



GRASS GIS for Anthropologists

9/21/2006

Vector Data

- Discreet geometrical objects which are either points, lines, or polygons
- Vertices are placed by X and Y location for all vector types, and shapes are made by geometry
- For line and polygons, the vertices are joined by lines according to a function
- Attributes are associated with each shape
- Attributes are stored in a database of info (and therefore each object can be multidimensional)
- Easy database editing with Excel/Open Office (most are in .dbf format)

Raster Data

- Continuous data (a matrix of values)
- Each layer has 3.5 dimensions of data
- Multiple layers can be stacked to represent many dimensions of data
- Display of data can be adjusted and tweaked for heuristic analysis
- Raster surfaces can be interpolated from discreet (ie. vector) data
- Can map fuzzy datasets, and so can be used to model all sorts of non-categorical data
- Complex statistics and math can be done *at each pixel* on single layers or as functions of two or more layers

Which is Better?

- It depends on your needs
- Vectors are better for associating many data types with one spatial object (ie. site point) in one file
- Vectors can only be used to represent discrete phenomena
- Raster's are better at representing massive amounts of spatially differing data
- They are also better for doing mathematical operations on that data
- They can represent discrete data, but only in one dimension per layer
- Resolution counts! As do extents!



File Edit View Insert Format Tools Data Window

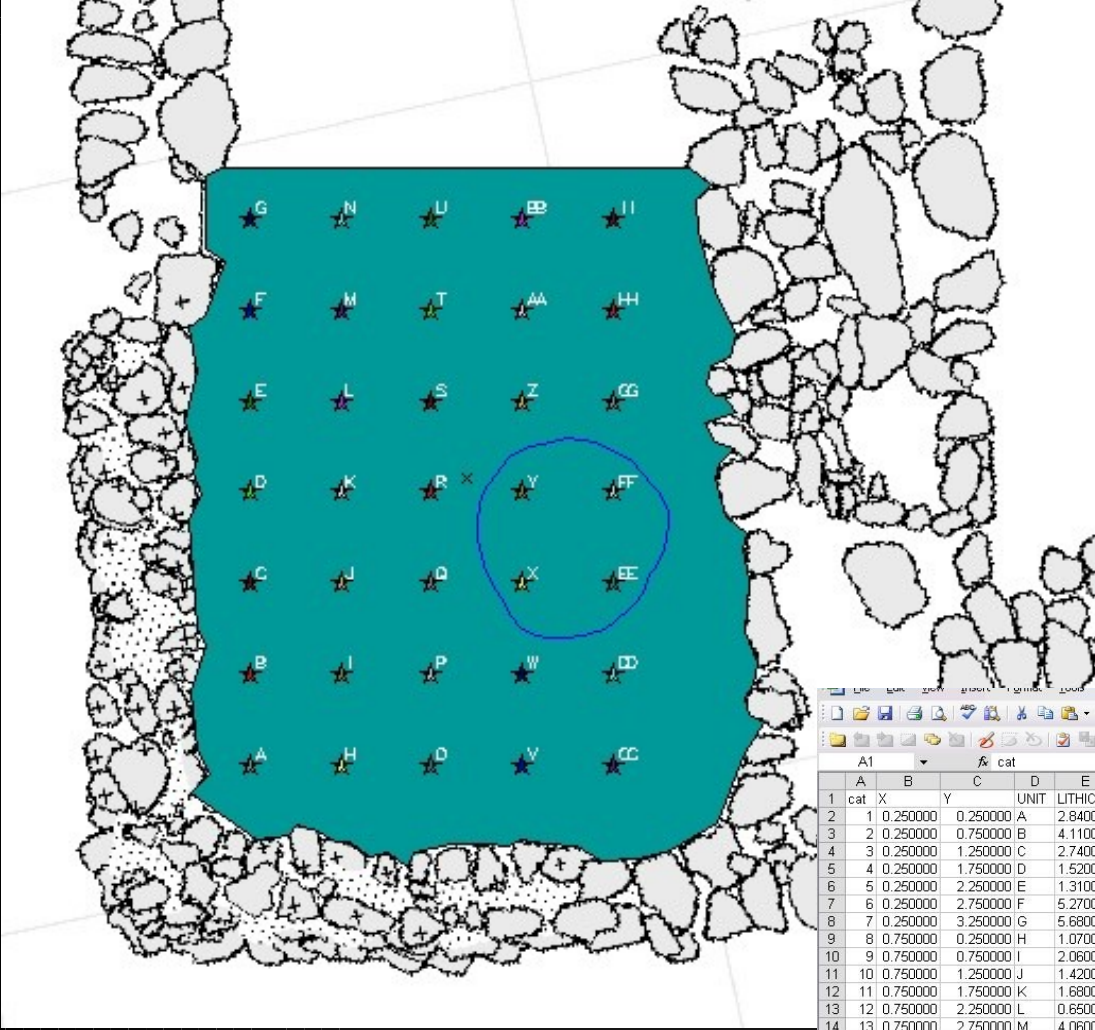
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34		33	1720.000000	

