- **ST\_FlipCoordinates** - Returns a version of a geometry with X and Y axis flipped.
- **ST\_Force2D** - 将几何体强制转换为 2D。
- **ST\_ForceLHR** - LHR(Left Hand Reverse; 左手规则) 强制几何体。
- **ST\_ForceRHR** - RHR(Right Hand Rule; 右手规则) 强制几何体 (orientation) 强制几何体 (Right-Hand Rule) 强制几何体。
- **ST\_ForceSFS** - 将 SFS 1.1 强制几何体。
- **ST\_Force3D** - 将 XYZ 强制几何体。ST\_Force3DZ 强制几何体。
- **ST\_Force3DZ** - 将 XYZ 强制几何体。
- **ST\_ForceCollection** - 将几何体强制为集合。
- **ST\_GeomFromEWKB** - EWKB(Extended Well-Known Binary) 强制 ST\_Geometry 几何体。
- **ST\_GeomFromEWKT** - EWKT(Extended Well-Known Text) 强制 ST\_Geometry 几何体。
- **ST\_GeomFromGML** - 将 GML 强制为 PostGIS 几何体。
- **ST\_GeometryN** - ST\_Geometry 的第 N 个几何体。
- **ST\_GeometryType** - ST\_Geometry 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 是否包含 B 的几何体 TRUE 或 FALSE。
- **~=** - A 是否接近 B 的几何体 TRUE 或 FALSE。
- **ST\_IsClosed** - LINESTRING 是否是闭合的 TRUE 或 FALSE。POLYGON (多边形) 是否是 TRUE 或 FALSE。
- **ST\_IsPlanar** - 几何体是否是平面的。
- **ST\_IsSolid** - 几何体是否是实体的。是否是实体的。
- **ST\_MakeSolid** - 将几何体强制为实体。将几何体强制为实体。将几何体强制为实体, 将几何体强制为实体 TIN 强制几何体。
- **ST\_MemSize** - ST\_Geometry 的内存大小。
- **ST\_NPoints** - 几何体 (多边形) 的点数。

- **ST\_NumGeometries** - 返回几何对象中的几何数量。返回几何对象中的几何数量。
- **ST\_NumPatches** - 返回几何对象中的补丁数量。如果几何对象为 NULL 则返回 0。
- **ST\_PatchN** - ST\_Geometry 返回几何对象中的第 N 个补丁。
- **ST\_RemoveRepeatedPoints** - Returns a version of a geometry with duplicate points removed.
- **ST\_Reverse** - 返回几何对象的反向几何。
- **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** - 返回几何对象的 (straight skeleton) 骨架。
- **ST\_Summary** - 返回几何对象的摘要。
- **ST\_SwapOrdinates** - 交换几何对象的 X 和 Y 坐标。
- **ST\_Tessellate** - 返回几何对象的 (tessellation) 三角网。返回 TIN 或 TIN 列表。
- **ST\_Transform** - Return a new geometry with coordinates transformed to a different spatial reference system.
- **ST\_Volume** - 3 维几何对象的体积。返回几何对象的体积 (如果为 0 则返回 0)。
- **~(box2df,box2df)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) contains another 2D float precision bounding box (BOX2DF).
- **~(box2df,geometry)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) contains a geometry's 2D bounding box.
- **~(geometry,box2df)** - Returns TRUE if a geometry's 2D bounding box contains a 2D float precision bounding box (BOX2DF).
- **&&** - A 2D 几何对象 B 2D 几何对象 TRUE 表示相交。
- **&&&** - A n 维几何对象 B n 维几何对象 TRUE 表示相交。
- **@(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             | ✓    |      |      |        |        |    |   |

| Function            | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|---------------------|------|------|------|--------|--------|----|---|
| 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     | ✓    |      | ✓    |        | ✓      |    |   |
| ST_GeometryN        | ✓    |      | ✓    | ✓      | ✓      | ✓  | ✓ |
| ST_GeometryType     | ✓    |      | ✓    |        | ✓      | ✓  |   |
| ST_HasArc           | ✓    |      | ✓    | ✓      |        |    |   |
| ST_InteriorRing     | ✓    |      | ✓    |        | ✓      |    |   |
| ST_NumCurves        | ✓    |      | ✓    |        | ✓      |    |   |
| ST_CurveN           | ✓    |      | ✓    |        | ✓      |    |   |
| ST_IsClosed         | ✓    |      | ✓    | ✓      | ✓      | ✓  |   |
| ST_IsCollection     | ✓    |      | ✓    | ✓      |        |    |   |
| ST_IsEmpty          | ✓    |      |      | ✓      | ✓      |    |   |
| ST_IsPolygonCCW     | ✓    |      | ✓    |        |        |    |   |
| ST_IsPolygonCW      | ✓    |      | ✓    |        |        |    |   |
| ST_IsRing           | ✓    |      |      |        | ✓      |    |   |
| ST_IsSimple         | ✓    |      | ✓    |        | ✓      |    |   |
| ST_M                | ✓    |      | ✓    |        | ✓      |    |   |

| Function                | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|-------------------------|------|------|------|--------|--------|----|---|
| ST_MemSize              | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| ST_NDims                | ✓    |      | ✓    |        |        |    |   |
| ST_NPoints              | ✓    |      | ✓    | ✓      |        | ✓  |   |
| ST_NRings               | ✓    |      | ✓    | ✓      |        |    |   |
| ST_NumGeometries        | ✓    |      | ✓    |        | ✓      | ✓  | ✓ |
| ST_NumInteriorRings     | ✓    |      |      |        | ✓      |    |   |
| ST_NumInteriorRing      | ✓    |      |      |        |        |    |   |
| 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                 | ✓    |      | ✓    |        |        |    |   |
| 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       | ✓    |      | ✓    |        |        |    |   |

| Function                         | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|----------------------------------|------|------|------|--------|--------|----|---|
| ST_ForcePolygonW                 | ✓    |      | ✓    |        |        |    |   |
| 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                          | ✓    |      |      |        |        |    |   |
| ST_SwapOrdinates                 | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| ST_IsValid                       | ✓    |      |      |        | ✓      |    |   |
| ST_IsValidDetail                 | ✓    |      |      |        |        |    |   |
| ST_IsValidReason                 | ✓    |      |      |        |        |    |   |
| ST_MakeValid                     | ✓    |      | ✓    |        |        |    |   |
| ST_InverseTransformPipeline      | ✓    |      |      |        |        |    |   |
| ST_SetSRID                       | ✓    |      |      | ✓      |        |    |   |
| ST_SRID                          | ✓    |      |      | ✓      | ✓      |    |   |
| ST_Transform                     | ✓    |      |      | ✓      | ✓      | ✓  |   |
| ST_TransformPipeline             | ✓    |      |      |        |        |    |   |
| postgis_srs_codes                |      |      |      |        |        |    |   |
| postgis_srs                      |      |      |      |        |        |    |   |
| postgis_srs_all                  |      |      |      |        |        |    |   |
| postgis_srs_search               | ✓    |      |      |        |        |    |   |
| ST_BdPolyFromText                | ✓    |      |      |        |        |    |   |

| Function                   | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|----------------------------|------|------|------|--------|--------|----|---|
| ST_BdMPolyFromText         | ✓    |      |      |        |        |    |   |
| ST_GeogFromText            |      | ✓    |      |        |        |    |   |
| ST_GeographyFromText       |      | ✓    |      |        |        |    |   |
| ST_GeomCollFromText        | ✓    |      |      |        | ✓      |    |   |
| ST_GeomFromEWKT            | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| ST_GeomFromMVC21           | ✓    |      |      |        |        |    |   |
| ST_GeometryFromText        | ✓    |      |      |        | ✓      |    |   |
| ST_GeomFromID              | ✓    |      |      | ✓      | ✓      |    |   |
| ST_LineFromText            | ✓    |      |      |        | ✓      |    |   |
| ST_MLineFromText           | ✓    |      |      |        | ✓      |    |   |
| ST_MPointFromText          | ✓    |      |      |        | ✓      |    |   |
| ST_MPolyFromText           | ✓    |      |      |        | ✓      |    |   |
| ST_PointFromText           | ✓    |      |      |        | ✓      |    |   |
| ST_PolygonFromText         | ✓    |      |      |        | ✓      |    |   |
| ST_WKTToSQL                | ✓    |      |      |        | ✓      |    |   |
| ST_GeogFromWKB             |      | ✓    |      | ✓      |        |    |   |
| ST_GeomFromEWKB            | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| ST_GeomFromV3              | ✓    |      |      | ✓      | ✓      |    |   |
| ST_LineFromWKB             | ✓    |      |      |        | ✓      |    |   |
| ST_LinestringFromWKB       | ✓    |      |      |        | ✓      |    |   |
| ST_PointFromWKB            | ✓    |      | ✓    | ✓      | ✓      |    |   |
| ST_WKBToSQL                | ✓    |      |      |        | ✓      |    |   |
| ST_Box2dFromGeoHash        | ✗    |      |      |        |        |    |   |
| ST_GeomFromGeoHash         | ✓    |      |      |        |        |    |   |
| ST_GeomFromGeoJSON         | ✓    |      | ✓    |        |        | ✓  | ✓ |
| ST_GeomFromGeoJSON         | ✓    |      | ✓    |        |        |    |   |
| ST_GeomFromKML             | ✓    |      | ✓    |        |        |    |   |
| ST_GeomFromID              | ✓    |      |      |        |        |    |   |
| ST_GMLToSQL                | ✓    |      |      |        | ✓      |    |   |
| ST_LineFromEncodedPolyline | ✓    |      |      |        |        |    |   |
| ST_PointFromGeoHash        |      |      |      |        |        |    |   |
| ST_FromFlatGeobufToTable   |      |      |      |        |        |    |   |
| ST_FromFlatGeobuf          |      |      |      |        |        |    |   |
| ST_AsEWKT                  | ✓    | ✓    | ✓    | ✓      |        | ✓  | ✓ |
| ST_AsText                  | ✓    | ✓    |      | ✓      | ✓      |    |   |



| Function             | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|----------------------|------|------|------|--------|--------|----|---|
| 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,box2df)  | ✓    |      |      | ✓      |        | ✓  |   |
| &&(box2df,geometry)  | ✓    |      |      | ✓      |        | ✓  |   |
| &&(box2df,box2df)    | ✗    |      |      | ✓      |        | ✓  |   |
| &&&                  | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| &&&(geometry,box2d)  | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| &&&(gidx,geometry)   | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| &&&(gidx,gid)        |      |      | ✓    | ✓      |        | ✓  | ✓ |
| &<                   | ✓    |      |      |        |        |    |   |
| &<                   | ✓    |      |      | ✓      |        | ✓  |   |
| &>                   | ✓    |      |      |        |        |    |   |
| <<                   | ✓    |      |      |        |        |    |   |
| <<                   | ✓    |      |      |        |        |    |   |
| =                    | ✓    | ✓    |      | ✓      |        | ✓  |   |
| >>                   | ✓    |      |      |        |        |    |   |
| @                    | ✓    |      |      |        |        |    |   |
| @(geometry,box2df)   | ✓    |      |      | ✓      |        | ✓  |   |

| Function                 | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|--------------------------|------|------|------|--------|--------|----|---|
| @(box2df,geom)           | ✓    |      |      | ✓      |        | ✓  |   |
| @(box2df,box2df)         | ✓    |      |      | ✓      |        | ✓  |   |
| &>                       | ✓    |      |      |        |        |    |   |
| >>                       | ✓    |      |      |        |        |    |   |
| ~                        | ✓    |      |      |        |        |    |   |
| ~(geometry,box2df)       | ✓    |      |      | ✓      |        | ✓  |   |
| ~(box2df,geom)           | ✓    |      |      | ✓      |        | ✓  |   |
| ~(box2df,box2df)         | ✓    |      |      | ✓      |        | ✓  |   |
| ~=                       | ✓    |      |      |        |        | ✓  |   |
| <->                      | ✓    | ✓    |      |        |        |    |   |
| =                        | ✓    |      |      |        |        |    |   |
| <#>                      | ✓    |      |      |        |        |    |   |
| <<->>                    | ✓    |      |      |        |        |    |   |
| ST_3DIntersects          | ✓    |      | ✓    |        | ✓      | ✓  | ✓ |
| ST_Contains              | ✓    |      |      |        | ✓      |    |   |
| ST_ContainsProperly      | ✓    |      |      |        |        |    |   |
| ST_CoveredBy             | ✓    | ✓    |      |        |        |    |   |
| ST_Covers                | ✓    | ✓    |      |        |        |    |   |
| ST_Crosses               | ✓    |      |      |        | ✓      |    |   |
| ST_Disjoint              | ✓    |      |      |        | ✓      |    |   |
| ST_Equals                | ✓    |      |      |        | ✓      |    |   |
| ST_Intersects            | ✓    | ✓    |      | ✓      | ✓      |    | ✓ |
| ST_LineCrossingDirection | ✓    |      |      |        |        |    |   |
| ST_OrderingEquals        | ✓    |      |      |        | ✓      |    |   |
| ST_Overlaps              | ✓    |      |      |        | ✓      |    |   |
| ST_Relate                | ✓    |      |      |        | ✓      |    |   |
| ST_RelateMatch           |      |      |      |        |        |    |   |
| ST_Touches               | ✓    |      |      |        | ✓      |    |   |
| ST_Within                | ✓    |      |      |        | ✓      |    |   |
| ST_3DDWithin             | ✓    |      | ✓    |        | ✓      | ✓  |   |
| ST_3DDFullyWithin        | ✓    |      | ✓    |        |        | ✓  |   |
| ST_DFullyWithin          | ✓    |      |      |        |        |    |   |
| ST_DWithin               | ✓    | ✓    |      |        |        |    |   |
| ST_PointInsideCurve      | ✓    |      |      |        |        |    |   |

| Function                | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|-------------------------|------|------|------|--------|--------|----|---|
| 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_LengthSphere         | ✓    |      | ✓    |        |        |    |   |
| ST_LongestLine          | ✓    |      |      |        |        |    |   |
| ST_3DLongestLine        | ✓    |      | ✓    |        |        | ✓  |   |
| ST_MaxDistance          | ✓    |      |      |        |        |    |   |
| ST_3DMaxDistance        | ✓    |      | ✓    |        |        | ✓  |   |
| ST_MinimumClearance     | ✓    |      |      |        |        |    |   |
| 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        | ✓    |      | ✓    |        | ✓      |    |   |