contours20m/

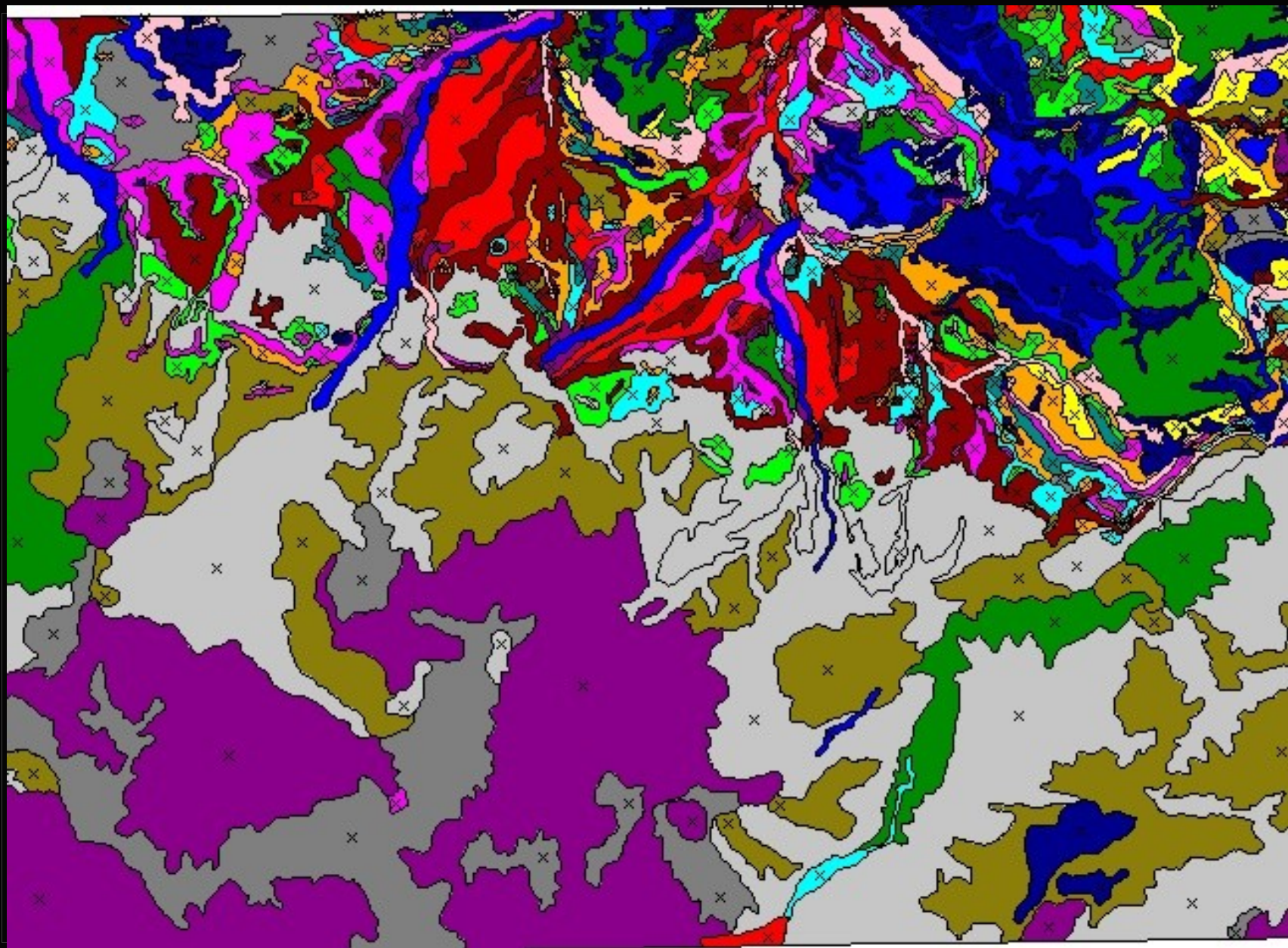
Draw AutoShapes

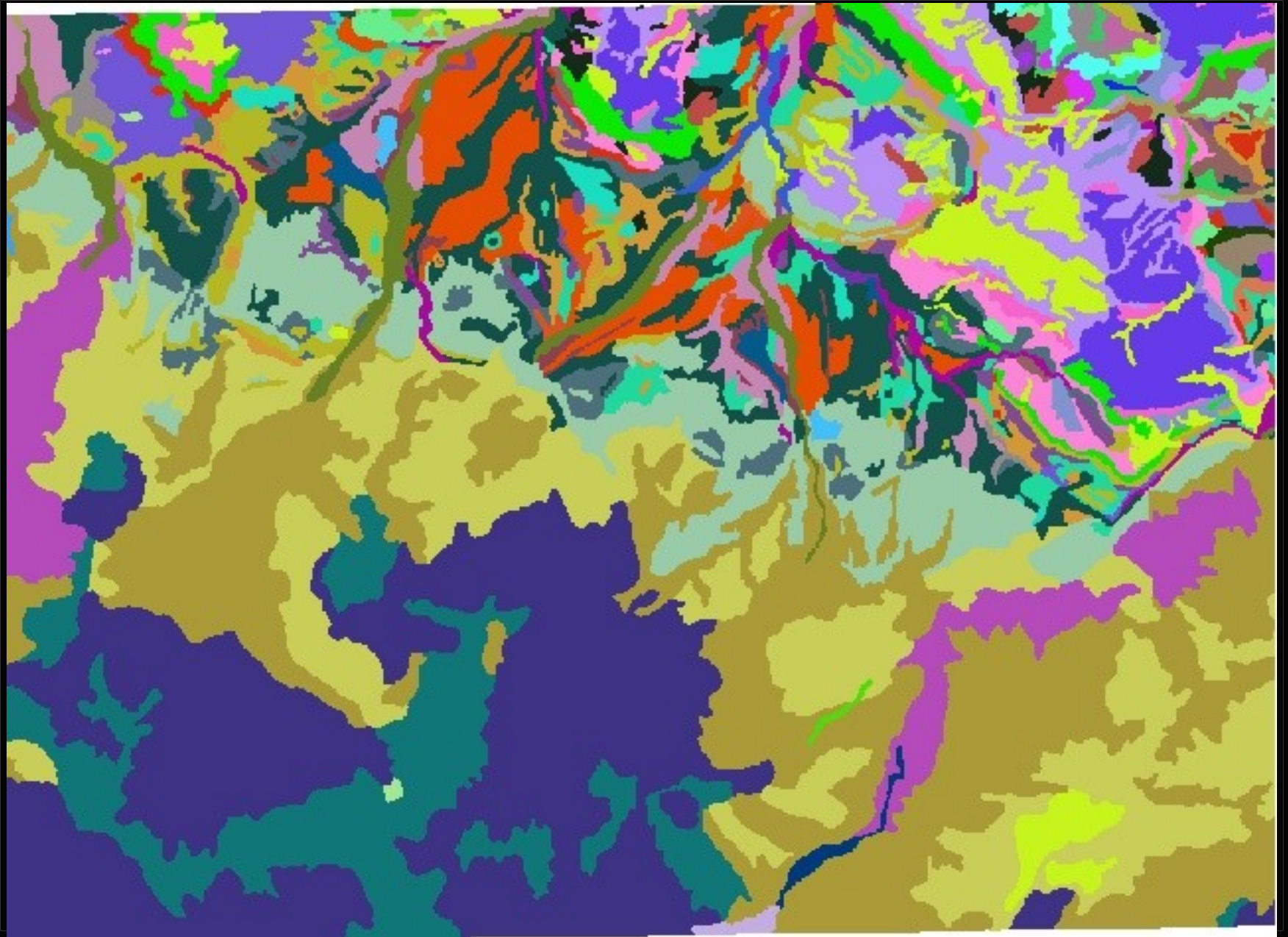
Ready

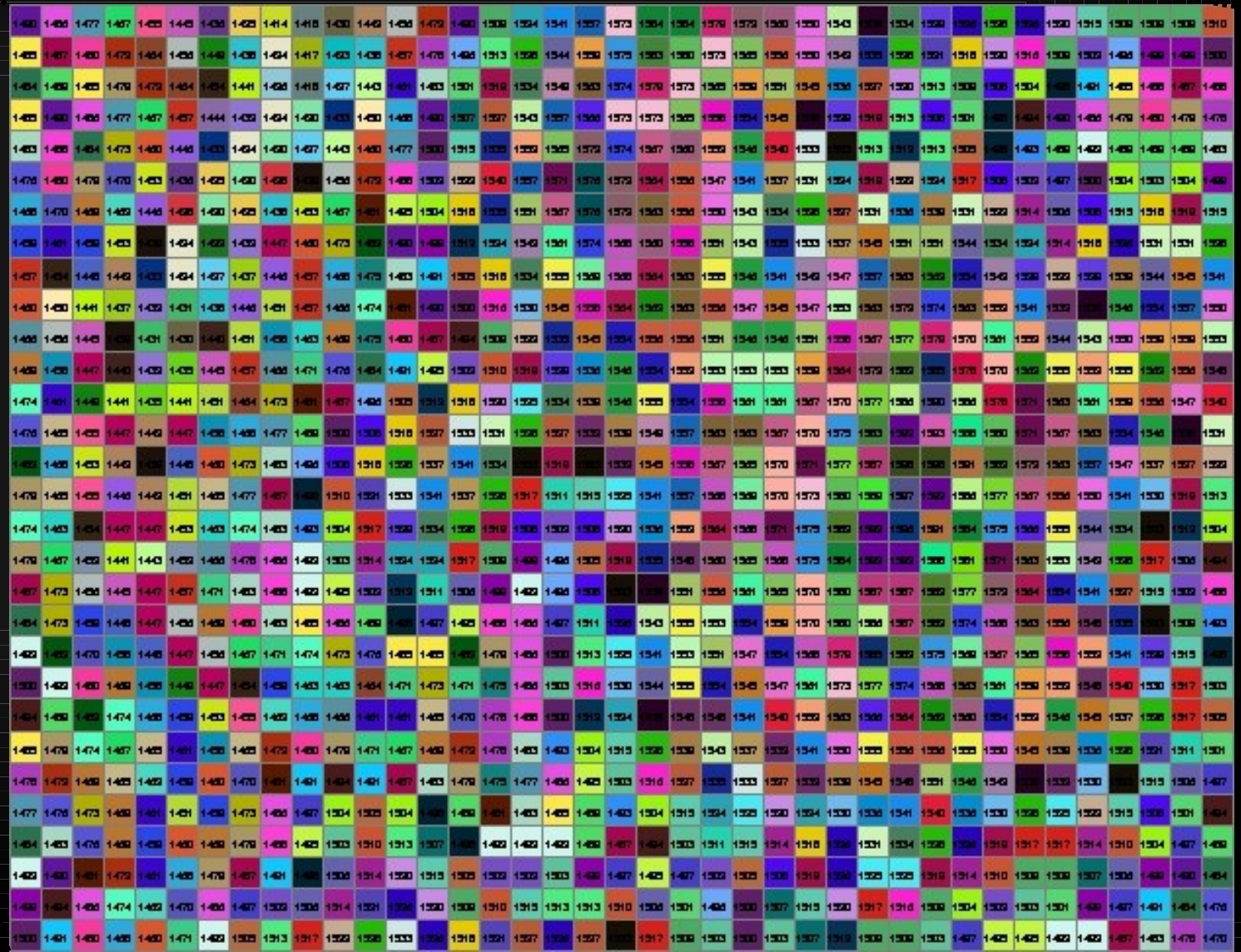
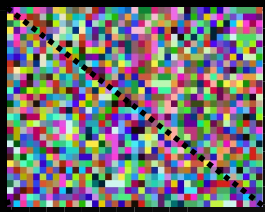


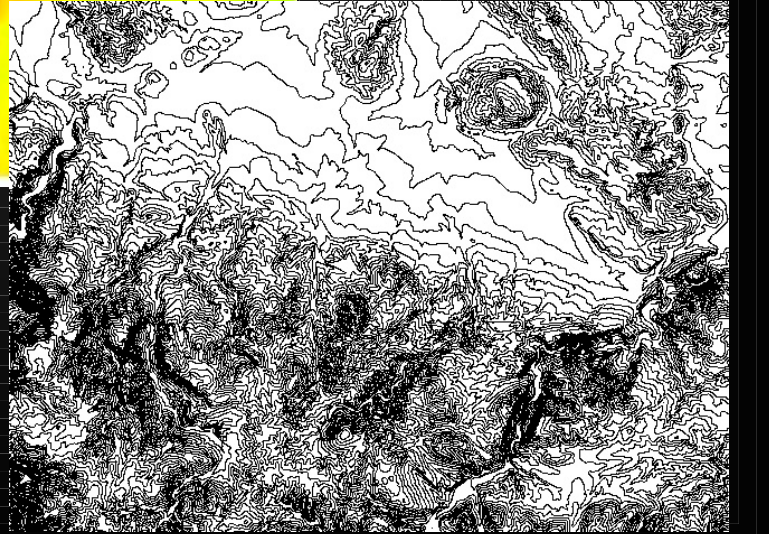
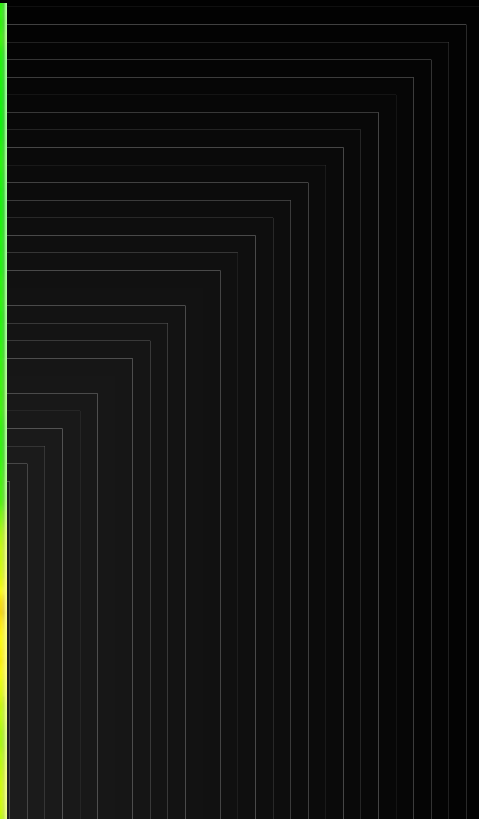
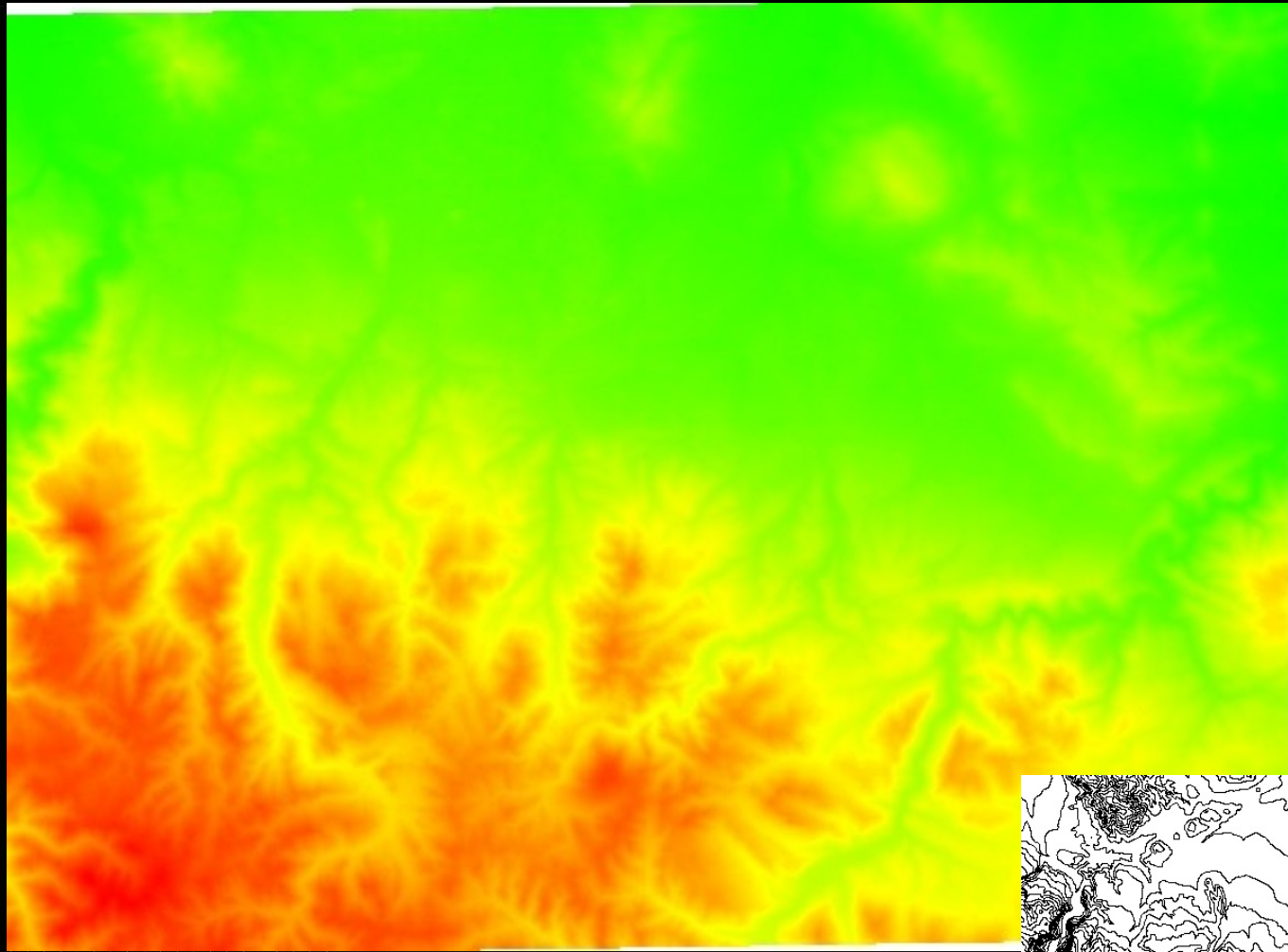
g34_microartifacts_points /

1	A	B	C	D	E	F	G	H	I	J	K	L	M	N	TOTA
cat	X	Y	UNIT	LITHICS	BASALT	POTTERY	BONE	SHELL	CHARCOAL	BOTANICALS	COPROLITES	INSECT PAR	FOSSIL SHE		
2	1	0.250000	0.250000	A	2.840000	0.470000	0.260000	0.280000	0.320000	0.210000	0.010000	0.190000	0.010000	0.670000	0.43
3	2	0.250000	0.750000	B	4.110000	1.210000	0.540000	0.430000	1.870000	0.370000	0.030000	0.160000	0.000000	1.870000	1.18
4	3	0.250000	1.250000	C	2.740000	0.810000	0.490000	0.350000	0.640000	0.320000	0.010000	0.040000	0.010000	0.960000	0.68
5	4	0.250000	1.750000	D	1.520000	0.480000	1.000000	0.150000	0.800000	0.140000	0.050000	0.130000	0.010000	0.770000	0.61
6	5	0.250000	2.250000	E	1.310000	0.490000	0.470000	0.360000	0.910000	0.210000	0.010000	0.090000	0.000000	1.400000	0.80
7	6	0.250000	2.750000	F	5.270000	0.890000	0.320000	0.240000	1.670000	0.380000	0.000000	0.000000	0.000000	1.480000	1.01
8	7	0.250000	3.250000	G	5.680000	0.840000	0.320000	0.090000	0.910000	0.200000	0.000000	0.020000	0.000000	0.720000	0.88
9	8	0.750000	0.250000	H	1.070000	0.650000	0.490000	0.130000	0.290000	0.310000	0.100000	0.510000	0.000000	0.170000	0.39
10	9	0.750000	0.750000	I	2.060000	0.670000	0.910000	0.310000	0.790000	0.370000	0.030000	0.880000	0.000000	0.770000	0.80
11	10	0.750000	1.250000	J	1.420000	0.770000	0.430000	0.330000	0.770000	0.390000	0.040000	0.100000	0.000000	0.540000	0.49
12	11	0.750000	1.750000	K	1.680000	0.750000	0.430000	0.360000	1.130000	0.470000	0.000000	0.150000	0.000000	1.130000	0.63
13	12	0.750000	2.250000	L	0.650000	0.530000	0.500000	0.170000	0.970000	0.270000	0.020000	0.330000	0.000000	1.120000	0.48
14	13	0.750000	2.750000	M	4.060000	0.860000	0.410000	0.270000	1.150000	0.290000	0.000000	0.170000	0.000000	0.680000	0.78
15	14	0.750000	3.250000	N	5.000000	1.000000	1.480000	0.670000	1.100000	0.710000	0.000000	0.140000	0.000000	1.050000	1.11
16	15	1.250000	0.250000	O	0.290000	0.170000	0.100000	0.190000	0.170000	0.210000	0.100000	0.250000	0.000000	0.210000	0.25
17	16	1.250000	0.750000	P	0.710000	0.630000	0.580000	0.310000	0.380000	0.520000	0.000000	0.080000	0.000000	0.830000	0.40
18	17	1.250000	1.250000	Q	1.900000	0.880000	0.480000	0.520000	0.850000	0.600000	0.000000	0.270000	0.020000	0.790000	0.64
19	18	1.250000	1.750000	R	1.420000	0.930000	0.470000	0.620000	1.280000	0.620000	0.030000	0.030000	0.000000	1.080000	0.65
20	19	1.250000	2.250000	S	1.930000	0.720000	0.820000	0.320000	1.090000	0.700000	0.000000	0.000000	0.000000	1.040000	0.70
21	20	1.250000	2.750000	T	2.260000	0.620000	0.100000	0.130000	0.310000	0.310000	0.000000	0.000000	0.000000	0.560000	0.49
22	21	1.250000	3.250000	U	1.330000	0.840000	1.240000	0.310000	0.780000	0.180000	0.040000	1.430000	0.000000	0.860000	0.76
23	22	1.750000	0.250000	V	0.520000	0.190000	0.730000	0.080000	0.230000	0.170000	0.040000	0.230000	0.000000	0.100000	0.27
24	23	1.750000	0.750000	W	0.830000	0.670000	0.900000	0.210000	0.710000	0.260000	0.020000	0.380000	0.000000	0.430000	0.55
25	24	1.750000	1.250000	X	0.140000	0.120000	0.360000	0.100000	0.330000	0.210000	0.000000	0.070000	0.000000	0.290000	0.19
26	25	1.750000	1.750000	Y	0.600000	0.950000	0.520000	0.240000	0.500000	0.290000	0.000000	0.000000	0.000000	0.980000	0.42
27	26	1.750000	2.250000	Z	0.380000	0.290000	0.250000	0.060000	0.230000	0.250000	0.000000	0.060000	0.000000	0.190000	0.17
28	27	1.750000	2.750000	AA	1.780000	0.910000	1.290000	0.360000	0.560000	0.600000	0.020000	0.000000	0.000000	1.360000	0.70
29	28	1.750000	3.250000	BB	1.740000	0.330000	0.590000	0.130000	0.330000	0.310000	0.000000	0.000000	0.000000	0.720000	0.42
30	29	2.250000	0.250000	CC	0.780000	0.440000	0.810000	0.470000	0.530000	0.280000	0.000000	0.000000	0.000000	1.060000	0.48
31	30	2.250000	0.750000	DD	1.110000	0.360000	0.530000	0.720000	0.360000	0.170000	0.000000	0.000000	0.030000	0.640000	0.41
32	31	2.250000	1.250000	EE	0.310000	0.050000	0.590000	0.130000	0.000000	0.080000	0.000000	0.000000	0.000000	0.130000	0.13
33	32	2.250000	1.750000	FF	1.000000	0.600000	0.440000	0.290000	0.580000	0.310000	0.000000	0.000000	0.000000	0.620000	0.38