| Function                    | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|-----------------------------|------|------|------|--------|--------|----|---|
| ST_UnaryUnion               | ✓    |      | ✓    |        |        |    |   |
| ST_Union                    | ✓    |      | ✓    |        | ✓      |    |   |
| ST_Buffer                   | ✓    | 😬    |      |        | ✓      |    |   |
| ST_BuildArea                | ✓    |      |      |        |        |    |   |
| ST_Centroid                 | ✓    | ✓    |      |        | ✓      |    |   |
| ST_ChaikinSmoothing         | ✓    |      | ✓    |        |        |    |   |
| ST_ConcaveHull              | ✓    |      |      |        |        |    |   |
| ST_ConvexHull               | ✓    |      | ✓    |        | ✓      |    |   |
| ST_DelaunayTriangles        | ✓    |      | ✓    |        |        |    | ✓ |
| ST_FilterByM                | ✓    |      |      |        |        |    |   |
| ST_GeneratePoints           | ✓    |      |      |        |        |    |   |
| ST_GeometricMedian          | ✓    |      | ✓    |        |        |    |   |
| ST_LineMerge                | ✓    |      |      |        |        |    |   |
| ST_MaximumInscribedCircle   | ✓    |      |      |        |        |    |   |
| ST_LargestEmptyCircle       | ✓    |      |      |        |        |    |   |
| ST_MinimumBoundingCircle    | ✓    |      |      |        |        |    |   |
| ST_MinimumBoundingRadius    | ✓    |      |      |        |        |    |   |
| ST_OrientedEnvelope         | ✓    |      |      |        |        |    |   |
| ST_OffsetCurve              | ✓    |      |      |        |        |    |   |
| ST_PointOnSurface           | ✓    |      | ✓    |        | ✓      |    |   |
| ST_Polygonize               | ✓    |      |      |        |        |    |   |
| ST_ReducePrecision          | ✓    |      |      |        |        |    |   |
| ST_SharedPaths              | ✓    |      |      |        |        |    |   |
| ST_Simplify                 | ✓    |      |      |        |        |    |   |
| ST_SimplifyPreserveTopology | ✓    |      |      |        |        |    |   |
| ST_SimplifyPolygonHull      | ✓    |      |      |        |        |    |   |
| ST_SimplifyVW               | ✓    |      |      |        |        |    |   |
| ST_SetEffectiveArea         | ✓    |      |      |        |        |    |   |
| ST_TriangulatePolygon       | ✓    |      |      |        |        |    |   |
| ST_VoronoiLines             | ✓    |      |      |        |        |    |   |
| ST_VoronoiPolygons          | ✓    |      |      |        |        |    |   |
| ST_CoverageInvalidEdges     | ✓    |      |      |        |        |    |   |
| ST_CoverageSimplify         | ✓    |      |      |        |        |    |   |
| ST_CoverageUnion            | ✓    |      |      |        |        |    |   |

| Function                  | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|---------------------------|------|------|------|--------|--------|----|---|
| ST_CoverageClosely        | ✓    |      |      |        |        |    |   |
| 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/n        | ✓    |      |      | ✓      |        |    |   |
| Box2D                     | ✓    |      |      | ✓      |        | ✓  | ✓ |
| Box3D                     | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| ST_EstimatedExtent        | ✗    |      |      | ✓      |        |    |   |
| ST_Expand                 | ✓    |      |      |        |        | ✓  | ✓ |
| ST_Extent                 | ✓    |      |      |        |        | ✓  | ✓ |
| ST_3DExtent               | ✓    |      | ✓    | ✓      |        | ✓  | ✓ |
| ST_MakeBox2D              | ✓    |      |      |        |        |    |   |
| ST_3DMakeBox              | ✓    |      |      |        |        |    |   |
| ST_XMax                   | ✗    |      | ✓    | ✓      |        |    |   |
| ST_XMin                   | ✗    |      | ✓    | ✓      |        |    |   |
| ST_YMax                   | ✗    |      | ✓    | ✓      |        |    |   |
| ST_YMin                   | ✗    |      | ✓    | ✓      |        |    |   |
| ST_ZMax                   | ✗    |      | ✓    | ✓      |        |    |   |
| ST_ZMin                   | ✗    |      | ✓    | ✓      |        |    |   |
| ST_LineInterpolatePoint   | ✓    | ✓    | ✓    |        |        |    |   |
| ST_3DLineInterpolatePoint | ✓    |      | ✓    |        |        |    |   |
| ST_LineInterpolatePoints  | ✓    | ✓    | ✓    |        |        |    |   |
| ST_LineLocatePoint        | ✓    | ✓    |      |        |        |    |   |
| ST_LineSubstring          | ✓    | ✓    | ✓    |        |        |    |   |

| Function                     | geom                                                                                | geog     | 2.5D                                                                                | Curves | SQL MM                                                                                | PS                                                                                    | T                                                                                     |
|------------------------------|-------------------------------------------------------------------------------------|----------|-------------------------------------------------------------------------------------|--------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| ST_LocateAlong               | ✓                                                                                   |          |                                                                                     |        | ✓                                                                                     |                                                                                       |                                                                                       |
| ST_LocateBetween             | ✓                                                                                   |          |                                                                                     |        | ✓                                                                                     |                                                                                       |                                                                                       |
| ST_LocateBetweenElevations   | ✓                                                                                   |          | ✓                                                                                   |        |                                                                                       |                                                                                       |                                                                                       |
| ST_InterpolatePoint          | ✓                                                                                   |          | ✓                                                                                   |        |                                                                                       |                                                                                       |                                                                                       |
| ST_AddMeasure                | ✓                                                                                   |          | ✓                                                                                   |        |                                                                                       |                                                                                       |                                                                                       |
| ST_IsValidTrajectory         | ✓                                                                                   |          | ✓                                                                                   |        |                                                                                       |                                                                                       |                                                                                       |
| ST_ClosestPoint              | ✓                                                                                   | Approach | ✓                                                                                   |        |                                                                                       |                                                                                       |                                                                                       |
| ST_DistanceCPA               | ✓                                                                                   |          | ✓                                                                                   |        |                                                                                       |                                                                                       |                                                                                       |
| ST_CPAWithin                 | ✓                                                                                   |          | ✓                                                                                   |        |                                                                                       |                                                                                       |                                                                                       |
| postgis.gdal_datapath        |                                                                                     |          |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| postgis.gdal_enabled_drivers |                                                                                     |          |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| postgis.enable_outdb_rasters |                                                                                     |          |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| postgis.gdal_vsi_options     |                                                                                     |          |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| postgis.gdal_cpl_debug       |                                                                                     |          |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| PostGIS_AddBB                | ✓                                                                                   |          |                                                                                     | ✓      |                                                                                       |                                                                                       |                                                                                       |
| PostGIS_DropBB               | ✓                                                                                   |          |                                                                                     | ✓      |                                                                                       |                                                                                       |                                                                                       |
| PostGIS_HasBB                | ✓                                                                                   |          |                                                                                     | ✓      |                                                                                       |                                                                                       |                                                                                       |
| postgis_sfcgal_version       |                                                                                     |          |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| postgis_sfcgal_full_version  |                                                                                     |          |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| CG_ForceLHR                  |  |          |  |        |                                                                                       |  |  |
| CG_IsPlanar                  |  |          |  |        |                                                                                       |  |  |
| CG_IsSolid                   |  |          |  |        |                                                                                       |  |  |
| CG_MakeSolid                 |  |          |  |        |                                                                                       |  |  |
| CG_Orientation               |  |          |  |        |                                                                                       |                                                                                       |                                                                                       |
| CG_Area                      |  |          |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| CG_3DArea                    |  |          |  |        |  |  |  |
| CG_Volume                    |  |          |  |        |  |  |  |
| ST_ForceLHR                  |  |          |  |        |                                                                                       |  |  |
| ST_IsPlanar                  |  |          |  |        |                                                                                       |  |  |
| ST_IsSolid                   |  |          |  |        |                                                                                       |  |  |
| ST_MakeSolid                 |  |          |  |        |                                                                                       |  |  |

| Function                        | geom                                                                                  | geog | 2.5D                                                                                | Curves | SQL MM                                                                                | PS                                                                                    | T                                                                                     |
|---------------------------------|---------------------------------------------------------------------------------------|------|-------------------------------------------------------------------------------------|--------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| ST_Orientation                  |      |      |    |        |                                                                                       |                                                                                       |                                                                                       |
| ST_3DArea                       |      |      |    |        |    |    |    |
| ST_Volume                       |      |      |    |        |    |    |    |
| CG_Intersection                 |      |      |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| CG_Intersects                   |      |      |                                                                                     |        |                                                                                       |                                                                                       |    |
| CG_3DIntersect                  |      |      |                                                                                     |        |                                                                                       |                                                                                       |    |
| CG_Difference                   |      |      |                                                                                     |        |                                                                                       |                                                                                       |    |
| ST_3DDifference                 |      |      |    |        |    |    |    |
| CG_3DDifference                 |      |      |    |        |    |    |    |
| CG_Distance                     |      |      |                                                                                     |        |                                                                                       |                                                                                       |    |
| CG_3DDistance                   |     |      |                                                                                     |        |                                                                                       |                                                                                       |   |
| ST_3DConvexH                    |    |      |  |        |                                                                                       |  |  |
| CG_3DConvexH                    |    |      |  |        |                                                                                       |  |  |
| ST_3DIntersect                  |    |      |  |        |  |  |  |
| CG_3DIntersect                  |    |      |  |        |  |  |  |
| CG_Union                        |    |      |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| ST_3DUnion                      |    |      |  |        |  |  |  |
| CG_3DUnion                      |    |      |  |        |  |  |  |
| ST_AlphaShape                   |  ✓ |      |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| CG_AlphaShape                   |    |      |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| CG_ApproxConvexPartition        |    |      |                                                                                     |        |                                                                                       |                                                                                       |                                                                                       |
| ST_ApproximateMedialAxis        |    |      |  |        |                                                                                       |  |  |
| CG_ApproximateMedialAxis        |    |      |  |        |                                                                                       |  |  |
| ST_ConstrainedDelaunayTriangles |    |      |  |        |                                                                                       |                                                                                       |                                                                                       |

| Function                        | geom                                                                                | geog | 2.5D                                                                                | Curves | SQL MM | PS                                                                                    | T                                                                                     |
|---------------------------------|-------------------------------------------------------------------------------------|------|-------------------------------------------------------------------------------------|--------|--------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| CG_ConstrainedDelaunayTriangles |    |      |    |        |        |                                                                                       |                                                                                       |
| ST_Extrude                      |    |      |    |        |        |    |    |
| CG_Extrude                      |    |      |    |        |        |    |    |
| CG_ExtrudeStraightSkeleton      |    |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| CG_GreeneApproxConvexPartition  |    |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| ST_MinkowskiSum                 |    |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| CG_MinkowskiSum                 |    |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| ST_OptimalAlphaShape            |    |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| CG_OptimalAlphaShape            |    |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| CG_OptimalCorrelationPartition  |    |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| CG_StraightSkeleton             |   |      |   |        |        |   |   |
| ST_StraightSkeleton             |  |      |  |        |        |  |  |
| ST_Tessellate                   |  |      |  |        |        |  |  |
| CG_Tessellate                   |  |      |  |        |        |  |  |
| CG_Triangulate                  |  |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| CG_Visibility                   |  |      |  |        |        |  |  |
| CG_YMonotonePartition           |  |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| CG_StraightSkeletonPartition    |  |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| CG_3DBuffer                     |  |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| CG_Rotate                       |  |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| CG_2DRotate                     |  |      |                                                                                     |        |        |                                                                                       |                                                                                       |
| CG_3DRotate                     |  |      |  |        |        |                                                                                       |                                                                                       |
| CG_RotateX                      |  |      |  |        |        |                                                                                       |                                                                                       |
| CG_RotateY                      |  |      |  |        |        |                                                                                       |                                                                                       |



| Function                     | geom                                                                              | geog     | 2.5D                                                                              | Curves | SQL MM | PS | T |
|------------------------------|-----------------------------------------------------------------------------------|----------|-----------------------------------------------------------------------------------|--------|--------|----|---|
| CG_RotateZ                   |  |          |  |        |        |    |   |
| CG_Scale                     |  |          |                                                                                   |        |        |    |   |
| CG_3DScale                   |  |          |  |        |        |    |   |
| CG_3DScaleArc                |  | Center   |  |        |        |    |   |
| CG_Translate                 |  |          |                                                                                   |        |        |    |   |
| CG_3DTranslat                |  |          |  |        |        |    |   |
| CG_Simplify                  |  |          |  |        |        |    |   |
| CG_3DAlphaWr                 |  | ing      |  |        |        |    |   |
| getfaceedges_returntype      |                                                                                   |          |                                                                                   |        |        |    |   |
| TopoGeometry                 |                                                                                   |          |                                                                                   |        |        |    |   |
| validate_topology_returntype |                                                                                   |          |                                                                                   |        |        |    |   |
| TopoElement                  |                                                                                   |          |                                                                                   |        |        |    |   |
| TopoElementArray             |                                                                                   |          |                                                                                   |        |        |    |   |
| AddTopoGeometryColumn        |                                                                                   |          |                                                                                   |        |        |    |   |
| RenameTopoGeometryColumn     |                                                                                   |          |                                                                                   |        |        |    |   |
| DropTopology                 |                                                                                   |          |                                                                                   |        |        |    |   |
| RenameTopology               |                                                                                   |          |                                                                                   |        |        |    |   |
| DropTopoGeometryColumn       |                                                                                   |          |                                                                                   |        |        |    |   |
| FixCorruptTopoGeometryColumn |                                                                                   |          |                                                                                   |        |        |    |   |
| Populate_Topology_Layer      |                                                                                   |          |                                                                                   |        |        |    |   |
| TopologySummary              |                                                                                   |          |                                                                                   |        |        |    |   |
| ValidateTopolog              | ✓                                                                                 |          |                                                                                   |        |        |    |   |
| ValidateTopologyRelation     |                                                                                   |          |                                                                                   |        |        |    |   |
| ValidateTopolog              | ✓                                                                                 | recision |                                                                                   |        |        |    |   |
| MakeTopologyP                | ✓                                                                                 | ise      |                                                                                   |        |        |    |   |
| FindTopology                 | ✓                                                                                 |          |                                                                                   |        |        |    |   |
| FindLayer                    | ✓                                                                                 |          |                                                                                   |        |        |    |   |
| TotalTopologySize            |                                                                                   |          |                                                                                   |        |        |    |   |
| UpgradeTopology              |                                                                                   |          |                                                                                   |        |        |    |   |
| CreateTopology               |                                                                                   |          |                                                                                   |        |        |    |   |
| CopyTopology                 |                                                                                   |          |                                                                                   |        |        |    |   |
| ST_InitTopoGeo               |                                                                                   |          |                                                                                   |        | ✓      |    |   |
| ST_CreateTopoG               | ✓                                                                                 |          |                                                                                   |        | ✓      |    |   |
| TopoGeo_AddPc                | ✓                                                                                 |          |                                                                                   |        |        |    |   |
| TopoGeo_AddLi                | ✓                                                                                 | string   |                                                                                   |        |        |    |   |
| TopoGeo_AddPc                | ✓                                                                                 | on       |                                                                                   |        |        |    |   |
| TopoGeo_LoadC                | ✓                                                                                 | netry    |                                                                                   |        |        |    |   |
| ST_AddIsoNode                | ✓                                                                                 |          |                                                                                   |        | ✓      |    |   |

| Function                 | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|--------------------------|------|------|------|--------|--------|----|---|
| ST_AddIsoEdge            | ✓    |      |      |        | ✓      |    |   |
| ST_AddEdgeNewFaces       | ✓    |      |      |        | ✓      |    |   |
| ST_AddEdgeModFace        | ✓    |      |      |        | ✓      |    |   |
| ST_RemEdgeNewFace        |      |      |      |        | ✓      |    |   |
| ST_RemEdgeModFace        |      |      |      |        | ✓      |    |   |
| ST_ChangeEdgeGeom        | ✓    |      |      |        | ✓      |    |   |
| ST_ModEdgeSplit          | ✓    |      |      |        | ✓      |    |   |
| ST_ModEdgeHeal           |      |      |      |        | ✓      |    |   |
| ST_NewEdgeHeal           |      |      |      |        | ✓      |    |   |
| ST_MoveIsoNode           | ✓    |      |      |        | ✓      |    |   |
| ST_NewEdgesSplit         | ✓    |      |      |        | ✓      |    |   |
| ST_RemoveIsoNode         |      |      |      |        | ✓      |    |   |
| ST_RemoveIsoEdge         |      |      |      |        | ✓      |    |   |
| GetEdgeByPoint           | ✓    |      |      |        |        |    |   |
| GetFaceByPoint           | ✓    |      |      |        |        |    |   |
| GetFaceContainingPoint   | ✓    |      |      |        |        |    |   |
| GetNodeByPoint           | ✓    |      |      |        |        |    |   |
| GetTopologyID            |      |      |      |        |        |    |   |
| GetTopologySRID          |      |      |      |        |        |    |   |
| GetTopologyName          |      |      |      |        |        |    |   |
| ST_GetFaceEdges          |      |      |      |        | ✓      |    |   |
| ST_GetFaceGeometry       | ✓    |      |      |        | ✓      |    |   |
| GetRingEdges             |      |      |      |        |        |    |   |
| GetNodeEdges             |      |      |      |        |        |    |   |
| Polygonize               |      |      |      |        |        |    |   |
| AddNode                  | ✓    |      |      |        |        |    |   |
| AddEdge                  | ✓    |      |      |        |        |    |   |
| AddFace                  | ✓    |      |      |        |        |    |   |
| ST_Simplify              | ✓    |      |      |        |        |    |   |
| RemoveUnusedNodes        | ✓    |      |      |        |        |    |   |
| CreateTopoGeom           | ✓    |      |      |        |        |    |   |
| toTopoGeom               | ✓    |      |      |        |        |    |   |
| TopoElementArray_Agg     |      |      |      |        |        |    |   |
| TopoElement              | ✓    |      |      |        |        |    |   |
| clearTopoGeom            | ✓    |      |      |        |        |    |   |
| TopoGeom_addLineament    | ✓    |      |      |        |        |    |   |
| TopoGeom_removeLineament | ✓    |      |      |        |        |    |   |