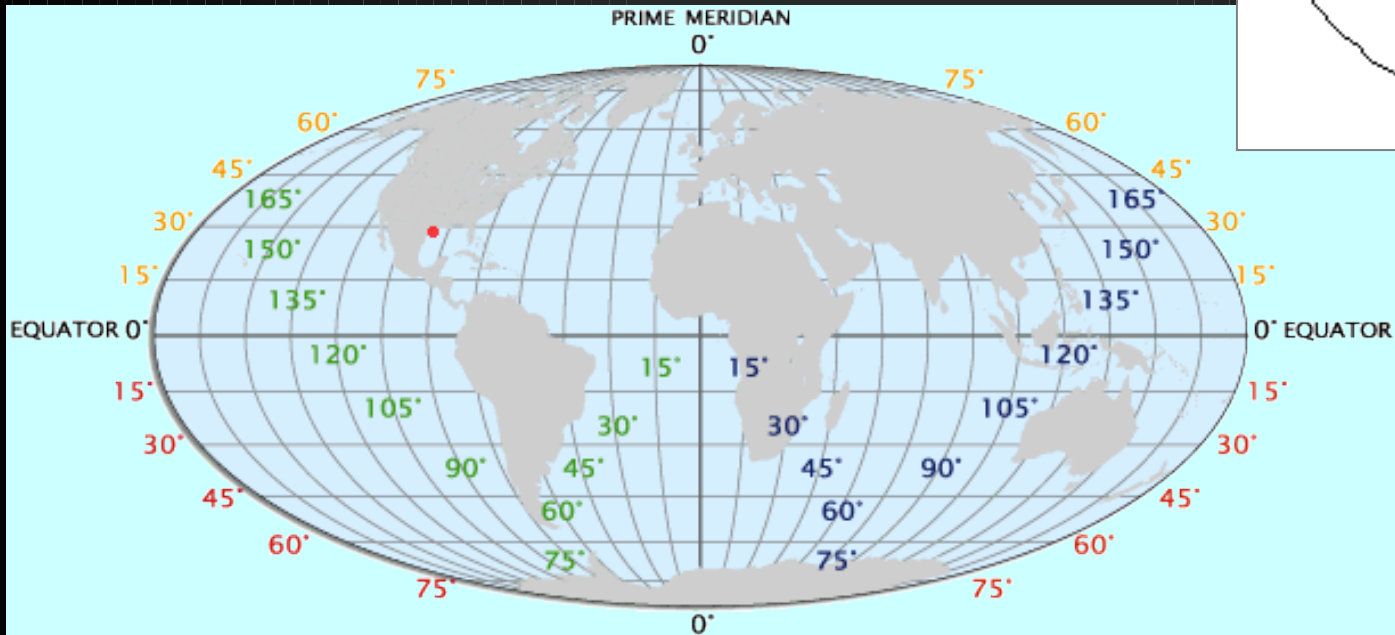
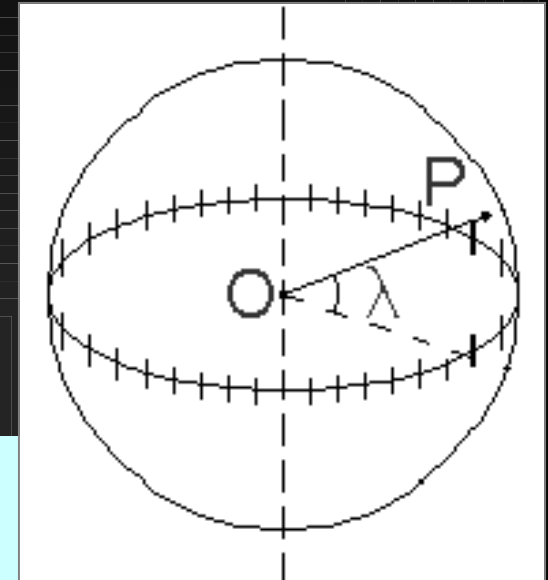
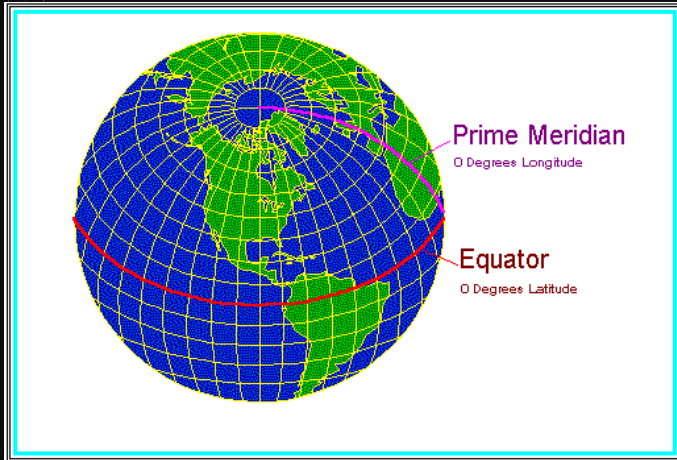
A Quick Note on Projections

- Maps are flat representations of a round world
- Different projections are different ways to mathematically “unbend” curvilinear distances into flat distances
- Projections also have different Datum point from which all measurements are tied back to the Earth
- While you have absolutely no need to know how or why projections work, you should know about two of the major types and what the difference between them are.

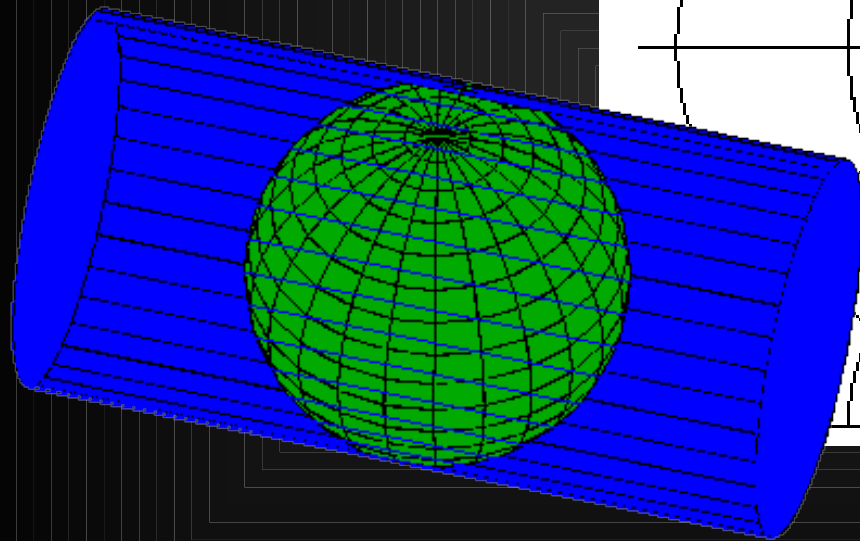
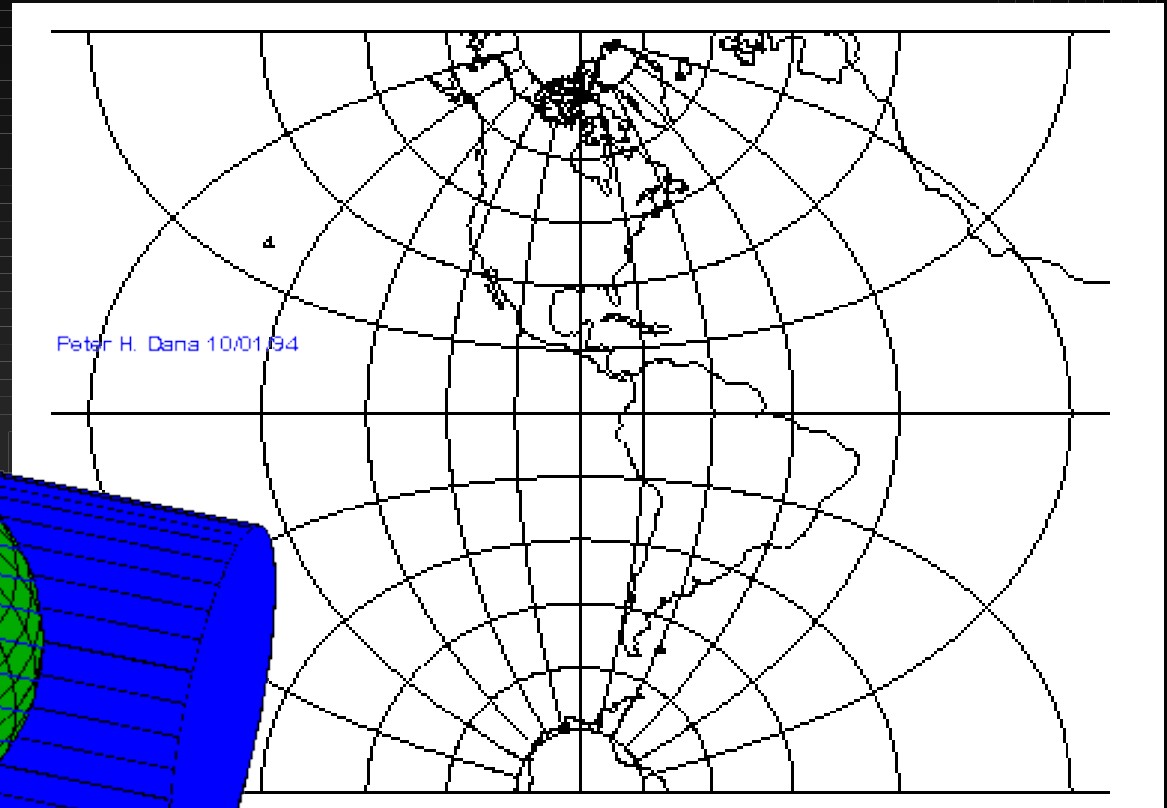
A Quick Note on Projections

- One is the Latitude/Longitude (Lat/Lon) projection, and it works worldwide
- However, all distances in this type of projection are measured as fractions of the Earth's diameter (degrees, minutes, and seconds or decimal degrees)
- The other is the Universal Transverse Mercator (UTM) projection, which is broken up into a series of zones across the world
- It's units are meters, but you must stay within only the correct zone, or your data will become distorted