| Function                      | geom | geog  | 2.5D | Curves | SQL MM | PS | T |
|-------------------------------|------|-------|------|--------|--------|----|---|
| TopoGeom_add                  | ✓    | oGeom |      |        |        |    |   |
| toTopoGeom                    |      |       |      |        |        |    |   |
| GetTopoGeomElementArray       |      |       |      |        |        |    |   |
| GetTopoGeomElements           |      |       |      |        |        |    |   |
| ST_SRID                       | ✓    |       |      |        | ✓      |    |   |
| AsGML                         | ✓    |       |      |        |        |    |   |
| AsTopoJSON                    | ✓    |       |      |        |        |    |   |
| Equals                        | ✓    |       | ✓    |        |        |    |   |
| Intersects                    | ✓    |       | ✓    |        |        |    |   |
| geomval                       |      |       |      |        |        |    |   |
| addbandarg                    |      |       |      |        |        |    |   |
| rastbandarg                   |      |       |      |        |        |    |   |
| raster                        |      |       |      |        |        |    |   |
| reclassarg                    |      |       |      |        |        |    |   |
| summarystats                  |      |       |      |        |        |    |   |
| unionarg                      |      |       |      |        |        |    |   |
| AddRasterConstraints          |      |       |      |        |        |    |   |
| DropRasterConstraints         |      |       |      |        |        |    |   |
| AddOverviewConstraints        |      |       |      |        |        |    |   |
| DropOverviewConstraints       |      |       |      |        |        |    |   |
| PostGIS_GDAL_Version          |      |       |      |        |        |    |   |
| PostGIS_Raster_Lib_Build_Date |      |       |      |        |        |    |   |
| PostGIS_Raster_Lib_Version    |      |       |      |        |        |    |   |
| ST_GDALDrivers                |      |       |      |        |        |    |   |
| UpdateRasterSRID              |      |       |      |        |        |    |   |
| ST_CreateOverview             |      |       |      |        |        |    |   |
| ST_AddBand                    |      |       |      |        |        |    |   |
| ST_AsRaster                   | ✓    |       |      |        |        |    |   |
| ST_AsRasterAgg                | ✓    |       |      |        |        |    |   |
| ST_Band                       |      |       |      |        |        |    |   |
| ST_MakeEmptyCoverage          |      |       |      |        |        |    |   |
| ST_MakeEmptyRaster            |      |       |      |        |        |    |   |
| ST_Tile                       |      |       |      |        |        |    |   |
| ST_Retile                     | ✓    |       |      |        |        |    |   |
| 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                      |      |       |      |        |        |    |   |

| Function              | geom     | geog | 2.5D | Curves | SQL MM | PS | T |
|-----------------------|----------|------|------|--------|--------|----|---|
| ST_SkewY              |          |      |      |        |        |    |   |
| ST_SRID               |          |      |      |        |        |    |   |
| ST_Summary            |          |      |      |        |        |    |   |
| ST_UpperLeftX         |          |      |      |        |        |    |   |
| ST_UpperLeftY         |          |      |      |        |        |    |   |
| ST_Width              |          |      |      |        |        |    |   |
| ST_WorldToRas         | ✓ Coord  |      |      |        |        |    |   |
| ST_WorldToRas         | ✓ CoordX |      |      |        |        |    |   |
| ST_WorldToRas         | ✓ CoordY |      |      |        |        |    |   |
| ST_BandMetaData       |          |      |      |        |        |    |   |
| ST_BandNoDataValue    |          |      |      |        |        |    |   |
| ST_BandIsNoData       |          |      |      |        |        |    |   |
| ST_BandPath           |          |      |      |        |        |    |   |
| ST_BandFileSize       |          |      |      |        |        |    |   |
| ST_BandFileTimestamp  |          |      |      |        |        |    |   |
| ST_BandPixelType      |          |      |      |        |        |    |   |
| ST_MinPossibleValue   |          |      |      |        |        |    |   |
| ST_HasNoBand          |          |      |      |        |        |    |   |
| ST_PixelAsPolygons    | ✓        |      |      |        |        |    |   |
| ST_PixelAsPolygons    |          |      |      |        |        |    |   |
| ST_PixelAsPoint       | ✓        |      |      |        |        |    |   |
| ST_PixelAsPoints      |          |      |      |        |        |    |   |
| ST_PixelAsCentroids   | ✓ 1      |      |      |        |        |    |   |
| ST_PixelAsCentroids   |          |      |      |        |        |    |   |
| 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        |          |      |      |        |        |    |   |

| Function                                           | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|----------------------------------------------------|------|------|------|--------|--------|----|---|
| 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                                       |      |      |      |        |        |    |   |
| ST_Intersection                                    | ✓    |      |      |        |        |    |   |
| ST_MapAlgebra<br>(callback<br>function<br>version) |      |      |      |        |        |    |   |
| ST_MapAlgebra<br>(expres-<br>sion<br>version)      |      |      |      |        |        |    |   |
| ST_MapAlgebraExpr                                  |      |      |      |        |        |    |   |
| ST_MapAlgebraExpr                                  |      |      |      |        |        |    |   |
| ST_MapAlgebraFct                                   |      |      |      |        |        |    |   |
| ST_MapAlgebraFct                                   |      |      |      |        |        |    |   |
| ST_MapAlgebraFctNgb                                |      |      |      |        |        |    |   |
| ST_Reclass                                         |      |      |      |        |        |    |   |
| ST_ReclassExact                                    |      |      |      |        |        |    |   |
| 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                                             |      |      |      |        |        |    |   |
| ST_InterpolateF                                    | ✓    |      |      |        |        |    |   |
| ST_Contour                                         |      |      |      |        |        |    |   |

| Function                           | geom | geog   | 2.5D | Curves | SQL MM | PS | T |
|------------------------------------|------|--------|------|--------|--------|----|---|
| Box3D                              |      |        |      |        |        |    |   |
| ST_ConvexHull                      |      |        |      |        |        |    |   |
| ST_DumpAsPolygons                  |      |        |      |        |        |    |   |
| ST_Envelope                        |      |        |      |        |        |    |   |
| ST_MinConvexHull                   |      |        |      |        |        |    |   |
| ST_Polygon                         |      |        |      |        |        |    |   |
| ST_Intersection                    |      | ctions |      |        |        |    |   |
| &&                                 |      |        |      |        |        |    |   |
| &<                                 |      |        |      |        |        |    |   |
| &>                                 |      |        |      |        |        |    |   |
| =                                  |      |        |      |        |        |    |   |
| @                                  |      |        |      |        |        |    |   |
| ~=                                 |      |        |      |        |        |    |   |
| ~                                  |      |        |      |        |        |    |   |
| ST_Contains                        |      |        |      |        |        |    |   |
| ST_ContainsProperly                |      |        |      |        |        |    |   |
| ST_Covers                          |      |        |      |        |        |    |   |
| ST_CoveredBy                       |      |        |      |        |        |    |   |
| ST_Disjoint                        |      |        |      |        |        |    |   |
| ST_Intersects                      |      |        |      |        |        |    |   |
| ST_Overlaps                        |      |        |      |        |        |    |   |
| ST_Touches                         |      |        |      |        |        |    |   |
| ST_SameAlignment                   |      |        |      |        |        |    |   |
| ST_NotSameAlignmentReason          |      |        |      |        |        |    |   |
| ST_Within                          |      |        |      |        |        |    |   |
| ST_DWithin                         |      |        |      |        |        |    |   |
| ST_DFullyWithin                    |      |        |      |        |        |    |   |
| stdaddr                            |      |        |      |        |        |    |   |
| rules                              |      |        |      |        |        |    |   |
| table                              |      |        |      |        |        |    |   |
| lex table                          |      |        |      |        |        |    |   |
| gaz table                          |      |        |      |        |        |    |   |
| debug_standardize_address          |      |        |      |        |        |    |   |
| parse_address                      |      |        |      |        |        |    |   |
| standardize_address                |      |        |      |        |        |    |   |
| Drop_Indexes_Generate_Script       |      |        |      |        |        |    |   |
| Drop_Nation_Tables_Generate_Script |      |        |      |        |        |    |   |
| Drop_State_Tables_Generate_Script  |      |        |      |        |        |    |   |
| Geocode                            |      |        |      |        |        |    |   |
| Geocode_Intersections              |      |        |      |        |        |    |   |
| Get_Geocode_Setting                |      |        |      |        |        |    |   |
| Get_Tract                          |      |        |      |        |        |    |   |
| Install_Missing_Indexes            |      |        |      |        |        |    |   |
| Loader_Generate_Census_Script      |      |        |      |        |        |    |   |
| Loader_Generate_Script             |      |        |      |        |        |    |   |
| Loader_Generate_Nation_Script      |      |        |      |        |        |    |   |
| Missing_Indexes_Generate_Script    |      |        |      |        |        |    |   |

| Function               | geom | geog | 2.5D | Curves | SQL MM | PS | T |
|------------------------|------|------|------|--------|--------|----|---|
| Normalize_Address      |      |      |      |        |        |    |   |
| Pagc_Normalize_Address |      |      |      |        |        |    |   |
| Pprint_Addy            |      |      |      |        |        |    |   |
| Reverse_Geocode        | ✓    |      |      |        |        |    |   |
| Topology_Load_Tiger    |      |      |      |        |        |    |   |
| Set_Geocode_Setting    |      |      |      |        |        |    |   |

## 13.12 New, Enhanced or changed PostGIS Functions

### 13.12.1 PostGIS Functions new or enhanced in 3.6

The functions given below are PostGIS functions that were added or enhanced.

Functions new in PostGIS 3.6

- **CG\_2DRotate** - Availability: 3.6.0 - requires SFCGAL >= 2.0.0 Rotates a geometry by a given angle around a specified point in 2D.
- **CG\_3DAlphaWrapping** - Availability: 3.6.0 - requires SFCGAL >= 2.1.0 Computes a 3D Alpha-wrapping strictly enclosing a geometry.
- **CG\_3DBuffer** - Availability: 3.6.0 - requires SFCGAL >= 2.0.0 Computes a 3D buffer around a geometry.
- **CG\_3DRotate** - Availability: 3.6.0 - requires SFCGAL >= 2.0.0 Rotates a geometry in 3D space around an axis vector.
- **CG\_3DScale** - Availability: 3.6.0 - requires SFCGAL >= 2.0.0 Scales a geometry by separate factors along X, Y, and Z axes.
- **CG\_3DScaleAroundCenter** - Availability: 3.6.0 - requires SFCGAL >= 2.0.0 Scales a geometry in 3D space around a specified center point.
- **CG\_3DTranslate** - Availability: 3.6.0 - requires SFCGAL >= 2.0.0 Translates (moves) a geometry by given offsets in 3D space.
- **CG\_Rotate** - Availability: 3.6.0 - requires SFCGAL >= 2.0.0 Rotates a geometry by a given angle around the origin (0,0).
- **CG\_RotateX** - Availability: 3.6.0 - requires SFCGAL >= 2.0.0 Rotates a geometry around the X-axis by a given angle.
- **CG\_RotateY** - Availability: 3.6.0 - requires SFCGAL >= 2.0.0 Rotates a geometry around the Y-axis by a given angle.
- **CG\_RotateZ** - Availability: 3.6.0 - requires SFCGAL >= 2.0.0 Rotates a geometry around the Z-axis by a given angle.
- **CG\_Scale** - Availability: 3.6.0 - requires SFCGAL >= 2.0.0 Scales a geometry uniformly in all dimensions by a given factor.
- **CG\_Simplify** - Availability: 3.6.0 - requires SFCGAL >= 2.1.0 Reduces the complexity of a geometry while preserving essential features and Z/M values.
- **CG\_StraightSkeletonPartition** - Availability: 3.6.0 - requires SFCGAL >= 2.0.0. Computes the straight skeleton partition of a polygon.

- **CG\_Translate** - Availability: 3.6.0 - requires SFCGAL >= 2.0.0 Translates (moves) a geometry by given offsets in 2D space.
- **FixCorruptTopoGeometryColumn** - Availability: 3.6.1 Fixes topogeometry corruption caused by upgrade to postgis\_topology 3.6.0 and higher
- **MakeTopologyPrecise** - Availability: 3.6.0 Snap topology vertices to precision grid.
- **ST\_AsRasterAgg** - Availability: 3.6.0 Aggregate. Renders PostGIS geometries into a new raster.
- **ST\_CoverageClean** - Availability: 3.6.0 - requires GEOS >= 3.14.0 Computes a clean (edge matched, non-overlapping, gap-cleared) polygonal coverage, given a non-clean input.
- **ST\_IntersectionFractions** - Availability: 3.6.0 Requires GEOS 3.14 or higher. Calculates the fraction of each raster cell that is covered by a given geometry.
- **ST\_ReclassExact** - Availability: 3.6.0 Creates a new raster composed of bands reclassified from original, using a 1:1 mapping from values in the original band to new values in the destination band.
- **TotalTopologySize** - Availability: 3.6.0 Total disk space used by the specified topology, including all indexes and TOAST data.
- **UpgradeTopology** - Availability: 3.6.0 Upgrades the specified topology to support large ids (int8) for topology and primitive ids.
- **ValidateTopologyPrecision** - Availability: 3.6.0 Returns non-precise vertices in the topology.
- **postgis.gdal\_cpl\_debug** - Availability: 3.6.0 A boolean configuration to turn logging of GDAL debug messages on and off.

### 13.12.2 PostGIS Functions new or enhanced in 3.5

The functions given below are PostGIS functions that were added or enhanced.