Lat/Lon Projection

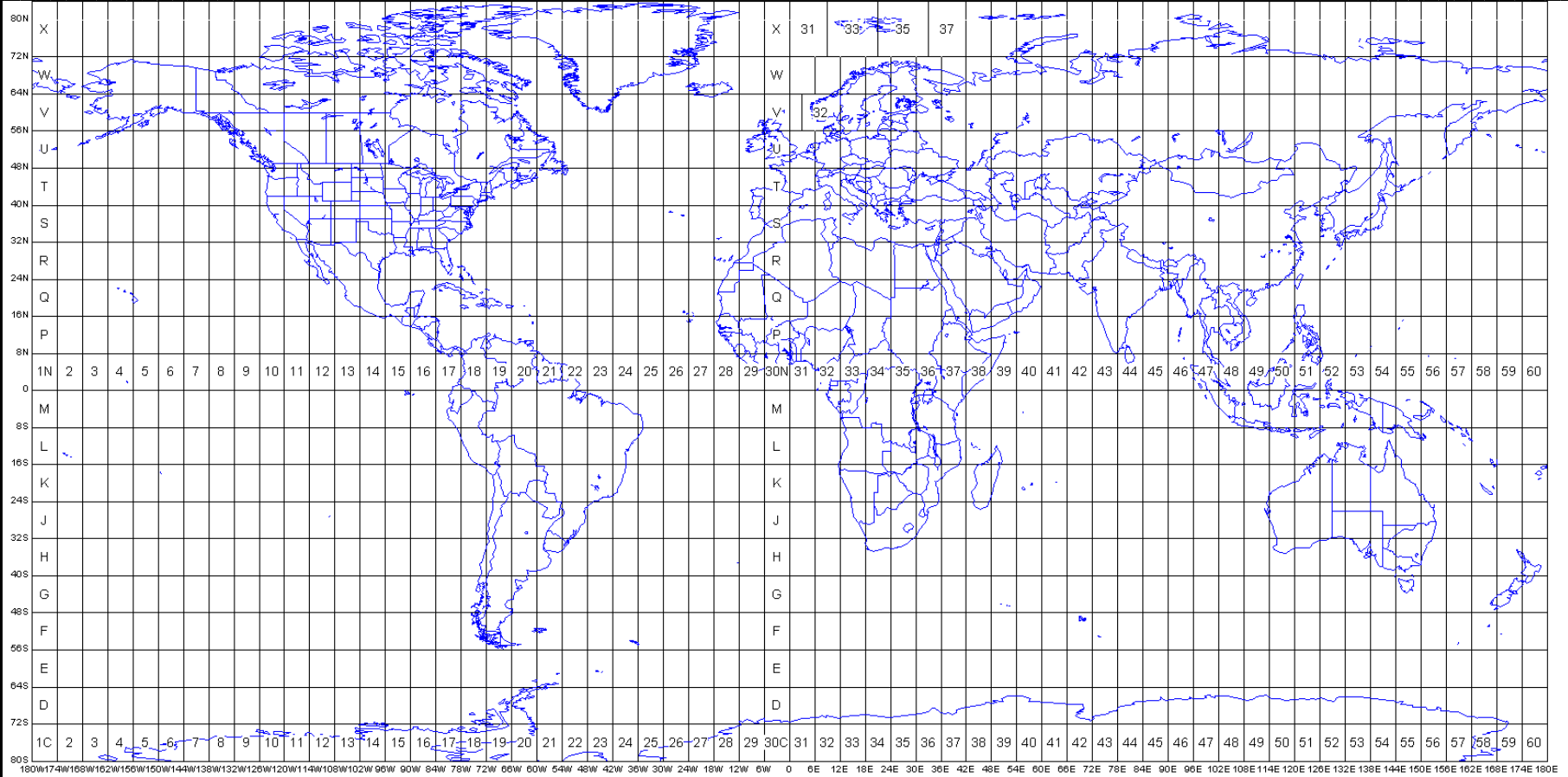


UTM Projection



**Transverse Cylindrical
Projection Surface**

UTM Zones



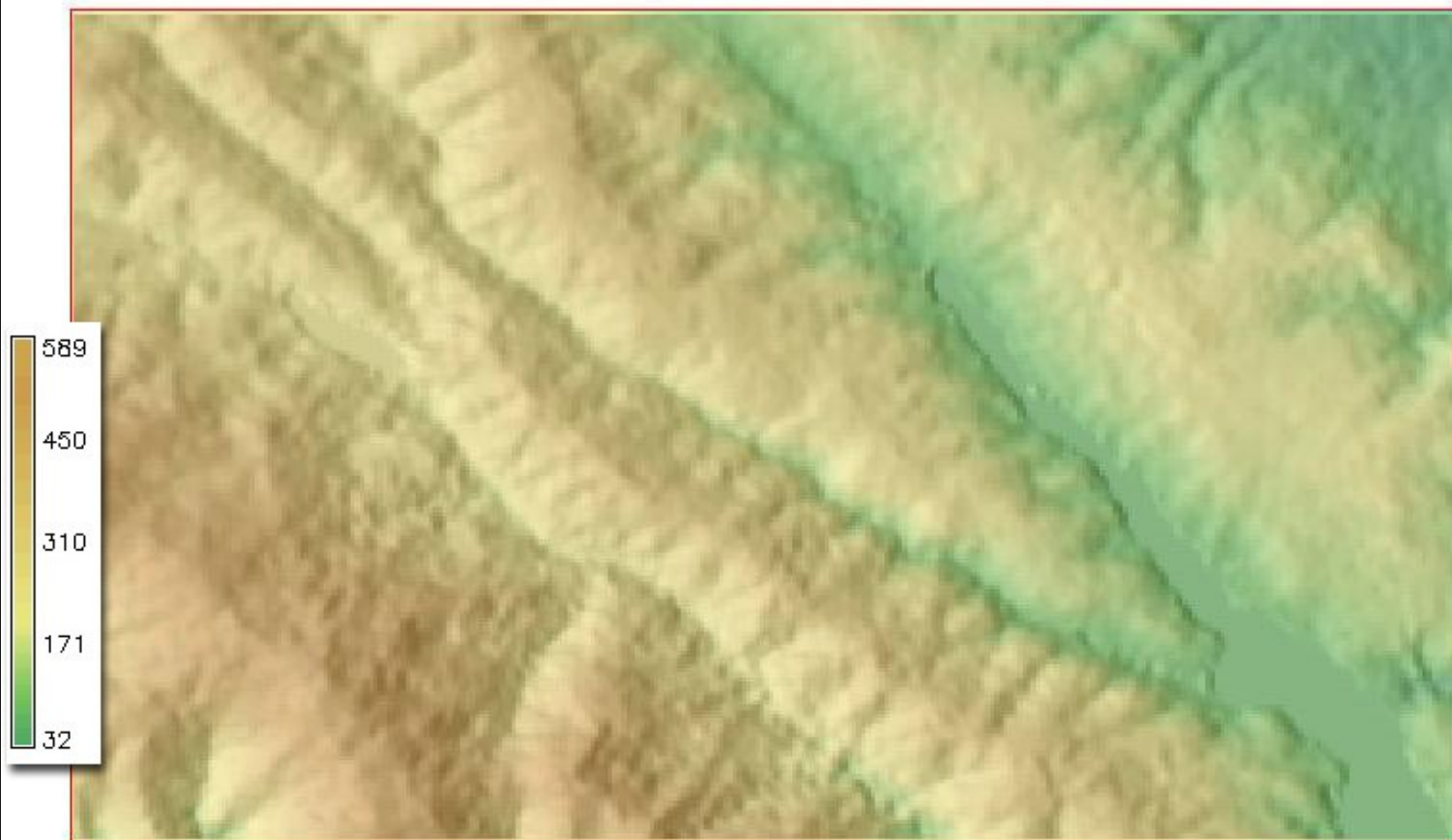
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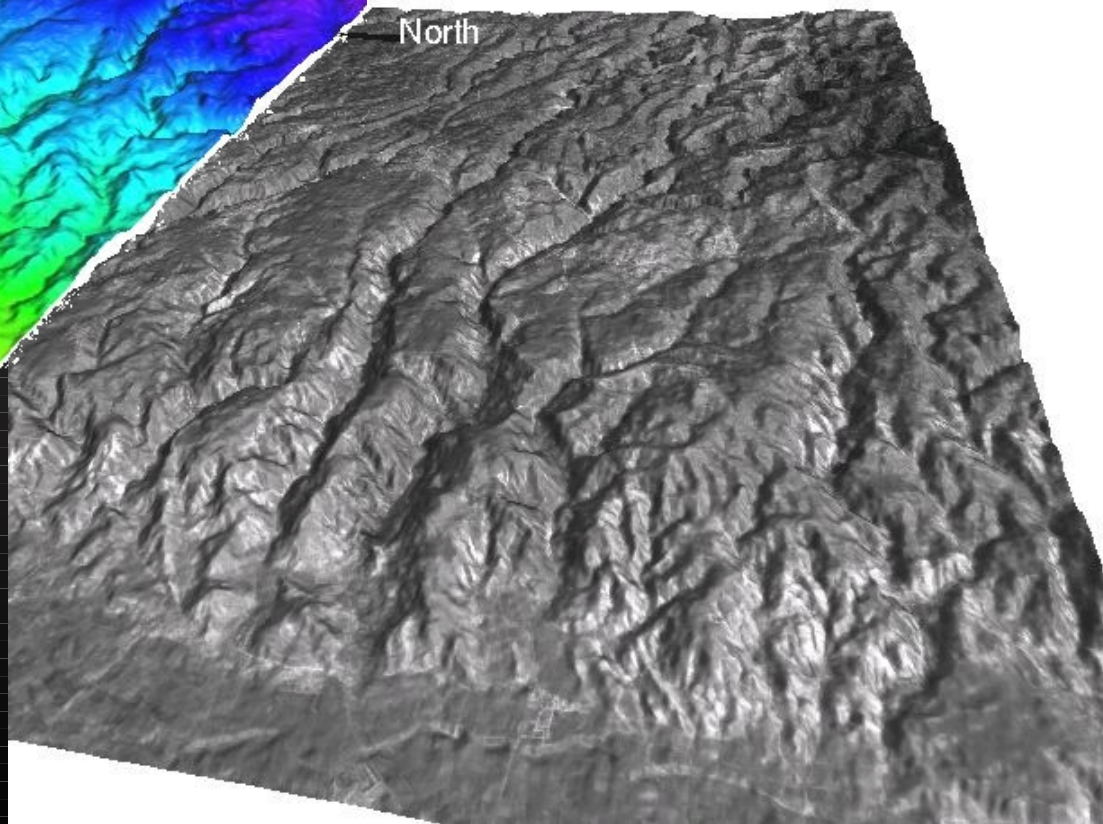
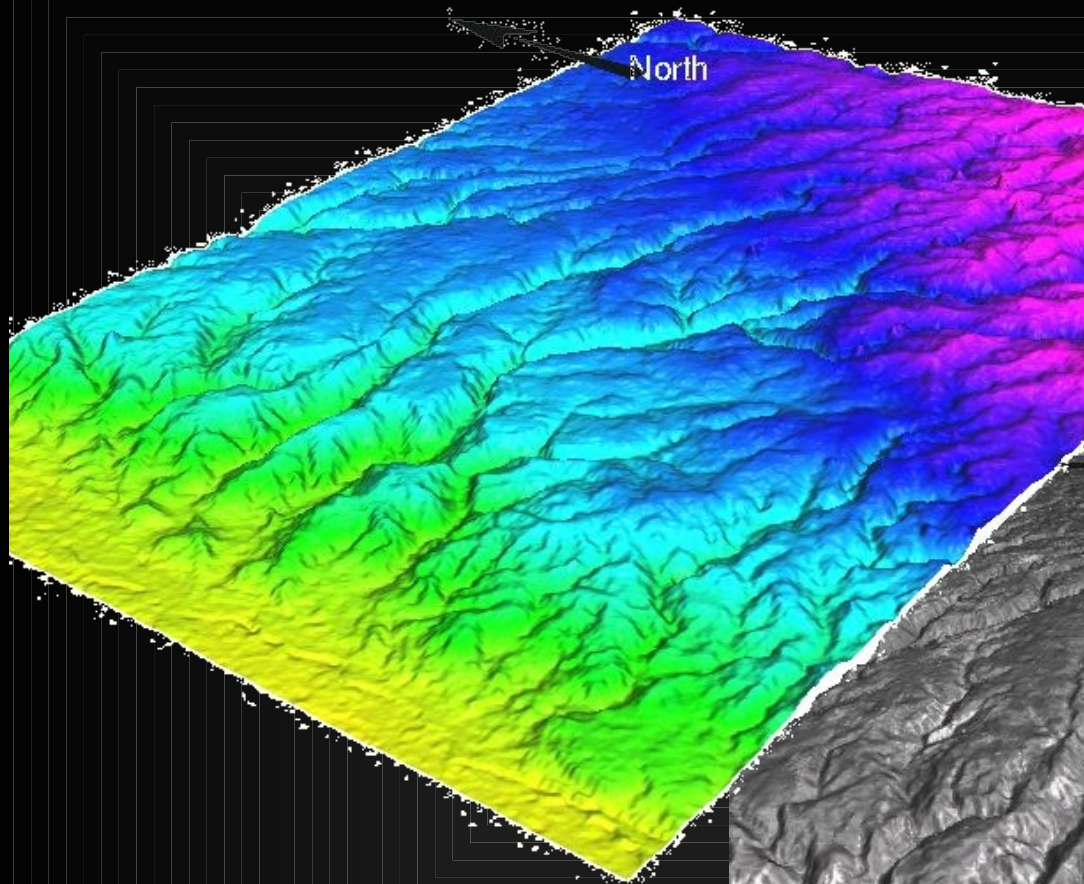


And now... a teaser!



0 0.0137174
degrees





Map of Sherd Density Index Overlaid on Wall Height Contour

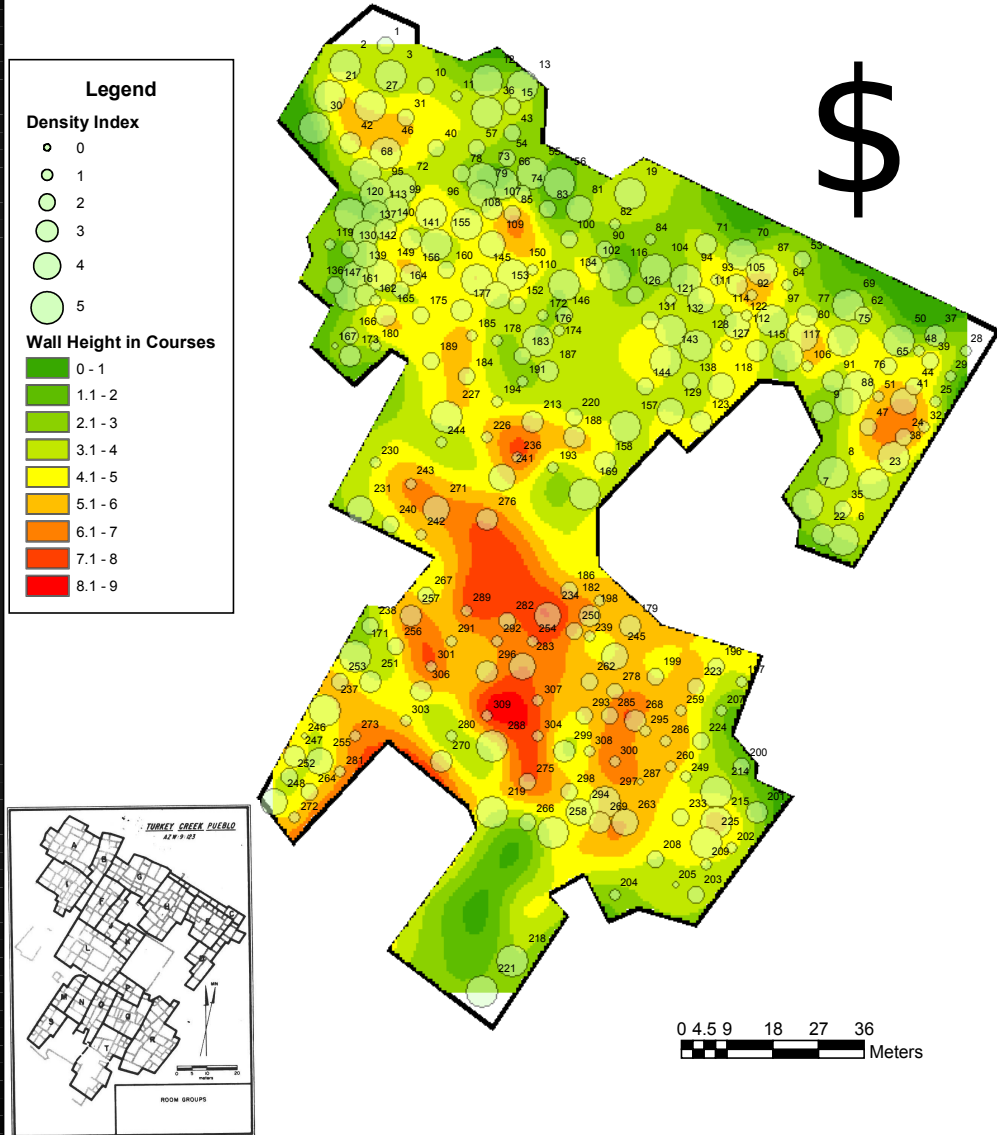
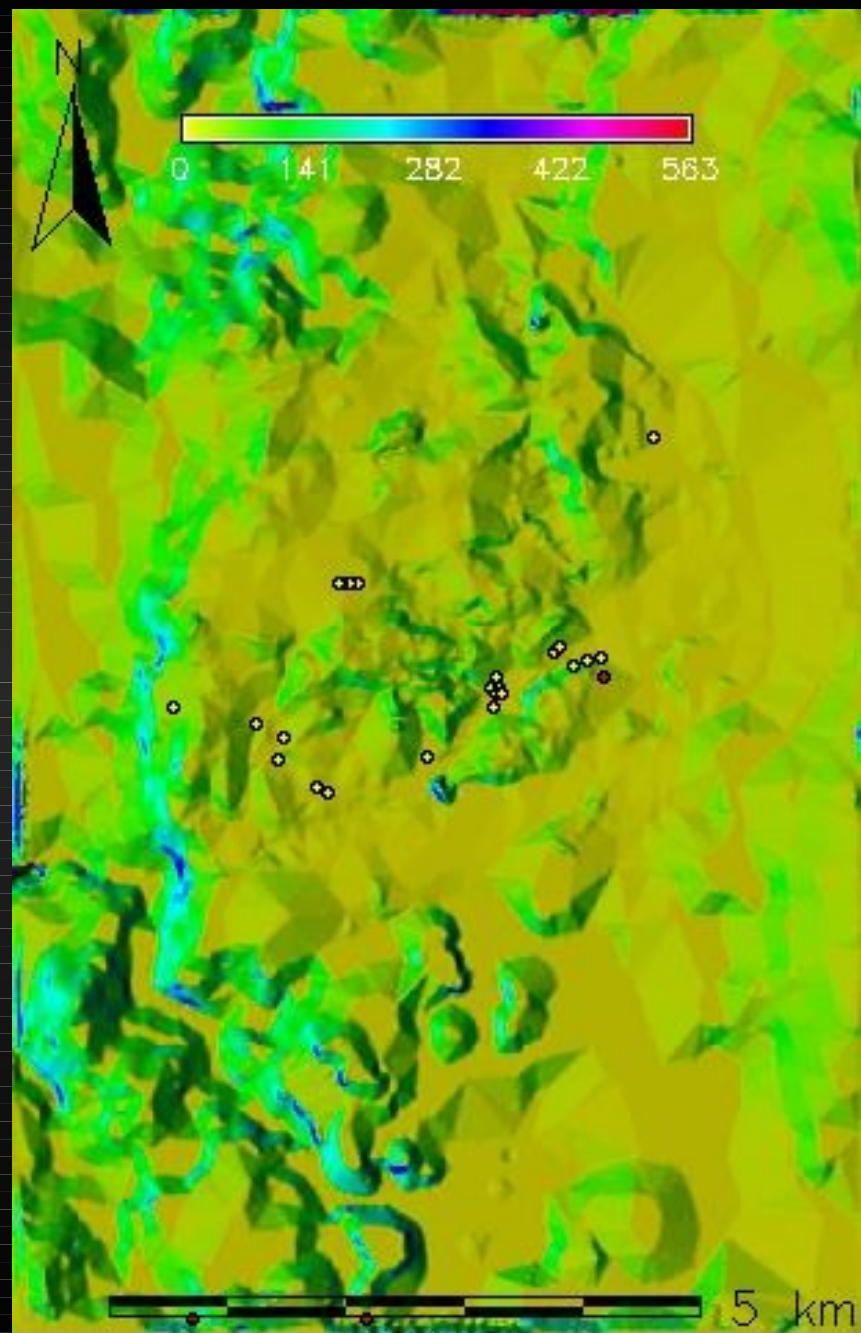
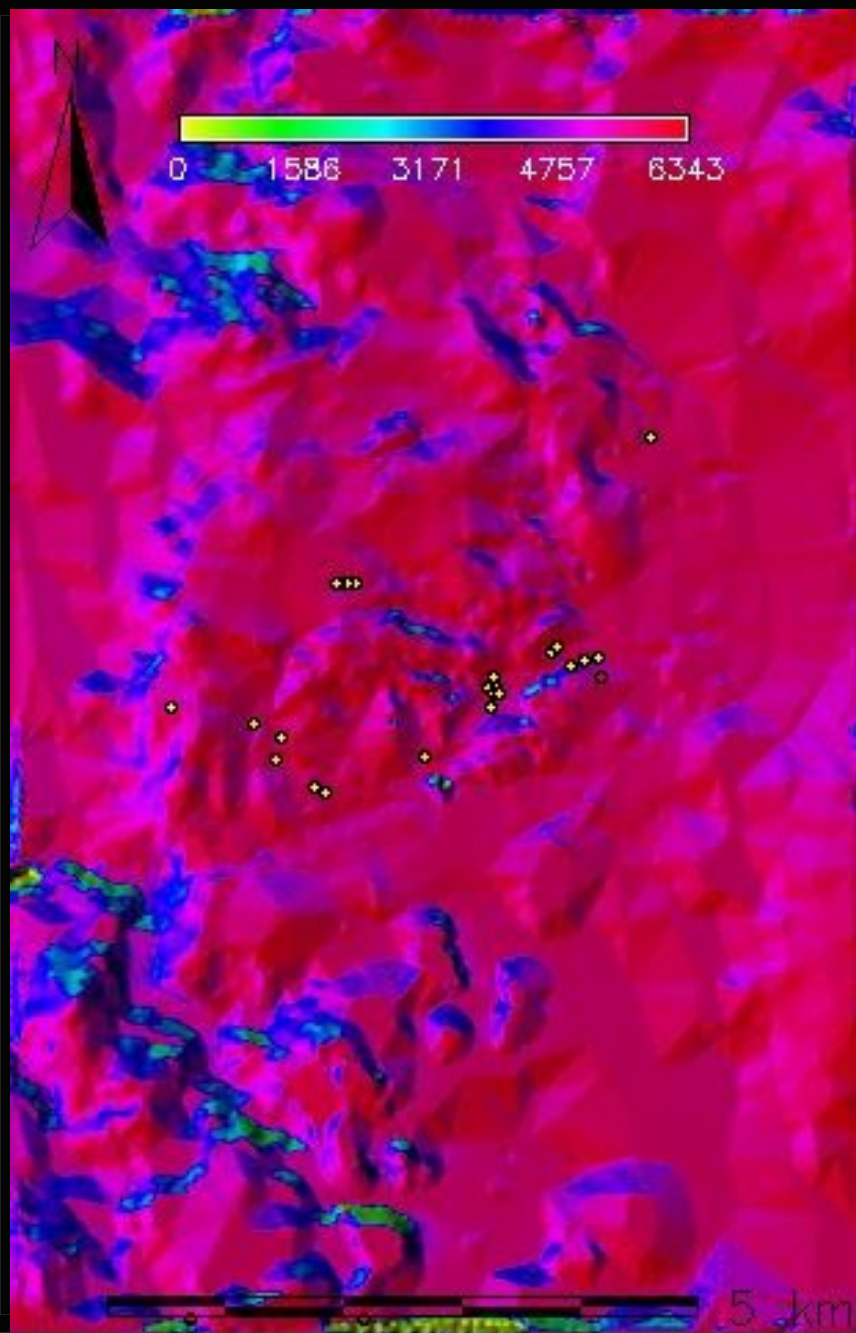
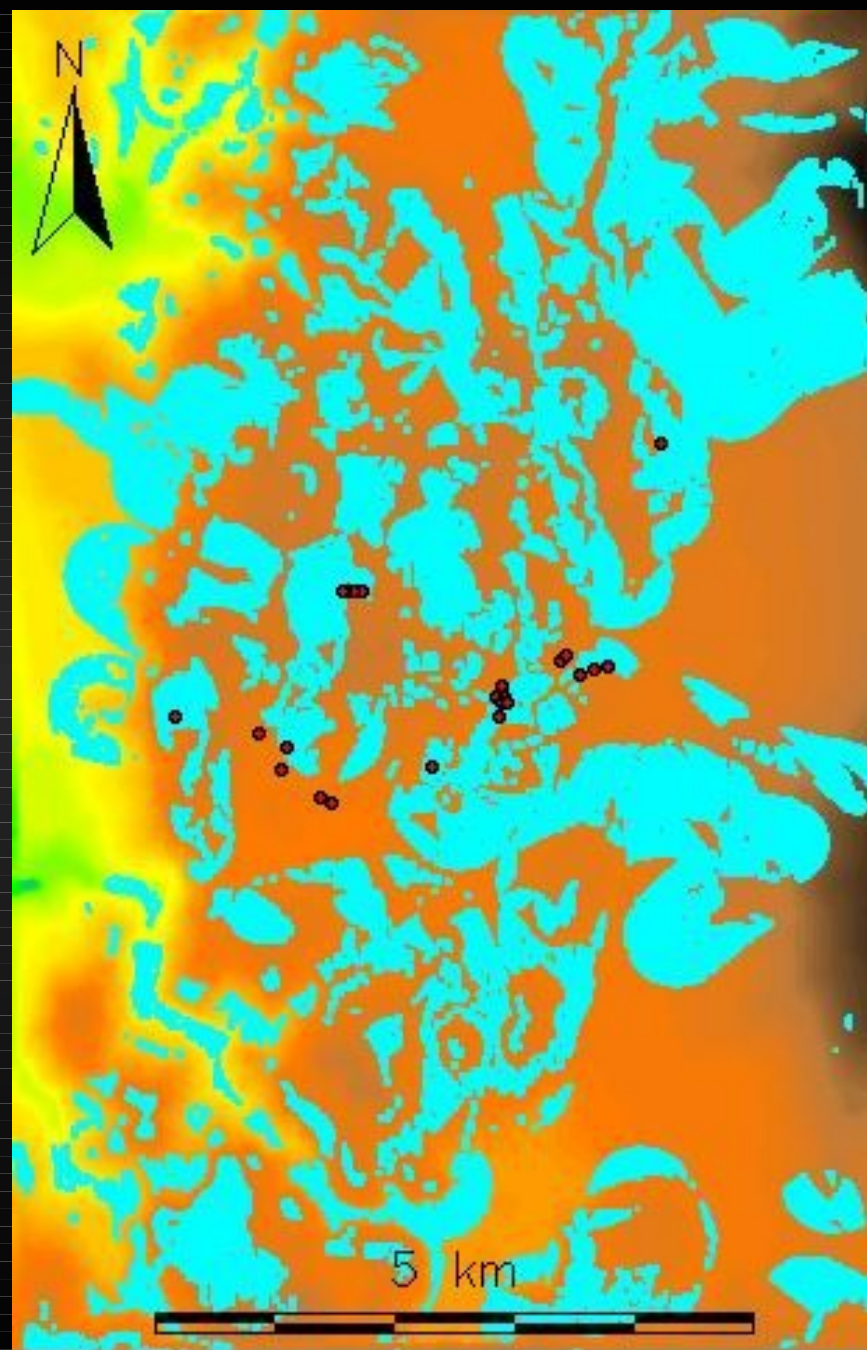