Functions new in PostGIS 3.5

- **CG\_3DArea** - Availability: 3.5.0 3 新新新新新新新新新新新. 新新新 0 新新新新新新新.
- **CG\_3DConvexHull** - Availability: 3.5.0 新新新新新新新新新新新新.
- **CG\_3DDifference** - Availability: 3.5.0 3 新新新新新新新新.
- **CG\_3DDistance** - Availability: 3.5.0 Computes the minimum 3D distance between two geometries
- **CG\_3DIntersection** - Availability: 3.5.0 3 新新新新新新新新.
- **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 新新新新新新新新新新新新.
- **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 返回指定几何体的挤出体。
- **CG\_ExtrudeStraightSkeleton** - Availability: 3.5.0 - requires SFCGAL >= 1.5.0. Straight Skeleton Extrusion
- **CG\_ForceLHR** - Availability: 3.5.0 LHR(Left Hand Reverse; 强制) 返回指定几何体的挤出体。
- **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 返回指定几何体是否是平面的。
- **CG\_IsSolid** - Availability: 3.5.0 返回指定几何体是否是实体的。返回指定几何体是否是实体的。
- **CG\_MakeSolid** - Availability: 3.5.0 返回指定几何体的实心体。返回指定几何体的实心体。返回指定几何体的实心体。
- **CG\_MinkowskiSum** - Availability: 3.5.0 返回指定几何体的闵可夫斯基和。
- **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 返回指定几何体的方向 (orientation) 值。
- **CG\_StraightSkeleton** - Availability: 3.5.0 返回指定几何体的直线骨架 (straight skeleton) 值。
- **CG\_Tessellate** - Availability: 3.5.0 返回指定几何体的三角剖分 (tessellation) 值。返回指定几何体的三角剖分 (tessellation) 值。
- **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 返回指定几何体的体积。返回指定几何体的体积 (指定几何体的体积) 0 值。
- **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

### 13.12.3 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\_InverseTransformPipeline** - Availability: 3.4.0 Return a new geometry with coordinates transformed to a different spatial reference system using the inverse of a defined coordinate transformation pipeline.
- **ST\_LargestEmptyCircle** - Availability: 3.4.0. Computes the largest circle not overlapping a geometry.
- **ST\_LineExtend** - Availability: 3.4.0 Returns a line extended forwards and backwards by specified distances.
- **ST\_TransformPipeline** - Availability: 3.4.0 Return a new geometry with coordinates transformed to a different spatial reference system using a defined coordinate transformation pipeline.
- **TopoElement** - Availability: 3.4.0 Converts a topogeometry to a topoelement.

- **debug\_standardize\_address** - Availability: 3.4.0 Returns a json formatted text listing the parse tokens and standardizations
- **postgis\_srs** - Availability: 3.4.0 Return a metadata record for the requested authority and srid.
- **postgis\_srs\_all** - Availability: 3.4.0 Return metadata records for every spatial reference system in the underlying Proj database.
- **postgis\_srs\_codes** - Availability: 3.4.0 Return the list of SRS codes associated with the given authority.
- **postgis\_srs\_search** - Availability: 3.4.0 Return metadata records for projected coordinate systems that have areas of usage that fully contain the bounds parameter.

#### Functions enhanced in PostGIS 3.4

- **PostGIS\_Full\_Version** - Enhanced: 3.4.0 now includes extra PROJ configurations NETWORK\_ENABLED, URL\_ENDPOINT and DATABASE\_PATH of proj.db location Reports full PostGIS version and build configuration infos.
- **PostGIS\_PROJ\_Version** - Enhanced: 3.4.0 now includes NETWORK\_ENABLED, URL\_ENDPOINT and DATABASE\_PATH of proj.db location Returns the version number of the PROJ4 library.
- **ST\_AsSVG** - Enhanced: 3.4.0 to support all curve types Returns SVG path data for a geometry.
- **ST\_ClosestPoint** - Enhanced: 3.4.0 - Support for geography. 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\_LineSubstring** - Enhanced: 3.4.0 - Support for geography was introduced. Returns the part of a line between two fractional locations.
- **ST\_Project** - Enhanced: 3.4.0 Allow geometry arguments and two-point form omitting azimuth. Returns a point projected from a start point by a distance and bearing (azimuth).
- **ST\_Resample** - Enhanced: 3.4.0 max and min resampling options added `ST_Resample(geometry, geometry, resampling_algorithm, max_size, min_size)`.
- **ST\_Rescale** - Enhanced: 3.4.0 max and min resampling options added 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\_ShortestLine** - Enhanced: 3.4.0 - support for geography. `ST_ShortestLine(geography, geography)`.

#### Functions changed in PostGIS 3.4

- **PostGIS\_Extensions\_Upgrade** - Changed: 3.4.0 to add target\_version argument. Packages and upgrades PostGIS extensions (e.g. postgis\_raster, postgis\_topology, postgis\_sfcgal) to given or latest version.

### 13.12.4 PostGIS Functions new or enhanced in 3.3

The functions given below are PostGIS functions that were added or enhanced.

#### Functions new in PostGIS 3.3

- **RemoveUnusedPrimitives** - Availability: 3.3.0 Removes topology primitives which not needed to define existing TopoGeometry objects.

- **ST\_3DConvexHull** - Availability: 3.3.0 新特性。
- **ST\_3DUnion** - Availability: 3.3.0 aggregate variant was added Perform 3D union.
- **ST\_AsMARC21** - Availability: 3.3.0 Returns geometry as a MARC21/XML record with a geographic datafield (034).
- **ST\_GeomFromMARC21** - Availability: 3.3.0, requires libxml2 2.6+ Takes MARC21/XML geographic data as input and returns a PostGIS geometry object.
- **ST\_Letters** - Availability: 3.3.0 Returns the input letters rendered as geometry with a default start position at the origin and default text height of 100.
- **ST\_OptimalAlphaShape** - Availability: 3.3.0 - requires SFCGAL >= 1.4.1. Computes an Alpha-shape enclosing a geometry using an "optimal" alpha value.
- **ST\_SimplifyPolygonHull** - Availability: 3.3.0. Computes a simplified topology-preserving outer or inner hull of a polygonal geometry.
- **ST\_TriangulatePolygon** - Availability: 3.3.0. Computes the constrained Delaunay triangulation of polygons
- **postgis\_sfcgal\_full\_version** - Availability: 3.3.0 Returns the full version of SFCGAL in use including CGAL and Boost versions

#### Functions enhanced in PostGIS 3.3

- **ST\_ConcaveHull** - Enhanced: 3.3.0, GEOS native implementation enabled for GEOS 3.11+ Computes a possibly concave geometry that contains all input geometry vertices
- **ST\_LineMerge** - Enhanced: 3.3.0 accept a directed parameter. Return the lines formed by sewing together a MultiLineString.

#### Functions changed in PostGIS 3.3

- **PostGIS\_Extensions\_Upgrade** - Changed: 3.3.0 support for upgrades from any PostGIS version. Does not work on all systems. Packages and upgrades PostGIS extensions (e.g. postgis\_raster, postgis\_topology, postgis\_sfcgal) to given or latest version.

### 13.12.5 PostGIS Functions new or enhanced in 3.2

The functions given below are PostGIS functions that were added or enhanced.

#### Functions new in PostGIS 3.2

- **FindLayer** - Availability: 3.2.0 Returns a topology.layer record by different means.
- **FindTopology** - Availability: 3.2.0 Returns a topology record by different means.
- **GetFaceContainingPoint** - Availability: 3.2.0 Finds the face containing a point.
- **ST\_AsFlatGeobuf** - Availability: 3.2.0 Return a FlatGeobuf representation of a set of rows.
- **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 新特性。
- **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 新特性.

#### 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** - 新特性: 2.1.0 新特性 C 新特性. 新特性 (新特性) 新特性.
- **ST\_PixelAsCentroids** - 新特性: 2.1.0 新特性 C 新特性. 新特性 (新特性) 新特性 X, Y 新特性. 新特性.
- **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\_RemovePoint** - Enhanced: 3.2.0 Remove a point from a linestring.
- **ST\_RemoveRepeatedPoints** - Enhanced: 3.2.0 Returns a version of a geometry with duplicate points removed.
- **ST\_StartPoint** - Enhanced: 3.2.0 returns a point for all geometries. Prior behavior returns NULLs if input was not a LineString. Returns the first point of a LineString.

- **ST\_Value** - 更新: 2.1.0 添加 exclude\_nodata\_value 参数。columnx, rowy 参数, 添加 exclude\_nodata\_value 参数。exclude\_nodata\_value 1 添加, 添加 exclude\_nodata\_value 1 添加。exclude\_nodata\_value 添加, nodata 添加。exclude\_nodata\_value 添加, 添加。添加。
- **TopoGeo\_AddLineString** - Enhanced: 3.2.0 added support for returning signed identifier. Adds a linestring to an existing topology using a tolerance and possibly splitting existing edges/faces.

#### Functions changed in PostGIS 3.2

- **ST\_Boundary** - Changed: 3.2.0 support for TIN, does not use geos, does not linearize curves 添加。
- **ValidateTopology** - Changed: 3.2.0 added optional bbox parameter, perform face labeling and edge linking checks. Returns a set of validate\_topology\_return\_type objects detailing issues with topology.

### 13.12.6 PostGIS Functions new or enhanced in 3.1

The functions given below are PostGIS functions that were added or enhanced.

#### Functions new in PostGIS 3.1

- **ST\_Hexagon** - 2.1.0 添加。Returns a single hexagon, using the provided edge size and cell coordinate within the hexagon grid space.
- **ST\_HexagonGrid** - 2.1.0 添加。Returns a set of hexagons and cell indices that completely cover the bounds of the geometry argument.
- **ST\_MaximumInscribedCircle** - Availability: 3.1.0. 添加。
- **ST\_ReducePrecision** - Availability: 3.1.0. Returns a valid geometry with points rounded to a grid tolerance.
- **ST\_Square** - 2.1.0 添加。Returns a single square, using the provided edge size and cell coordinate within the square grid space.
- **ST\_SquareGrid** - 2.1.0 添加。Returns a set of grid squares and cell indices that completely cover the bounds of the geometry argument.

#### Functions enhanced in PostGIS 3.1

- **ST\_AsEWKT** - Enhanced: 3.1.0 support for optional precision parameter. 添加 WKT(Well-Known Text) 添加 SRID 添加。
- **ST\_ClusterKMeans** - Enhanced: 3.1.0 Support for 3D geometries and weights Window function that returns a cluster id for each input geometry using the K-means algorithm.
- **ST\_Difference** - Enhanced: 3.1.0 accept a gridSize parameter. Computes a geometry representing the part of geometry A that does not intersect geometry B.
- **ST\_Intersection** - Enhanced: 3.1.0 accept a gridSize parameter Computes a geometry representing the shared portion of geometries A and B.
- **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** - 更新: 2.0.0 添加 ST\_TileEnvelope(SRID, minx, maxx, miny, maxy) 函数。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 添加 ST\_Count(rastertable, rastercolumn, ...) 函数。Returns the count of non-zero values in the specified raster band. exclude\_nodata\_value 参数默认为 1。exclude\_nodata\_value 设置为 0 时，NODATA 值将被计入统计。
- **ST\_Force3D** - Changed: 3.1.0. Added support for supplying a non-zero Z value. 添加 XYZ 变体 ST\_Force3DZ。
- **ST\_Force3DM** - Changed: 3.1.0. Added support for supplying a non-zero M value. 添加 XYM 变体 ST\_Force3DM。
- **ST\_Force3DZ** - Changed: 3.1.0. Added support for supplying a non-zero Z value. 添加 XYZ 变体 ST\_Force3DZ。
- **ST\_Force4D** - Changed: 3.1.0. Added support for supplying non-zero Z and M values. 添加 XYZM 变体 ST\_Force4D。
- **ST\_Histogram** - Changed: 3.1.0 Removed ST\_Histogram(table name, column name) variant. 添加 (bin; 指定 bin 大小) 变体。Returns a histogram of the values in the specified raster band.
- **ST\_Quantile** - Changed: 3.1.0 Removed ST\_Quantile(table\_name, column\_name) variant. 添加 (population) 变体。Returns the quantile of the values in the specified raster band. 支持 25%, 50%, 75% (percentile) 变体。
- **ST\_SummaryStats** - 2.2.0 添加 ST\_SummaryStats(rastertable, rastercolumn, ...) 函数。Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. Band 1 is assumed if no band is specified.

### 13.12.7 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 添加 CG\_ConstrainedDelaunayTriangles(geometry) 函数。Return a constrained Delaunay triangulation around the given input geometry.
- **ST\_3DLineInterpolatePoint** - 2.1.0 添加 ST\_3DLineInterpolatePoint(geometry, fraction) 函数。Returns a point interpolated along a 3D line at a fractional location.
- **ST\_ConstrainedDelaunayTriangles** - 2.1.0 添加 ST\_ConstrainedDelaunayTriangles(geometry) 函数。Return a constrained Delaunay triangulation around the given input geometry.
- **ST\_TileEnvelope** - 2.1.0 添加 ST\_TileEnvelope(SRID, minx, maxx, miny, maxy) 函数。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 新新新新新新新 PostGIS 新新新新新新新新新.
- **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 `ST_3DDistance`, `ST_3DDistance` (SRS `SRID`) 3 `ST_3DDistance` `SRID` `geom1` `geom2`.
- **ST\_3DIntersects** - Changed: 3.0.0 SFCGAL backend 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_Area` `geom`.
- **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 `ST_AsKML` GML 2 `ST_AsKML` GML 3 `ST_AsKML` `geom`.
- **ST\_Distance** - Changed: 3.0.0 - does not depend on SFCGAL anymore. `ST_Distance` 3 `ST_Distance` (longest) `geom1` `geom2`.
- **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.

### 13.12.8 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 `ST_Angle` 3 `ST_Angle` (longest) `geom1` `geom2` `geom3`.
- **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. 新/新新 WKT(Well-Known Text) 新 SRID 新新新新新新新新新新.
- **ST\_BandMetaData** - Enhanced: 2.5.0 to include outdbbandnum, filesize and filetimestamp for outdb rasters. 新新新新新新新新新新新新新新新新新新新新. 新新新新新新新新新新 1 新新新新新新新新.
- **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 新新新新新新 PostGIS 新新新新新新新新新新.
- **ST\_GeometricMedian** - Enhanced: 2.5.0 Added support for M as weight of points. 新新新新新新新新新新 (median) 新新新新新新.
- **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

### 13.12.9 PostGIS Functions new or enhanced in 2.4

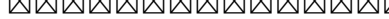
The functions given below are PostGIS functions that were added or enhanced.

Functions new in PostGIS 2.4

- **ST\_AsGeobuf** - 2.2.0 新增函数。Return a Geobuf representation of a set of rows.
- **ST\_AsMVT** - 2.2.0 新增函数。Aggregate function returning a MVT representation of a set of rows.
- **ST\_AsMVTGeom** - 2.2.0 新增函数。Transforms a geometry into the coordinate space of a MVT tile.
- **ST\_Centroid** - Availability: 2.4.0 support for geography was introduced. 新增函数。
- **ST\_ForcePolygonCCW** - 2.2.0 新增函数。Orients all exterior rings counter-clockwise and all interior rings clockwise.
- **ST\_ForcePolygonCW** - 2.2.0 新增函数。Orients all exterior rings clockwise and all interior rings counter-clockwise.
- **ST\_FrechetDistance** - Availability: 2.4.0 - requires GEOS >= 3.7.0 3 参数 (shortest) 函数。
- **ST\_IsPolygonCCW** - 2.2.0 新增函数。Tests if Polygons have exterior rings oriented counter-clockwise and interior rings oriented clockwise.
- **ST\_IsPolygonCW** - 2.2.0 新增函数。Tests if Polygons have exterior rings oriented clockwise and interior rings oriented counter-clockwise.
- **ST\_MakeEmptyCoverage** - 2.2.0 新增函数。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. 新增函数。
- **Normalize\_Address** - Enhanced: 2.4.0 norm\_addy object includes additional fields zip4 and address\_alphanumeric. 新增函数。tiger\_geocoder (TIGER 数据) 新增函数。
- **Page\_Normalize\_Address** - Enhanced: 2.4.0 norm\_addy object includes additional fields zip4 and address\_alphanumeric. 新增函数。tiger\_geocoder (TIGER 数据) 新增函数。address\_standardizer 新增函数。
- **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. 新增函数。include\_strnum\_range = true 新增函数。
- **ST\_AsTWKB** - Enhanced: 2.4.0 memory and speed improvements. 新增函数 TWKB(Tiny Well-Known Binary) 新增函数。

- **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 `geom_equals_bbox` instead. Returns `TRUE` if the coordinates and coordinate order of 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.

### 13.12.10 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 INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a geometry's (cached) n-D bounding box intersects a n-D float precision bounding box (GIDX).
- **&&&(gidx,geometry)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a n-D float precision bounding box (GIDX) intersects a geometry's (cached) n-D bounding box.
- **&&&(gidx,gidx)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if two n-D float precision bounding boxes (GIDX) intersect each other.
- **&&(box2df,box2df)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if two 2D float precision bounding boxes (BOX2DF) intersect each other.
- **&&(box2df,geometry)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a 2D float precision bounding box (BOX2DF) intersects a geometry's (cached) 2D bounding box.
- **&&(geometry,box2df)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a geometry's (cached) 2D bounding box intersects a 2D float precision bounding box (BOX2DF).
- **@(box2df,box2df)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into another 2D float precision bounding box.
- **@(box2df,geometry)** - Availability: 2.3.0 support for Block Range INDEXes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into a geometry's 2D bounding box.

- **@(geometry,box2df)** - Availability: 2.3.0 support for Block Range 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** - 更新: 2.3.0 更新 (1 更新) 更新。ST\_LineString 更新 ST\_CircularString 更新。

### 13.12.11 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 更新。PostgreSQL 9.1 更新 KNN 更新。Returns the n-D distance between the A and B geometries or bounding boxes
- **ST\_3DDifference** - 2.2.0 更新。3 更新。
- **ST\_3DUnion** - 2.2.0 更新。Perform 3D union.
- **ST\_ApproximateMedialAxis** - 2.2.0 更新。更新。
- **ST\_AsEncodedPolyline** - 2.2.0 更新。更新。
- **ST\_AsTWKB** - 2.2.0 更新。更新 TWKB(Tiny Well-Known Binary) 更新。
- **ST\_BoundingDiagonal** - 2.2.0 更新。更新。
- **ST\_CPAWithin** - 2.2.0 更新。Tests if the closest point of approach of two trajectories is within the specified distance.
- **ST\_ClipByBox2D** - 2.2.0 更新。Computes the portion of a geometry falling within a rectangle.
- **ST\_ClosestPointOfApproach** - 2.2.0 更新。Returns a measure at the closest point of approach of two trajectories.

- ST\_ClusterIntersecting** - 2.2.0 `geometry geometry`. Aggregate function that clusters input geometries into connected sets.
- ST\_ClusterWithin** - 2.2.0 `geometry geometry float`. Aggregate function that clusters geometries by separation distance.
- ST\_CountAgg** - 2.2.0 `geometry integer`. `geometry integer integer exclude_nodata_value boolean`, NODATA `boolean`.
- ST\_CreateOverview** - 2.2.0 `geometry geometry integer`. `geometry geometry integer`.
- ST\_DistanceCPA** - 2.2.0 `geometry geometry`. Returns the distance between the closest point of approach of two trajectories.
- ST\_ForceCurve** - 2.2.0 `geometry integer`. `geometry integer`, `geometry integer` (upcast) `integer`.
- ST\_IsPlanar** - 2.2.0 `geometry boolean`. `integer 2.1.0 geometry 2.1 geometry` `boolean`. `geometry`.
- ST\_IsSolid** - 2.2.0 `geometry boolean`. `geometry boolean`. `geometry boolean`.
- ST\_IsValidTrajectory** - 2.2.0 `geometry boolean`. Tests if the geometry is a valid trajectory.
- ST\_LineFromEncodedPolyline** - 2.2.0 `text geometry`. `text` (polyline) `geometry` `geometry`.
- ST\_MakeSolid** - 2.2.0 `geometry boolean`. `geometry boolean`. `geometry boolean` `boolean`. `geometry`, `geometry` TIN `geometry`.
- ST\_MapAlgebra (callback function version)** - 2.2.0 `integer mask geometry`. `integer - integer 1 integer`, `integer`, `geometry integer 1 integer integer 1 integer`.
- ST\_MemSize** - 2.2.0 `geometry integer`. `geometry integer` (`integer`) `integer`.
- ST\_RemoveRepeatedPoints** - 2.2.0 `geometry geometry`. Returns a version of a geometry with duplicate points removed.
- ST\_Retile** - 2.2.0 `geometry geometry`. `geometry integer integer`, `geometry integer` `integer`.
- ST\_SetEffectiveArea** - 2.2.0 `geometry geometry`. Sets the effective area for each vertex, using the Visvalingam-Whyatt algorithm.
- ST\_SimplifyVW** - 2.2.0 `geometry geometry`. Returns a simplified representation of a geometry, using the Visvalingam-Whyatt algorithm
- ST\_Subdivide** - 2.2.0 `geometry geometry`. Computes a rectilinear subdivision of a geometry.
- ST\_SummaryStatsAgg** - 2.2.0 `geometry integer`. Aggregate. Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a set of raster. Band 1 is assumed if no band is specified.
- ST\_SwapOrdinates** - 2.2.0 `geometry geometry`. `geometry geometry`.
- ST\_Volume** - 2.2.0 `geometry integer`. 3 `geometry integer`. `geometry integer` (`integer integer`) 0 `integer`.
- parse\_address** - 2.2.0 `text text`. `text text`.
- postgis.enable\_outdb\_rasters** - 2.2.0 `boolean`. DB `boolean` `boolean`.



- **postgis.gdal\_datapath** - 2.2.0 更新内容: GDAL の GDAL\_DATA ディレクトリを指定する。以前は、GDAL\_DATA ディレクトリが自動的に検出された。
- **postgis.gdal\_enabled\_drivers** - 2.2.0 更新内容: PostGIS が GDAL を使用するドライバーを指定する。GDAL\_SKIP を指定して GDAL を無効にする。
- **standardize\_address** - 2.2.0 更新内容: 住所を標準化する。stdaddr を指定する。
- **|=** - 2.2.0 更新内容: PostgreSQL 9.5 の index-supported (index-supported) をサポートする。A と B の closest point of approach (最近点) と trajectory (軌跡) を計算する。

### Functions enhanced in PostGIS 2.2

- **<->** - 更新内容: 2.2.0 更新内容: PostgreSQL 9.5 の KNN ("K nearest neighbor") をサポートする。KNN を指定して K 最近点を検索する。PostgreSQL 9.4 の KNN をサポートする。A と B の 2 点間の距離を計算する。
- **AsTopoJSON** - 更新内容: 2.2.1 更新内容: (pungal) TopoGeometry を TopoJSON に変換する。
- **ST\_Area** - 更新内容: 2.2.0 更新内容: GeographicLib を使用して Proj 4.9.0 の面積を計算する。
- **ST\_AsX3D** - 更新内容: 2.2.0 更新内容: (x/y, z) の X3D XML を生成する。ISO-IEC-19776-1.2-X3DEncodings-XML をサポートする。
- **ST\_Azimuth** - 更新内容: 2.2.0 更新内容: GeographicLib を使用して Proj 4.9.0 の方位角を計算する。2 点間の方位角を計算する。
- **ST\_Distance** - 更新内容: 2.2.0 更新内容: GeographicLib を使用して Proj 4.9.0 の距離を計算する。3 点間の距離 (longest) を計算する。
- **ST\_Scale** - Enhanced: 2.2.0 support for scaling all dimension (factor parameter) was introduced. Scales a geometry by given factors.
- **ST\_Split** - Enhanced: 2.2.0 support for splitting a line by a multiline, a multipoint or (multi)polygon boundary was introduced. Returns a collection of geometries created by splitting a geometry by another geometry.
- **ST\_Summary** - 更新内容: 2.2.0 更新内容: TIN (curve) を生成する。更新内容: TIN を生成する。

### Functions changed in PostGIS 2.2

- **<->** - 更新内容: 2.2.0 更新内容: PostgreSQL 9.5 の Hybrid syntax (Hybrid syntax) をサポートする。PostGIS 2.2 の Hybrid syntax をサポートする。PostgreSQL 9.5 の Hybrid syntax をサポートする。A と B の 2 点間の距離を計算する。
- **Get Geocode Setting** - 更新内容: 2.2.0 更新内容: geocode settings default を取得する。geocode settings を取得する。tiger.geocode\_settings を取得する。
- **ST\_3DClosestPoint** - 更新内容: 2.2.0 更新内容: 2D の 3D 最近点を計算する。2D と 3D の最近点を計算する。2D と 3D の最近点を計算する。g2 と g1 の 3D 最近点を計算する。



- **ST\_3DDistance** - 新增: 2.2.0 新增, 2D 与 3D 距离函数 Z 坐标 Z 为 0 时返回 2D 距离。返回类型, 返回类型 (SRS 返回) 3 个返回类型。
- **ST\_3DLongestLine** - 新增: 2.2.0 新增 2D 距离函数, (返回类型 Z 为 0 时返回 2D 距离) 2D 距离函数。2D 与 3D 距离, 返回 Z 坐标 Z 为 0 时返回 2D 距离。返回类型 3 个返回 (longest) 返回类型。
- **ST\_3DMaxDistance** - 新增: 2.2.0 新增, 2D 与 3D 距离函数 Z 坐标 Z 为 0 时返回 2D 距离。返回类型, 返回类型 (SRS 返回) 3 个返回类型。
- **ST\_3DShortestLine** - 新增: 2.2.0 新增 2D 距离函数, (返回类型 Z 为 0 时返回 2D 距离) 2D 距离函数。2D 与 3D 距离, 返回 Z 坐标 Z 为 0 时返回 2D 距离。返回类型 3 个返回 (shortest) 返回类型。
- **ST\_DistanceSphere** - 新增: 2.2.0 新增 ST\_Distance\_Sphere 函数。返回类型。PostGIS 1.5 返回类型。
- **ST\_DistanceSpheroid** - 新增: 2.2.0 新增 ST\_Distance\_Spheroid 函数。返回类型。PostGIS 1.5 返回类型。
- **ST\_Equals** - Changed: 2.2.0 Returns true even for invalid geometries if they are binary equal Tests if two geometries include the same set of points
- **ST\_LengthSpheroid** - 新增: 2.2.0 新增 ST\_Length\_Spheroid 函数, ST\_3DLength\_Spheroid 函数。返回类型。
- **ST\_MemSize** - Changed: 2.2.0 name changed to ST\_MemSize to follow naming convention. ST\_Geometry 返回类型。
- **ST\_PointInsideCircle** - Changed: 2.2.0 In prior versions this was called ST\_Point\_Inside\_Circle Tests if a point geometry is inside a circle defined by a center and radius
- **ValidateTopology** - 新增: 2.2.0 新增 'edge crosses node' 返回类型 id1 id2 返回类型。Returns a set of validate\_topology\_return\_type objects detailing issues with topology.

### 13.12.12 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 新增。A 与 B 返回 TRUE 或 FALSE。
- **AsTopoJSON** - 2.1.0 新增。TopoGeometry 与 TopoJSON 返回类型。
- **Drop\_Nation\_Tables\_Generate\_Script** - 2.1.0 新增。返回 county\_all, state\_all 返回, 返回 county, state 返回 (州) 返回。
- **Get\_Geocode\_Setting** - 2.1.0 新增。tiger.geocode\_settings 返回。
- **Loader\_Generate\_Nation\_Script** - 2.1.0 新增。返回, 返回。
- **Pagc\_Normalize\_Address** - 2.1.0 新增。返回, 返回, 返回, 返回 norm\_addy 返回。返回 tiger\_geocoder 返回 (TIGER 返回) 返回。address\_standardizer 返回。

- **ST\_3DArea** - 2.1.0 返回 3D 几何体的面积。3D 几何体由 3 个浮点数组成的数组表示。返回 0 表示空几何体。
- **ST\_3DIntersection** - 2.1.0 返回 3D 几何体的交集。3D 几何体由 3 个浮点数组成的数组表示。
- **ST\_Box2dFromGeoHash** - 2.1.0 返回 GeoHash 字符串 BOX2D 几何体。
- **ST\_ColorMap** - 2.1.0 返回 8BUI 颜色 (grayscale, RGB, RGBA) 的 4 个浮点数组成的数组。返回 1 表示空几何体。
- **ST\_Contains** - 2.1.0 返回 rastA 是否包含 rastB。返回 1 表示包含，0 表示不包含。
- **ST\_ContainsProperly** - 2.1.0 返回 rastB 是否完全包含在 rastA 内部。返回 1 表示包含，0 表示不包含。
- **ST\_CoveredBy** - 2.1.0 返回 rastA 是否被 rastB 覆盖。返回 1 表示覆盖，0 表示不覆盖。
- **ST\_Covers** - 2.1.0 返回 rastB 是否覆盖 rastA。返回 1 表示覆盖，0 表示不覆盖。
- **ST\_DFullyWithin** - 2.1.0 返回 rastA 是否完全在 rastB 内部。返回 1 表示包含，0 表示不包含。
- **ST\_DWithin** - 2.1.0 返回 rastA 是否在 rastB 内部。返回 1 表示包含，0 表示不包含。
- **ST\_DelaunayTriangles** - 2.1.0 返回 Delaunay 三角剖分的顶点。Returns the Delaunay triangulation of the vertices of a geometry.
- **ST\_Disjoint** - 2.1.0 返回 rastA 是否与 rastB 不相交。返回 1 表示不相交，0 表示相交。
- **ST\_DumpValues** - 2.1.0 返回 2 个浮点数组成的数组。
- **ST\_Extrude** - 2.1.0 返回 3D 几何体的挤出。返回 3D 几何体。
- **ST\_ForceLHR** - 2.1.0 返回 LHR(Left Hand Reverse; 左手) 的几何体。
- **ST\_FromGDALRaster** - 2.1.0 返回 GDAL 栅格数据。
- **ST\_GeomFromGeoHash** - 2.1.0 返回 GeoHash 字符串几何体。
- **ST\_InvDistWeight4ma** - 2.1.0 返回 4 个浮点数组成的数组。返回 1 表示包含，0 表示不包含。
- **ST\_MapAlgebra (callback function version)** - 2.1.0 返回 1 个浮点数组成的数组。返回 1 表示包含，0 表示不包含。
- **ST\_MapAlgebra (expression version)** - 2.1.0 返回 1 个浮点数组成的数组。返回 1 表示包含，0 表示不包含。
- **ST\_MinConvexHull** - 2.1.0 返回 NODATA 几何体。
- **ST\_MinDist4ma** - 2.1.0 返回 4 个浮点数组成的数组。返回 1 表示包含，0 表示不包含。
- **ST\_MinkowskiSum** - 2.1.0 返回 3D 几何体的 Minkowski 和。返回 3D 几何体。
- **ST\_NearestValue** - 2.1.0 返回 columnx 和 rowy 的最近值。返回 NODATA 表示空几何体。