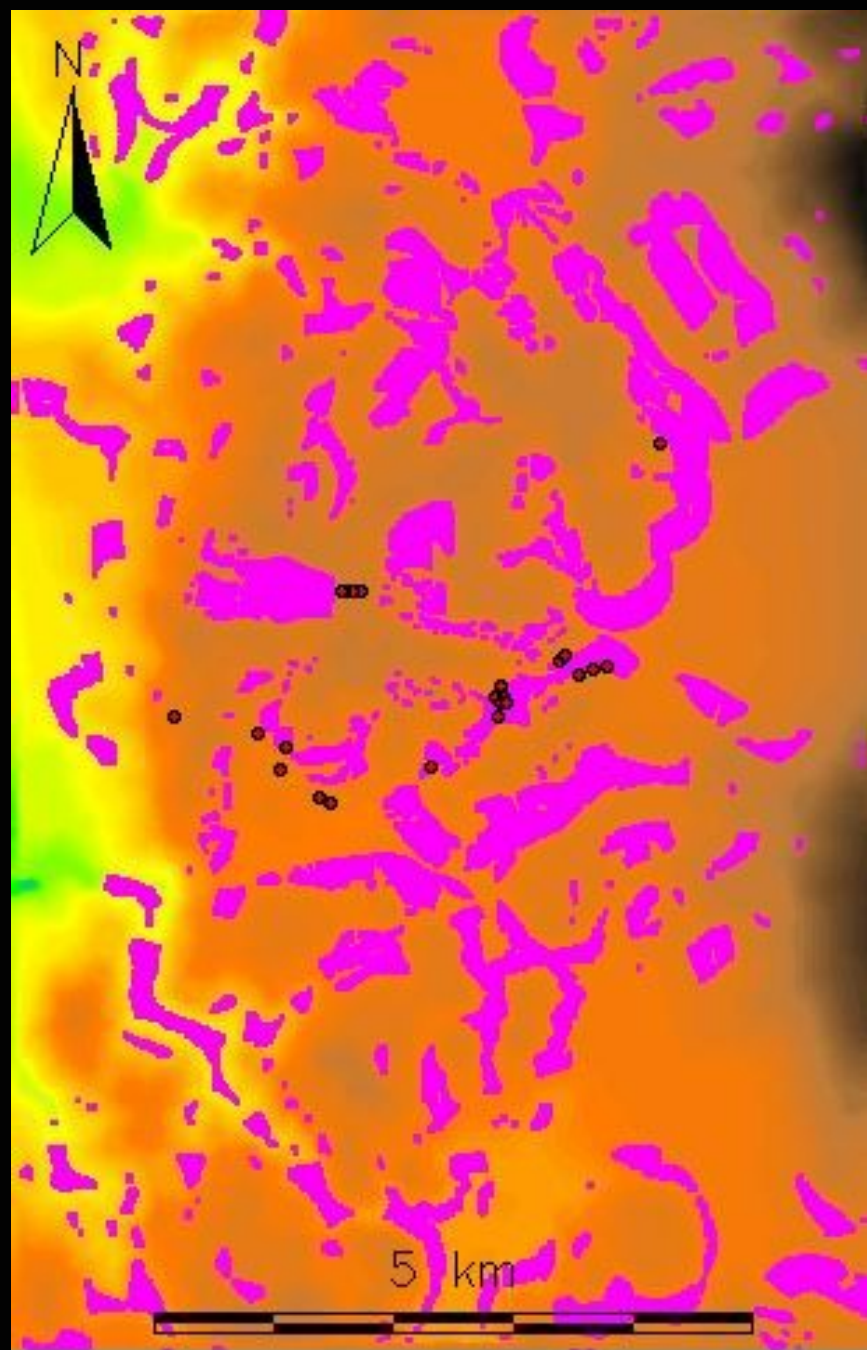


Figure 2. Distribution of Room Groups at Turkey Creek Pueblo.





This presentation, and all the links in the Bibliography are available on my website at:

<http://www.public.asu.edu/~iullah>

Click on the “GRASS” link at the top right of the page.