- **ST\_Neighborhood** - 2.1.0 返回栅格邻域。columnx 和 rowy, 返回邻域栅格。NODATA 值返回 NULL。2 个参数。
- **ST\_NotSameAlignmentReason** - 2.1.0 返回两个栅格不同对齐的原因。返回字符串。
- **ST\_Orientation** - 2.1.0 返回栅格的方向 (orientation)。
- **ST\_Overlaps** - 2.1.0 返回两个栅格是否重叠。rastA 和 rastB 两个栅格。
- **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。返回栅格 (栅格) 的 X, Y 坐标。返回栅格。
- **ST\_PixelAsPoint** - 2.1.0 返回栅格像素的点。
- **ST\_PixelAsPoints** - 2.1.0 返回栅格像素的点。返回栅格 (栅格) 的 X, Y 坐标。返回栅格。
- **ST\_PixelOfValue** - 2.1.0 返回栅格像素的值。返回栅格 (栅格) 的 columnx, rowy 坐标。
- **ST\_PointFromGeoHash** - 2.1.0 返回 GeoHash 点。
- **ST\_RasterToWorldCoord** - 2.1.0 返回栅格像素的世界坐标。返回栅格 (栅格) 的 X, Y(经度, 纬度) 坐标。返回 1 个坐标。
- **ST\_Resize** - 2.1.0 返回栅格的大小。GDAL 1.6.1 版本。返回栅格/栅格。
- **ST\_Roughness** - 2.1.0 返回栅格的地形粗糙度。DEM 栅格"粗糙度" (roughness) 栅格。
- **ST\_SetValues** - 2.1.0 返回栅格的值。返回栅格 (栅格) 的栅格。
- **ST\_Simplify** - 2.1.0 返回栅格的简化。返回栅格-栅格 (Douglas-Peucker) 栅格。TopoGeometry 栅格"栅格" 栅格。
- **ST\_StraightSkeleton** - 2.1.0 返回栅格的直线骨架 (straight skeleton) 栅格。
- **ST\_Summary** - 2.1.0 返回栅格的摘要。返回栅格 (栅格) 的栅格。
- **ST\_TPI** - 2.1.0 返回栅格的地形位置指数 (Topographic Position Index) 栅格。
- **ST\_TRI** - 2.1.0 返回栅格的地形粗糙度指数 (Terrain Ruggedness Index) 栅格。
- **ST\_Tessellate** - 2.1.0 返回栅格的三角网 (tessellation) 栅格。返回 TIN 栅格 TIN 栅格。
- **ST\_Tile** - 2.1.0 返回栅格的瓦片。返回栅格 (栅格) 的栅格。
- **ST\_Touches** - 2.1.0 返回两个栅格是否接触。rastA 和 rastB 两个栅格。TRUE 返回 TRUE。
- **ST\_Union** - 2.1.0 返回 ST\_Union(rast, unionarg) 栅格。返回栅格 1 个栅格。

- **ST\_Within** - 2.1.0 性能向上。rastB が rastA のサブセットかどうかを判定する。rastA が rastB のサブセットかどうかを判定する。
- **ST\_WorldToRasterCoord** - 2.1.0 性能向上。X, Y(整数, 整数) の世界座標をラスタ座標に変換する。
- **Set\_Geocode\_Setting** - 2.1.0 性能向上。ジオコード設定を管理する。
- **UpdateRasterSRID** - 2.1.0 性能向上。ラスタの SRID を更新する。
- **clearTopoGeom** - 2.1 性能向上。Clears the content of a topo geometry.
- **postgis\_sfcgal\_version** - 2.1.0 性能向上。SFCGAL のバージョンを返す。

#### Functions enhanced in PostGIS 2.1

- **ST\_AddBand** - 更新: 2.1.0 addbandarg を追加。パフォーマンス向上 (x) パフォーマンス向上。パフォーマンス向上, パフォーマンス向上。
- **ST\_AddBand** - 更新: 2.1.0 DB を追加。パフォーマンス向上 (x) パフォーマンス向上。パフォーマンス向上, パフォーマンス向上。
- **ST\_AsBinary/ST\_AsWKB** - 更新: 2.1.0 outasin を追加。Return the Well-Known Binary (WKB) representation of the raster.
- **ST\_AsGML** - 更新: 2.1.0 GML 3 ID を追加。GML 2 から GML 3 に変換する。
- **ST\_Aspect** - 更新: 2.1.0 ST\_MapAlgebra() を追加, interpolate\_nodata を追加。パフォーマンス向上 (パフォーマンス) パフォーマンス向上。
- **ST\_Boundary** - 更新: 2.1.0 パフォーマンス向上。パフォーマンス向上。
- **ST\_Clip** - 更新: 2.1.0 C を追加。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\_DWithin** - Enhanced: 2.1.0 improved speed for geography. See Making Geography faster for details. Tests if two geometries are within a given distance
- **ST\_DWithin** - Enhanced: 2.1.0 support for curved geometries was introduced. Tests if two geometries are within a given distance
- **ST\_Distance** - Enhanced: 2.1.0 improved speed for geography. See Making Geography faster for details. 3 番 (longest) パフォーマンス向上。
- **ST\_Distance** - 更新: 2.1.0 パフォーマンス向上。パフォーマンス向上 3 番 (longest) パフォーマンス向上。
- **ST\_Distinct4ma** - 更新: 2.1.0 パフォーマンス向上 2 番。パフォーマンス向上。
- **ST\_DumpPoints** - Enhanced: 2.1.0 Faster speed. Reimplemented as native-C. パフォーマンス向上。
- **ST\_HillShade** - 更新: 2.1.0 ST\_MapAlgebra() を追加, interpolate\_nodata を追加。パフォーマンス向上, パフォーマンス向上, パフォーマンス向上。

- ST\_MakeValid** - Enhanced: 2.1.0, added support for GEOMETRYCOLLECTION and MULTIPOINT. Attempts to make an invalid geometry valid without losing vertices.
- ST\_Max4ma** - **Geometry**: 2.1.0 **Geometry** 2 **Geometry**. **Geometry**.
  - ST\_Mean4ma** - **Geometry**: 2.1.0 **Geometry** 2 **Geometry**. **Geometry**.
  - ST\_Min4ma** - **Geometry**: 2.1.0 **Geometry** 2 **Geometry**. **Geometry**.
  - ST\_PixelAsPolygons** - **Geometry**: 2.1.0 **Geometry** exclude nodata value **Geometry**. **Geometry** X, Y **Geometry**.
  - ST\_Polygon** - **Geometry**: 2.1.0 **Geometry** (C **Geometry**). **Geometry** NODATA **Geometry**.
  - ST\_Range4ma** - **Geometry**: 2.1.0 **Geometry** 2 **Geometry**. **Geometry**.
  - ST\_SameAlignment** - **Geometry**: 2.1.0 **Geometry**. **Geometry**, **Geometry**, **Geometry** (C **Geometry**) **Geometry**.
  - ST\_Segmentize** - **Geometry**: 2.1.0 **Geometry**. Returns a modified geometry/geography having no segment longer than a given distance.
  - ST\_SetGeoReference** - **Geometry**: 2.1.0 **Geometry** ST\_SetGeoReference(raster, double precision, ...) **Geometry**. **Geometry** 6 **Geometry**. **Geometry**. GDAL **Geometry** ESRI **Geometry**. **Geometry** GDAL **Geometry**.
  - ST\_SetValue** - **Geometry**: 2.1.0 **Geometry** ST\_SetValue() **Geometry**. **Geometry** ST\_SetValues() **Geometry** (wrapper) **Geometry**. **Geometry** columnx, rowy **Geometry**. **Geometry** 1 **Geometry**, **Geometry** 1 **Geometry**.
  - ST\_Slope** - **Geometry**: 2.1.0 **Geometry** ST\_MapAlgebra() **Geometry**, **Geometry** units, scale, interpolate nodata **Geometry**. **Geometry** (C **Geometry**) **Geometry**.
  - ST\_StdDev4ma** - **Geometry**: 2.1.0 **Geometry** 2 **Geometry**. **Geometry**.
  - ST\_Sum4ma** - **Geometry**: 2.1.0 **Geometry** 2 **Geometry**. **Geometry**.
  - ST\_Summary** - **Geometry**: 2.1.0 **Geometry**. **Geometry** S **Geometry**.
  - ST\_Transform** - **Geometry**: 2.1.0 **Geometry** ST\_Transform(rast, alignto) **Geometry**. **Geometry** NearestNeighbor, Bilinear, Cubic, CubicSpline, Lanczos **Geometry**. **Geometry** NearestNeighbor **Geometry**.
  - ST\_Union** - **Geometry**: 2.1.0 **Geometry** (C **Geometry**). **Geometry** 1 **Geometry**.
  - ST\_Union** - **Geometry**: 2.1.0 **Geometry** ST\_Union(rast) **Geometry** 1 **Geometry**. **Geometry** 1 **Geometry**.

- **ST\_Union** - 更新: 2.1.0 更新 ST\_Union(rast, uniontype) 第 4 个参数为 1 时返回多面体。更新: 2.1.0 更新 ST\_Union(rast, uniontype) 第 4 个参数为 1 时返回多面体。
- **toTopoGeom** - 更新: 2.1.0 更新 TopoGeometry 数据类型。Converts a simple Geometry into a topo geometry.

#### Functions changed in PostGIS 2.1

- **ST\_Aspect** - 更新: 2.1.0 更新 ST\_Aspect 函数。2.1.0 更新 ST\_Aspect 函数。更新: 2.1.0 更新 ST\_Aspect 函数。
- **ST\_EstimatedExtent** - Changed: 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 更新, 在 2.0.x 中 ST\_Force\_2D 函数。更新: 2.1.0 更新 ST\_Force\_2D 函数。
- **ST\_Force3D** - 更新: 2.1.0 更新, 在 2.0.x 中 ST\_Force\_3D 函数。更新: 2.1.0 更新 ST\_Force\_3D 函数。
- **ST\_Force3DM** - 更新: 2.1.0 更新, 在 2.0.x 中 ST\_Force\_3DM 函数。更新: 2.1.0 更新 ST\_Force\_3DM 函数。
- **ST\_Force3DZ** - 更新: 2.1.0 更新, 在 2.0.x 中 ST\_Force\_3DZ 函数。更新: 2.1.0 更新 ST\_Force\_3DZ 函数。
- **ST\_Force4D** - 更新: 2.1.0 更新, 在 2.0.x 中 ST\_Force\_4D 函数。更新: 2.1.0 更新 ST\_Force\_4D 函数。
- **ST\_ForceCollection** - 更新: 2.1.0 更新, 在 2.0.x 中 ST\_Force\_Collection 函数。更新: 2.1.0 更新 ST\_Force\_Collection 函数。
- **ST\_HillShade** - 更新: 2.1.0 更新 ST\_HillShade 函数。2.1.0 更新 ST\_HillShade 函数。更新: 2.1.0 更新 ST\_HillShade 函数。
- **ST\_LineInterpolatePoint** - 更新: 2.1.0 更新, 在 2.0.x 中 ST\_Line\_Interpolate\_Point 函数。Returns a point interpolated along a line at a fractional location.
- **ST\_LineLocatePoint** - 更新: 2.1.0 更新, 在 2.0.x 中 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 更新, 在 2.0.x 中 ST\_Line\_Substring 函数。Returns the part of a line between two fractional locations.
- **ST\_PixelAsCentroids** - 更新: 2.1.1 更新 exclude\_nodata\_value 参数。更新: 2.1.1 更新 ST\_PixelAsCentroids 函数。
- **ST\_PixelAsPoints** - 更新: 2.1.1 更新 exclude\_nodata\_value 参数。更新: 2.1.1 更新 ST\_PixelAsPoints 函数。
- **ST\_PixelAsPolygons** - 更新: 2.1.1 更新 exclude\_nodata\_value 参数。更新: 2.1.1 更新 ST\_PixelAsPolygons 函数。
- **ST\_Polygon** - 更新: 2.1.0 更新 ST\_Polygon 函数。更新: 2.1.0 更新 ST\_Polygon 函数。
- **ST\_RasterToWorldCoordX** - 更新: 2.1.0 更新 ST\_Raster2WorldCoordX 函数。更新: 2.1.0 更新 ST\_Raster2WorldCoordX 函数。

- **ST\_RasterToWorldCoordY** - 更新: 2.1.0 新增函数 ST\_Raster2WorldCoordY 返回栅格像素的 Y 坐标。返回类型是 float。精度为 1 米。
- **ST\_Rescale** - 更新: 2.1.0 新增函数 SRID 重新采样。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** - 更新: 2.1.0 新增函数 SRID 重新采样。NearestNeighbor(english or american spelling), Bilinear, Cubic, CubicSpline 或 Lanczos 重新采样。默认是 NearestNeighbor。
- **ST\_Segmentize** - Changed: 2.1.0 As a result of the introduction of geography support, the usage ST\_Segmentize('LINESTRING(1 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) ) Returns a modified geometry/geography having no segment longer than a given distance.
- **ST\_Slope** - 更新: 2.1.0 新增函数。2.1.0 新增函数。返回类型是 float。精度为 1 米。
- **ST\_SnapToGrid** - 更新: 2.1.0 新增函数 SRID 重新采样。NearestNeighbor(english or american spelling), Bilinear, Cubic, CubicSpline 或 Lanczos 重新采样。默认是 NearestNeighbor。
- **ST\_WorldToRasterCoordX** - 更新: 2.1.0 新增函数 ST\_World2RasterCoordX 返回栅格像素的 X 坐标。返回类型是 float。精度为 1 米。
- **ST\_WorldToRasterCoordY** - 更新: 2.1.0 新增函数 ST\_World2RasterCoordY 返回栅格像素的 Y 坐标。返回类型是 float。精度为 1 米。

### 13.12.13 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 新增函数。A 与 B 的交集是否为 TRUE。
- **&&&** - 2.0.0 新增函数。A 与 B 的交集是否为 TRUE。
- **<#>** - 2.0.0 新增函数。PostgreSQL 9.1 新增函数 KNN。
- **<->** - 2.0.0 新增函数。PostgreSQL 9.1 新增函数 KNN。
- **@** - 2.0.0 新增函数 raster @ raster, raster @ geometry。
- **@** - 2.0.5 新增函数 geometry @ raster。
- **AddEdge** - 2.0.0 新增函数。返回 ID(edgeid)。

- **AddFace** - 2.0.0 添加面 (face primitive) 到拓扑几何中。
- **AddNode** - 2.0.0 添加节点 (node) 到拓扑几何中。需要指定 ID(nodeid) 和点坐标。
- **AddOverviewConstraints** - 2.0.0 添加概视图 (overview) 约束。
- **AddRasterConstraints** - 2.0.0 添加栅格约束。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.
- **AsGML** - 2.0.0 将 TopoGeometry 转换为 GML 格式。
- **CopyTopology** - 2.0.0 复制拓扑 (nodes, edges, faces, layers and TopoGeometries) 到新的 schema。
- **DropOverviewConstraints** - 2.0.0 删除概视图 (overview) 约束。
- **DropRasterConstraints** - 2.0.0 删除栅格约束。PostGIS 3.6.0 引入。
- **Drop\_Indexes\_Generate\_Script** - 2.0.0 生成 TIGER 索引脚本。需要指定 tiger\_data 表名。
- **Drop\_State\_Tables\_Generate\_Script** - 2.0.0 生成州 (州) 表脚本。需要指定 tiger\_data 表名。
- **Geocode\_Intersection** - 2.0.0 地理编码交集。需要指定 2 个地址, 使用 NAD83 坐标系, geomout, normalized address (addy) 等参数。
- **GetEdgeByPoint** - 2.0.0 找到通过点的边 ID。Finds the edge-id of an edge that intersects a given point.
- **GetFaceByPoint** - 2.0.0 找到包含点的面 ID。Finds face intersecting a given point.
- **GetNodeByPoint** - 2.0.0 找到点的节点 ID。Finds the node-id of a node at a point location.
- **GetNodeEdges** - 2.0 获取节点的边 ID。
- **GetRingEdges** - 2.0.0 获取环的边 ID。
- **GetTopoGeomElements** - 2.0.0 返回 TopoGeometry 的拓扑元素集合。Returns a set of topelement objects containing the topological element\_id,element\_type of the given TopoGeometry (primitive elements).
- **GetTopologySRID** - 2.0.0 获取拓扑的 SRID。
- **Get\_Tract** - 2.0.0 获取街区 (tract) 的字段 (field)。



- **Install\_Missing\_Indexes** - 2.0.0 安装缺失索引。安装缺失索引 (join) 索引 (key) 索引。索引。
- **Loader\_Generate\_Census\_Script** - 2.0.0 加载 Census 数据。加载 Census 数据 (州) 数据, TIGER 数据 (州) 数据 (tract), 数据 (bg), 数据 (tabblock) 数据 tiger\_data 数据。数据 (州) 数据。
- **Loader\_Generate\_Script** - 2.0.0 加载 Census 数据。TIGER 2010 数据 (tract), 数据 (bg), 数据 (tabblock) 数据。加载 Census 数据 (州) 数据, TIGER 数据 tiger\_data 数据。数据 (州) 数据。加载 TIGER 2010 数据, 数据, 数据, 数据。
- **Missing\_Indexes\_Generate\_Script** - 2.0.0 安装缺失索引。安装缺失索引 (join) 索引 (key) 索引。SQL DDL 索引。
- **Polygonize** - 2.0.0 安装缺失索引。Finds and registers all faces defined by topology edges.
- **Reverse\_Geocode** - 2.0.0 安装缺失索引。安装缺失索引。include\_strnum\_range = true 索引, 索引。
- **ST\_3DClosestPoint** - 2.0.0 安装缺失索引。g2 索引 g1 索引 3 索引。
- **ST\_3DDFullyWithin** - 2.0.0 安装缺失索引。Tests if two 3D geometries are entirely within a given 3D distance
- **ST\_3DDWithin** - 2.0.0 安装缺失索引。Tests if two 3D geometries are within a given 3D distance
- **ST\_3DDistance** - 2.0.0 安装缺失索引。索引, 索引 (SRS 索引) 3 索引。
- **ST\_3DIntersects** - 2.0.0 安装缺失索引。Tests if two geometries spatially intersect in 3D - only for points, linestrings, polygons, polyhedral surface (area)
- **ST\_3DLongestLine** - 2.0.0 安装缺失索引。索引 3 索引 (longest) 索引。
- **ST\_3DMaxDistance** - 2.0.0 安装缺失索引。索引, 索引 (SRS 索引) 3 索引。
- **ST\_3DShortestLine** - 2.0.0 安装缺失索引。索引 3 索引 (shortest) 索引。
- **ST\_AddEdgeModFace** - 2.0 安装缺失索引。索引, 索引。
- **ST\_AddEdgeNewFaces** - 2.0 安装缺失索引。索引, 索引 2 索引。
- **ST\_AsGDALRaster** - 2.0.0 安装缺失索引。GDAL 1.6.0 索引。Return the raster tile in the designated GDAL Raster format. Raster formats are one of those supported by your compiled library. Use ST\_GDALDrivers() to get a list of formats supported by your library.
- **ST\_AsJPEG** - 2.0.0 安装缺失索引。GDAL 1.6.0 索引。索引 JPEG(Joint Photographic Exports Group) 索引 (索引) 索引。索引, 索引 1 索引 3 索引。索引 3 索引 3 索引 RGB 索引。

- **ST\_AsLatLonText** - 2.0 返回地理坐标的文本表示。返回格式为：(经度, 纬度)。
- **ST\_AsPNG** - 2.0.0 将栅格数据转换为 PNG 图像。GDAL 1.6.0 及以上版本支持。返回的 PNG 图像包含 1、3、4 个波段。如果指定了波段，则只返回指定的波段；否则返回所有波段。支持的波段顺序为 RGB 或 RGBA。
- **ST\_AsRaster** - 2.0.0 将几何对象转换为栅格。GDAL 1.6.0 及以上版本支持。PostGIS 2.0.0 及以上版本支持。
- **ST\_AsTIFF** - 2.0.0 将栅格数据转换为 TIFF 图像。GDAL 1.6.0 及以上版本支持。Return the raster selected bands as a single TIFF image (byte array). If no band is specified or any of specified bands does not exist in the raster, then will try to use all bands.
- **ST\_AsX3D** - 2.0.0 将几何对象转换为 X3D XML 格式。返回 X3D XML 字符串。ISO-IEC-19776-1.2-X3DEncodings-XML 标准。
- **ST\_Asymmetry** - 2.0.0 检查几何对象是否具有对称性。返回布尔值。如果具有对称性，则为 true；否则为 false。
- **ST\_Band** - 2.0.0 返回指定波段的名称。如果指定了波段编号，则返回该波段的名称；否则返回第一个波段的名称。
- **ST\_BandIsNoData** - 2.0.0 检查指定波段是否包含 NoData 值。返回布尔值。如果包含 NoData 值，则为 true；否则为 false。
- **ST\_Clip** - 2.0.0 根据输入几何裁剪栅格。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\_CollectionHomogenize** - 2.0.0 返回几何集合的最简单表示。Returns the simplest representation of a geometry collection.
- **ST\_ConcaveHull** - 2.0.0 计算可能凹进的几何形状。Computes a possibly concave geometry that contains all input geometry vertices
- **ST\_Count** - 2.0.0 统计几何对象的数量。返回整数。exclude\_nodata\_value 参数用于排除 NoData 值。默认值为 true。
- **ST\_CreateTopoGeo** - 2.0 从面要素创建拓扑几何。Creates a topology from a set of faces.
- **ST\_Distinct4ma** - 2.0.0 检查几何对象是否是 4 马赫距离的唯一。Checks if a geometry is unique within a 4-mah distance.
- **ST\_FlipCoordinates** - 2.0.0 返回交换 X 和 Y 轴后的几何对象。Returns a version of a geometry with X and Y axis flipped.
- **ST\_GDALDrivers** - 2.0.0 返回支持的栅格驱动程序列表。GDAL 1.6.0 及以上版本支持。Returns a list of raster formats supported by PostGIS through GDAL. Only those formats with can\_write=True can be used by ST\_AsGDALRaster
- **ST\_GeomFromGeoJSON** - 2.0.0 从 GeoJSON 创建几何对象。JSON-C 0.9 及以上版本支持。GeoJSON 格式由 PostGIS 2.0.0 及以上版本支持。
- **ST\_GetFaceEdges** - 2.0 获取面的边。aface 参数指定要获取的面。Returns edges of a face.
- **ST\_HasNoBand** - 2.0.0 检查几何对象是否有空带。Checks if a geometry has no band. Returns true if no band is present, false if at least one band is present.

- ST\_HillShade** - 2.0.0 `geometry, integer, float, geometry`. Returns a hillshade of the input geometry.
- ST\_Histogram** - 2.0.0 `geometry, integer, float, geometry`. Returns a histogram of the input geometry.
- ST\_InterpolatePoint** - 2.0.0 `geometry, float, geometry`. Returns a point at the specified distance (M) from the start of the line.
- ST\_IsEmpty** - 2.0.0 `boolean`. Returns true if the geometry is empty (width = 0, height = 0).
- ST\_IsValidDetail** - 2.0.0 `text`. Returns a valid\_detail row stating if a geometry is valid or if not a reason and a location.
- ST\_IsValidReason** - Availability: 2.0 version taking flags. Returns text stating if a geometry is valid, or a reason for invalidity.
- ST\_MakeLine** - 2.0.0 `geometry, geometry, boolean`. Returns a line from the two geometries.
- ST\_MakeValid** - 2.0.0 `geometry`. Attempts to make an invalid geometry valid without losing vertices.
- ST\_MapAlgebraExpr** - 2.0.0 `geometry, integer, text, geometry`. Returns a geometry where each pixel is the result of the PostgreSQL expression, evaluated against the input geometry.
- ST\_MapAlgebraExpr** - 2.0.0 `geometry, integer, text, geometry`. Returns a geometry where each pixel is the result of the PostgreSQL expression, evaluated against the input geometry.
- ST\_MapAlgebraFct** - 2.0.0 `geometry, integer, text, geometry`. Returns a geometry where each pixel is the result of the PostgreSQL function, evaluated against the input geometry.
- ST\_MapAlgebraFctNgb** - 2.0.0 `geometry, integer, text, geometry`. Returns a geometry where each pixel is the result of the PostgreSQL function, evaluated against the input geometry.
- ST\_Max4ma** - 2.0.0 `geometry, integer, geometry`. Returns a geometry where each pixel is the maximum value of the four nearest neighbors.
- ST\_Mean4ma** - 2.0.0 `geometry, integer, geometry`. Returns a geometry where each pixel is the mean value of the four nearest neighbors.
- ST\_Min4ma** - 2.0.0 `geometry, integer, geometry`. Returns a geometry where each pixel is the minimum value of the four nearest neighbors.
- ST\_ModEdgeHeal** - 2.0 `integer, geometry`. 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\_MoveIsoNode** - 2.0.0 `geometry, geometry, geometry`. 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.
- ST\_NewEdgeHeal** - 2.0 `integer, geometry, geometry`. 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。如果几何体为空，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。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 quantile 值。例如, 25%, 50%, 75% (percentile) 值。
- **ST\_Range4ma** - 2.0.0 函数。返回 4 个移动平均值的范围。
- **ST\_Reclass** - 2.0.0 函数。重新分类栅格。nband 函数。nband 函数。1 函数。16BUI 函数。8BUI 函数。
- **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 deletes one face and creates a new 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 (重新校准) 函数。NearestNeighbor(最近邻), Bilinear, Cubic, CubicSpline 或 Lanczos 函数。NearestNeighbor 函数。
- **ST\_SameAlignment** - 2.0.0 函数。Tests if two rasters have the same alignment (same origin, same pixel size, same units, same projection).
- **ST\_SetBandIsNoData** - 2.0.0 函数。Sets isnodata band for a raster.

- **ST\_SharedPaths** - 2.0.0 `geometry geometry float`. Returns shared paths between two geometries.
- **ST\_Slope** - 2.0.0 `geometry float`. Returns slope (in degrees) of a geometry.
- **ST\_Snap** - 2.0.0 `geometry geometry float`. Snap a geometry to another geometry by a given distance.
- **ST\_SnapToGrid** - 2.0.0 `geometry float integer`. GDAL 1.6.1 `nearestneighbor`. NearestNeighbor, Bilinear, Cubic, CubicSpline, Lanczos `nearestneighbor`.
- **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 `geometry float`. Standard deviation over a moving window of size 4.
- **ST\_Sum4ma** - 2.0.0 `geometry float`. Sum over a moving window of size 4.
- **ST\_SummaryStats** - 2.0.0 `geometry float`. Returns summary statistics consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. Band 1 is assumed if no band is specified.
- **ST\_Transform** - 2.0.0 `geometry integer integer`. GDAL 1.6.1 `nearestneighbor`. NearestNeighbor, Bilinear, Cubic, CubicSpline, Lanczos `nearestneighbor`.
- **ST\_UnaryUnion** - 2.0.0 `geometry geometry`. Computes the union of the components of a single geometry.
- **ST\_Union** - 2.0.0 `geometry geometry`. Union of two geometries.
- **ST\_ValueCount** - 2.0.0 `geometry integer integer`. Returns value counts for each pixel in a raster. If a pixel has a value of 1, it is counted as 1. If a pixel has a value of 0, it is counted as 0. If a pixel has a value of NODATA, it is counted as 0.
- **TopoElementArray\_Agg** - 2.0.0 `text text`. Returns a topology element array for a set of element\_id, type arrays (topoelements).
- **TopoGeo\_AddLineString** - 2.0.0 `text text float`. Adds a linestring to an existing topology using a tolerance and possibly splitting existing edges/faces.
- **TopoGeo\_AddPoint** - 2.0.0 `text text float`. Adds a point to an existing topology using a tolerance and possibly splitting existing edges/faces (split).
- **TopoGeo\_AddPolygon** - 2.0.0 `text text float`. Adds a polygon to an existing topology using a tolerance and possibly splitting existing edges/faces. Returns face identifiers.
- **TopologySummary** - 2.0.0 `text text`. Takes a topology name and provides summary totals of types of objects in topology.
- **Topology\_Load\_Tiger** - 2.0.0 `text text`. PostGIS Tiger Topology Load.
- **toTopoGeom** - 2.0 `geometry geometry`. Converts a simple Geometry into a topo geometry.
- **~** - 2.0.0 `boolean boolean`. A ~ B returns TRUE if A is equal to B.

- **~ =** - 2.0.0 新增。A 与 B 是否相等。TRUE 表示相等。

#### Functions enhanced in PostGIS 2.0

- **&&** - 新增：2.0.0 新增 (polyhedral surface) 是否相等。A 与 B 是否相等。TRUE 表示相等。
- **AddGeometryColumn** - 新增：2.0.0 新增。use\_typmod 是否启用。是否启用 typmod 是否启用。
- **Box2D** - 新增：2.0.0 新增，返回 TIN 的 2D 边界框。Returns a BOX2D representing the 2D extent of a geometry.
- **Box3D** - 新增：2.0.0 新增，返回 TIN 的 3D 边界框。Returns a BOX3D representing the 3D extent of a geometry.
- **CreateTopology** - 增强：2.0 增加了接受 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 数据，返回地址。max\_results 限制结果数量。默认 (未指定) 使用 NAD83 坐标系。返回结果限制在 10 个。restrict\_region(列名 NULL) 限制结果。
- **GeometryType** - 新增：2.0.0 新增，返回 TIN 的几何类型。ST\_Geometry 是否启用。
- **Populate Geometry Columns** - 新增：2.0.0 新增。确保 geometry 列具有适当的类型修饰符或空间约束。
- **ST\_3DExtent** - 新增：2.0.0 新增，返回 TIN 的 3D 边界框。Aggregate function that returns the 3D bounding box of geometries.
- **ST\_Affine** - 新增：2.0.0 新增，返回 TIN 的 3D 仿射变换。Apply a 3D affine transformation to a geometry.
- **ST\_Area** - 新增：2.0.0 新增 2 个 (polyhedral surface) 是否相等。是否相等。
- **ST\_AsBinary** - 新增：2.0.0 新增，返回 TIN 的 OGC/ISO Well-Known Binary (WKB) 表示。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，返回 TIN 的 Extended Well-Known Binary (EWKB) 表示。Return the Extended Well-Known Binary (EWKB) representation of the geometry with SRID meta data.
- **ST\_AsEWKT** - 新增：2.0.0 新增，返回 TIN 的 WKT(Well-Known Text) 表示。Return WKT(Well-Known Text) representation of the geometry with SRID meta data.
- **ST\_AsGML** - 新增：2.0.0 新增。Return the GML 3 表示。GML 3 表示 TIN 的 GML 3 表示。Return the GML 2 表示 GML 3 表示。

- **ST\_AsKML** - 函数: 2.0.0 将几何体转换为 KML 格式。支持 GML 2 和 GML 3 格式。
- **ST\_Azimuth** - 函数: 2.0.0 计算两个点之间的方位角。返回 0 到 360 度的值。
- **ST\_Dimension** - 函数: 2.0.0 返回几何体的维度 (polyhedral surface) 或 TIN 的维度。返回 0 到 3 的整数。
- **ST\_Dump** - 函数: 2.0.0 将几何体分解为点、线、面。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 rows for the points of a geometry.
- **ST\_Expand** - 函数: 2.0.0 将几何体的边界框扩展指定的距离。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 "2D" 字符串。
- **ST\_Force3D** - 函数: 2.0.0 将几何体强制转换为 3D (polyhedral surface) 格式。返回 XYZ 字符串。
- **ST\_Force3DZ** - 函数: 2.0.0 将几何体强制转换为 3D (polyhedral surface) 格式。返回 XYZ 字符串。
- **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。
- **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) 字符串 (Right-Hand Rule)。
- **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 SRID 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 从 EWKB (Extended Well-Known Binary) 格式创建几何体 (polyhedral surface) 或 TIN 格式。EWKB(Extended Well-Known Binary) 格式转换为 ST\_Geometry 格式。
- **ST\_GeomFromEWKT** - 函数: 2.0.0 从 EWKT (Extended Well-Known Text) 格式创建几何体 (polyhedral surface) 或 TIN 格式。EWKT(Extended Well-Known Text) 格式转换为 ST\_Geometry 格式。
- **ST\_GeomFromGML** - 函数: 2.0.0 从 GML 格式创建几何体 (polyhedral surface) 或 TIN 格式。GML 格式转换为 PostGIS 格式。
- **ST\_GeomFromGML** - 函数: 2.0.0 从 GML 格式创建几何体 (polyhedral surface) 或 SRID 格式。GML 格式转换为 PostGIS 格式。
- **ST\_GeometryN** - 函数: 2.0.0 返回几何体的第 N 个分量。Returns a geometry from a set of geometry\_dump rows.
- **ST\_GeometryType** - 函数: 2.0.0 返回几何体的类型 (polyhedral surface) 或 TIN 格式。ST\_Geometry 格式。
- **ST\_IsClosed** - 函数: 2.0.0 检查几何体是否是闭合的 (polyhedral surface) 格式。LINESTRING 格式。返回 TRUE 或 FALSE。返回 TRUE 的字符串。

- **ST\_MakeEnvelope** - 更新: 2.0 新增 SRID 参数 (envelope) 参数。 新增 SRID 参数 SRS 参数。
- **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 新增 (polyhedral surface) 参数。 新增 (面) 参数。
- **ST\_NumGeometries** - 更新: 2.0.0 新增, 新增 TIN 参数。 新增 参数。
- **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 新增, 新增 TIN 参数。 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 新增, 新增 TIN 参数。 Rotates a geometry about the X axis.
- **ST\_RotateY** - 更新: 2.0.0 新增, 新增 TIN 参数。 Rotates a geometry about the Y axis.
- **ST\_RotateZ** - 更新: 2.0.0 新增, 新增 TIN 参数。 Rotates a geometry about the Z axis.
- **ST\_Scale** - 更新: 2.0.0 新增, 新增 TIN 参数。 Scales a geometry by given factors.
- **ST\_ShiftLongitude** - 更新: 2.0.0 新增 (polyhedral surface) 参数。 Shifts the longitude coordinates of a geometry between -180..180 and 0..360.
- **ST\_Summary** - 更新: 2.0.0 新增。 新增。
- **ST\_Transform** - 更新: 2.0.0 新增 (polyhedral surface) 参数。 Return a new geometry with coordinates transformed to a different spatial reference system.
- **ST\_Value** - 更新: 2.0.0 新增 exclude\_nodata\_value 参数。 新增 columnx, rowy 参数, 新增 参数。 新增 1 参数, 新增 1 参数。 exclude\_nodata\_value 参数, nodata 参数。 exclude\_nodata\_value 参数, 新增 参数。
- **ValidateTopology** - 更新: 2.0.0 新增。 新增。 Returns a set of validate\_topology\_returntype objects detailing issues with topology.

### Functions changed in PostGIS 2.0

- **AddGeometryColumn** - 更新: 2.0.0 新增 geometry\_columns 参数。 新增 geometry\_columns 参数。 新增 参数, 新增 PostgreSQL 参数。 新增 WGS84 POINT 参数。 ALTER TABLE some\_table ADD COLUMN geom geometry(Point,4326); 新增。



- AddGeometryColumn** - `geometry_columns`: 2.0.0 `use_typmod`. `use_typmod` `geometry_columns`, `use_typmod` `geometry_columns`.
- AddGeometryColumn** - `geometry_columns`: 2.0.0 `use_typmod`. `use_typmod` `geometry_columns`, `use_typmod` `geometry_columns`.
- Box3D** - `BOX3D`: 2.0.0 `BOX3D` `BOX2D` `BOX3D`. `BOX2D` `BOX3D`, 2.0.0 `BOX3D` `BOX3D`. `BOX3D` `BOX3D`.
- DropGeometryColumn** - `geometry_columns`: 2.0.0 `ALTER TABLE` `geometry_columns`.
- DropGeometryTable** - `geometry_columns`: 2.0.0 `DROP TABLE` `geometry_columns`.
- Populate Geometry Columns** - `geometry_columns`: 2.0.0 `Ensures geometry columns are defined with type modifiers or have appropriate spatial constraints.`
- ST\_3DExtent** - Changed: 2.0.0 In prior versions this used to be called ST\_Extent3D Aggregate function that returns the 3D bounding box of geometries.
- ST\_3DLength** - `ST_Length3D`: 2.0.0 `ST_Length3D`.
- ST\_3DMakeBox** - Changed: 2.0.0 In prior versions this used to be called ST\_MakeBox3D Creates a BOX3D defined by two 3D point geometries.
- ST\_3DPerimeter** - `ST_Perimeter3D`: 2.0.0 `ST_Perimeter3D`.
- ST\_AsBinary** - `ST_AsBinary('POINT(1 2)')`: 2.0.0 `n st_asbinary(unknown)` is not unique error. `ST_AsBinary('POINT(1 2)::geometry');`. `legacy.sql`. Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- ST\_AsGML** - `(named arg)`: 2.0.0 `GML 2` `GML 3`.
- ST\_AsGeoJSON** - `(default arg)` `(named arg)`: 2.0.0 Return a geometry or feature in GeoJSON format.
- ST\_AsSVG** - `(default arg)` `(named arg)`: 2.0.0 Returns SVG path data for a geometry.
- ST\_EndPoint** - `PostGIS`: 2.0.0 `NULL` `ST_LineString` `ST_CircularString`.
- ST\_GDALDrivers** - `gdal_enabled_drivers`: 2.0.6, 2.1.3 `GUC` `gdal_enabled_drivers`. Returns a list of raster formats supported by PostGIS through GDAL. Only those formats with can write=True can be used by ST AsGDALRaster

- [illegible]

### 13.12.14 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 新增。A 2D 几何与 B 2D 几何是否相等。TRUE 表示相等。
- **PostGIS\_LibXML\_Version** - 1.5 新增。Returns the version number of the libxml2 library.
- **ST\_AddMeasure** - 1.5.0 新增。Interpolates measures along a linear geometry.
- **ST\_AsBinary** - 1.5.0 新增。Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- **ST\_AsGML** - 1.5.0 新增。返回 GML 2 或 GML 3 格式。
- **ST\_AsGeoJSON** - 1.5.0 新增。Return a geometry or feature in GeoJSON format.
- **ST\_AsText** - 1.5.0 新增。返回/输出 WKT(Well-Known Text) 格式。SRID 可选。
- **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 新增。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 新增。Given a geometry collection, returns a multi-geometry containing only elements of a specified type.
- **ST\_Covers** - 1.5.0 新增。Tests if every point of B lies in A
- **ST\_DFullyWithin** - 1.5.0 新增。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 新增。Returns the shortest distance between two geometries in 2D or 3D (longest) distance.
- **ST\_DistanceSphere** - 1.5 新增。Returns the shortest distance between two geometries in 2D or 3D (longest) distance. PostGIS 1.5 新增。
- **ST\_DistanceSpheroid** - 1.5 新增。Returns the shortest distance between two geometries in 2D or 3D (longest) distance. PostGIS 1.5 新增。
- **ST\_DumpPoints** - 1.5.0 新增。Returns the points of a geometry.
- **ST\_Envelope** - 1.5.0 新增。float4 精度 (double precision; float8) 精度。
- **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 新增。LibXML2 1.6 新增。GML 格式。ST\_Geometry 格式。ST\_GeomFromGML 格式。
- **ST\_GeomFromGML** - 1.5 新增。LibXML2 1.6 新增。GML 格式。PostGIS 格式。
- **ST\_GeomFromKML** - Availability: 1.5, requires libxml2 2.6+ 新增。KML 格式。PostGIS 格式。

- **ST\_HausdorffDistance** - 1.5.0 更新内容。返回两个几何体之间的 Hausdorff 距离。返回最短距离 (shortest) 的几何体。
- **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 更新内容。返回几何体的长度。
- **ST\_LongestLine** - 1.5.0 更新内容。返回两个几何体之间的最长距离 (longest) 的几何体。
- **ST\_MakeEnvelope** - 1.5 更新内容。返回指定 SRID 和 SRS 的几何体。
- **ST\_MaxDistance** - 1.5.0 更新内容。返回两个几何体之间的最大距离。
- **ST\_ShortestLine** - 1.5.0 更新内容。返回两个几何体之间的最短距离。
- **~=** - 1.5.0 更新内容。A 是否等于 B 返回 TRUE 或 FALSE。

### 13.12.15 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 更新内容。Ensures geometry columns are defined with type modifiers or have appropriate spatial constraints.
- **ST\_Collect** - 1.4.0 更新内容。返回 ST\_MakeLine 返回的 GeometryCollection 或 Multi\* geometry 从一组几何体。
- **ST\_ContainsProperly** - 1.4.0 更新内容。Tests if every point of B lies in the interior of A
- **ST\_GeoHash** - 1.4.0 更新内容。返回 GeoHash 值。
- **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 更新内容。Returns the portions of a geometry that lie in an elevation (Z) range.
- **ST\_MakeLine** - 1.4.0 更新内容。返回 ST\_MakeLine 返回的 GeometryCollection 或 Multi\* geometry 从一组几何体。
- **ST\_MinimumBoundingCircle** - 1.4.0 更新内容。Returns the smallest circle polygon that contains a geometry.
- **ST\_Union** - Availability: 1.4.0 - ST\_Union was enhanced. ST\_Union(geomarray) was introduced and also faster aggregate collection in PostgreSQL. Computes a geometry representing the point-set union of the input geometries.

### 13.12.16 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 新增函数。将 GML 2 或 GML 3 格式转换为文本。
  - **ST\_AsGeoJSON** - 1.3.4 新增函数。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 新增函数。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 3.6.3

2026/04/14

#### A.1.1 Fixes

[6055](#), Remove rare extension priv escalation case. Reported by Sven Klemm (Tiger Data), Allistair Ishmael Hakim (allistair.sh) and Daniel Bakker

[GH-850](#), Use quote\_identifier to build tables in pgis\_tablefromflatgeobuf (Ariel Mashraki)

[6058](#), Use Pg composite\_to\_json() function in 19+ (Paul Ramsey)

[6060](#), fully qualify calls to helper functions (Paul Ramsey)

[6026](#), KNN failure in rare IEEE double rounding case (Paul Ramsey)

[6061](#), WKT parser produces incorrect error locations (Paul Ramsey)

[6069](#), Build warnings / CI failures on K&R style, fallthroughs (Paul Ramsey)

### A.2 PostGIS 3.6.2

2026/02/09

If you are upgrading postgis\_topology and have topogeometry columns, make sure to run after the upgrade to fix topogeometry corruption: `SELECT topology.FixCorruptTopoGeometryColumn(schema_name, table_name, feature_column) FROM topology.layer`

#### A.2.1 Fixes

[6023](#), Fix robustness issue in ptdarray\_contains\_point (Sandro Santilli)

[6027](#), Fix RemoveUnusedPrimitives without topology in search\_path (Sandro Santilli)

[6019](#), make clean does not remove cunit generated files (Bas Couwenberg)

[6020](#), schema qualify call in ST\_MPointFromText (Paul Ramsey)

[6028](#), crash indexing malformed empty polygon (Paul Ramsey)

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[GH-841](#), small memory leak in address\_standardizer (Maxim Korotkov)

[5853](#), Issue with topology and tiger geocoder upgrade scripts (Regina Obe, Spencer Bryson)

[6032](#), Fix postgis\_tiger\_geocoder upgrade for PostgreSQL < 16 (Regina Obe)

## A.3 PostGIS 3.6.1

2025/11/13

If you are upgrading postgis\_topology and have topogeometry columns, make sure to run after the upgrade to fix topogeometry corruption: `SELECT topology.FixCorruptTopoGeometryColumn(schema_name, table_name, feature_column) FROM topology.layer`

### A.3.1 Fixes

[#5978](#), geometry\_columns needs to still parse table constraints (Paul Ramsey)

[#5987](#), ST\_GeometryN fails for non-collections (Paul Ramsey)

[#5991](#), CircularString distance error (Paul Ramsey)

[#5994](#), Null pointer in ST\_AsGeoJsonRow (Alexander Kukushkin)

[#5998](#), ST\_Distance error on CurvePolygon (Paul Ramsey)

[#5962](#), Consistent clipping of MULTI/POINT (Paul Ramsey)

[#5998](#), [tiger\_geocoder] [security] CVE-2022-2625, make sure tables requires by extension are owned by extension authored: Andrey Borodin (Yandex), reported by Sergey Bobrov (Kaspersky)

[#5754](#), ST\_ForcePolygonCCW reverses lines (Paul Ramsey)

[#5959](#), [#5984](#), Prevent histogram target overflow when analysing massive tables (Darafei Praliaskouski)

[#6012](#), Remove memory leak from lwcircstring\_from\_lwpointarray (Paul Ramsey)

[#6013](#), [tiger\_geocoder] Load Tiger 2025 data (Regina Obe)

[#5983](#), [topology] topology.FixCorruptTopoGeometryColumn to fix corruption caused by 3.6.0 upgrade (Regina Obe, Francois Bonzon)

## A.4 PostGIS 3.6.0

2025/09/01

This version requires PostgreSQL 12-18beta3, GEOS 3.8 or higher, and Proj 6.1+. To take advantage of all features, GEOS 3.14+ is needed. To take advantage of all SFCGAL features, SFCGAL 2.2+ is needed.

Many thanks to our translation teams, in particular:

Teramoto Ikuhiro (Japanese Team)

Daniel Nylander (Swedish Team)

Dapeng Wang, Zuo Chenwei from HighGo (Chinese Team)

Denys Kovshun (Ukrainian Team)

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### A.4.1 Breaking Changes

- #5799, make ST\_TileEnvelope clips envelopes to tile plane extent (Paul Ramsey)
- #5829, remove constraint checking from geometry\_columns view (Paul Ramsey)
- #3373, GT-255, [topology] Support for upgrading domains (Ayo Adesugba, U.S. Census Bureau)
- GT-252, ST\_NumGeometries/ST\_GeometryN treat TIN and PolyhedralSurface as unitary geometries, use ST\_NumPatches/ST\_PatchN for patch access (Loïc Bartoletti)
- #3110, GT-242, [topology] Support for bigint (Ayo Adesugba, U.S. Census Bureau)
- #5359, #5897, GT-260 [tiger\_geocoder] Use @extschema:extension@ for PG >= 16 to schema qualify dependent extensions, switch to use typmod for tiger tables (Regina Obe)

### A.4.2 Removed / Deprecate signatures

- #3110, GT-242, [topology] Support for bigint (Ayo Adesugba, U.S. Census Bureau)
- #5498 Drop st\_approxquantile(raster, double precision), wasn't usable as it triggered is not unique error when used (Regina Obe)

### A.4.3 New Features

- GH-803, [sfcgal] ADD CG\_Simplify function (Loïc Bartoletti)
- GH-805, [sfcgal] Add M support for SFCGAL >= 1.5.0 (Loïc Bartoletti)
- GH-801, [sfcgal] ADD CG\_3DAlphaWrapping function (Jean Felder)
- #5894, [topology] TotalTopologySize (Sandro Santilli)
- #5890, [topology] ValidateTopologyPrecision, MakeTopologyPrecise (Sandro Santilli)
- #5861, [topology] Add --drop-topology switch to pgtopo\_import (Sandro Santilli)
- #1247, [raster] ST\_AsRasterAgg (Sandro Santilli)
- #5784, GT-223 Export circ\_tree\_distance\_tree\_internal for mobilitydb use (Maxime Schoemans)
- GT-228 [sfcgal] Add new functions (Scale, Translate, Rotate, Buffer 3D and Straight Skeleton Partition) from SFCGAL 2 (Loïc Bartoletti)
- [raster] New GUC postgis.gdal\_cpl\_debug, enables GDAL debugging messages and routes them into the PostgreSQL logging system. (Paul Ramsey)
- #5841, Change interrupt handling to remove use of pqsignal to support PG 18 (Paul Ramsey)
- Add ST\_CoverageClean to edge match and gap remove polygonal coverages (Paul Ramsey) from GEOS 3.14 (Martin Davis)
- #3110, GT-242 [topology] Support for bigint (Ayo Adesugba, U.S. Census Bureau)
- [raster] Add ST\_ReclassExact to quickly remap values in raster (Paul Ramsey)
- #5971, [tiger] Option to build --without-tiger (Regina Obe)