

# PostGIS 3.2.2 Manual

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## Abstract

PostGIS is an extension to the **PostgreSQL** object-relational database system which allows GIS (Geographic Information Systems) objects to be stored in the database. PostGIS includes support for GiST-based R-Tree spatial indexes, and functions for analysis and processing of GIS objects.



This is the manual for version 3.2.2



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# Chapter 1

## Introduction

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

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

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

### 1.1 Project Steering Committee

The PostGIS Project Steering Committee (PSC) coordinates the general direction, release cycles, documentation, and outreach efforts for the PostGIS project. In addition the PSC provides general user support, accepts and approves patches from the general PostGIS community and votes on miscellaneous issues involving PostGIS such as developer commit access, new PSC members or significant API changes.

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

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

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

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

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

### 1.2 Core Contributors Present

---

**Nicklas Avén** Distance function enhancements (including 3D distance and relationship functions) and additions, Tiny WKB (TWKB) output format and general user support

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

**Martin Davis** GEOS enhancements and documentation

**Björn Harrtell** MapBox Vector Tile and GeoBuf functions. Gogs testing and GitLab experimentation.

**Aliaksandr Kalenik** Geometry Processing, PostgreSQL gist, general bug fixing

### 1.3 Core Contributors Past

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

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

**Olivier Courtin** (Emeritus) PostGIS SFCGAL creator, Input/output XML (KML,GML)/GeoJSON functions, 3D support and bug fixes.

**Chris Hodgson** Prior PSC Member. General development, site and buildbot maintenance, OSGeo incubation management

**Kevin Neufeld** Prior PSC Member. Documentation and documentation support tools, buildbot maintenance, advanced user support on PostGIS newsgroup, and PostGIS maintenance function enhancements.

**Dave Blasby** The original developer/Co-founder of PostGIS. Dave wrote the server side objects, index bindings, and many of the server side analytical functions.

**Pierre Racine** Architect of PostGIS raster

**Jorge Arévalo** Raster development, GDAL driver support, loader

**David Zwarg** Raster development (mostly map algebra analytic functions)

**Jeff Lounsbury** Original development of the Shapefile loader/dumper.

**Mark Leslie** Ongoing maintenance and development of core functions. Enhanced curve support. Shapefile GUI loader.

**Mateusz Loskot** CMake support for PostGIS, built original raster loader in python and low level raster API functions

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	Gerald Fenoy	Markus Wanner	Volf Tomáš
	Gino Lucrezi	Matt Amos	

**Corporate Sponsors** These are corporate entities that have contributed developer time, hosting, or direct monetary funding to the PostGIS project. In alphabetical order:

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

PostGIS 2.0.0 was the first release we tried this strategy. We used [PledgeBank](#) and we got two successful campaigns out of it.

**postgistopology** - 10 plus sponsors each contributed \$250 USD to build toTopoGeometry function and beef up topology support in 2.0.0. It happened.

**postgis64windows** - 20 someodd sponsors each contributed \$100 USD to pay for the work needed to work out PostGIS 64-bit issues on windows. It happened.

**Important Support Libraries** The [GEOS](#) geometry operations library

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

The [PROJ](#) cartographic projection library

Last but not least, [PostgreSQL](#), the giant that PostGIS stands on. Much of the speed and flexibility of PostGIS would not be possible without the extensibility, great query planner, GIST index, and plethora of SQL features provided by PostgreSQL.

## Chapter 2

# PostGIS Installation

This chapter details the steps required to install PostGIS.

### 2.1 Short Version

To compile assuming you have all the dependencies in your search path:

```
tar -xvfz postgis-3.2.2.tar.gz
cd postgis-3.2.2
./configure
make
make install
```

Once PostGIS is installed, it needs to be enabled (Section 3.3) or upgraded (Section 3.4) in each individual database you want to use it in.

### 2.2 Compiling and Install from Source

---

**Note**

Many OS systems now include pre-built packages for PostgreSQL/PostGIS. In many cases compilation is only necessary if you want the most bleeding edge versions or you are a package maintainer.



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](#)

If you are a windows user, you can get stable builds via Stackbuilder or [PostGIS Windows download site](#) We also have [very bleeding-edge windows experimental builds](#) that are built usually once or twice a week or whenever anything exciting happens. You can use these to experiment with the in progress releases of PostGIS

---

The PostGIS module is an extension to the PostgreSQL backend server. As such, PostGIS 3.2.2 *requires* full PostgreSQL server headers access in order to compile. It can be built against PostgreSQL versions 9.6 or higher. Earlier versions of PostgreSQL are *not* supported.

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

---

**Note**

For GEOS functionality, when you install PostgreSQL you may need to explicitly link PostgreSQL against the standard C++ library:



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

This is a workaround for bogus C++ exceptions interaction with older development tools. If you experience weird problems (backend unexpectedly closed or similar things) try this trick. This will require recompiling your PostgreSQL from scratch, of course.

The following steps outline the configuration and compilation of the PostGIS source. They are written for Linux users and will not work on Windows or Mac.

### 2.2.1 Getting the Source

Retrieve the PostGIS source archive from the downloads website <http://download.osgeo.org/postgis/source/postgis-3.2.2.tar.gz>

```
wget http://download.osgeo.org/postgis/source/postgis-3.2.2.tar.gz
tar -xvzf postgis-3.2.2.tar.gz
```

This will create a directory called `postgis-3.2.2` in the current working directory.

Alternatively, checkout the source from the [git](https://git.osgeo.org/gitea/postgis/postgis/) repository <https://git.osgeo.org/gitea/postgis/postgis/> .

```
git clone https://git.osgeo.org/gitea/postgis/postgis.git postgis
```

Change into the newly created `postgis` directory to continue the installation.

### 2.2.2 Install Requirements

PostGIS has the following requirements for building and usage:

**Required**

- PostgreSQL 9.6 or higher. A complete installation of PostgreSQL (including server headers) is required. PostgreSQL is available from <http://www.postgresql.org> .  
For a full PostgreSQL / PostGIS support matrix and PostGIS/GEOS support matrix refer to <http://trac.osgeo.org/postgis/wiki/UsersWikiPostgreSQLPostGIS>
- GNU C compiler (`gcc`). Some other ANSI C compilers can be used to compile PostGIS, but we find far fewer problems when compiling with `gcc`.
- GNU Make (`gmake` or `make`). For many systems, GNU `make` is the default version of `make`. Check the version by invoking `make -v`. Other versions of `make` may not process the PostGIS `Makefile` properly.
- Proj reprojection library. Proj 4.9 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 3.6 or greater, but GEOS 3.9+ is required to take full advantage of all the new functions and features. GEOS is available for download from <http://trac.osgeo.org/geos/> .
- 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 <http://xmlsoft.org/downloads.html>.
- JSON-C, version 0.9 or higher. JSON-C is currently used to import GeoJSON via the function `ST_GeomFromGeoJson`. JSON-C is available for download from <https://github.com/json-c/json-c/releases/>.
- GDAL, version 2+ is required 3+ is preferred. This is required for raster support. <http://trac.osgeo.org/gdal/wiki/DownloadSource>.

- If compiling with PostgreSQL+JIT, LLVM version  $\geq 6$  is required <https://trac.osgeo.org/postgis/ticket/4125>.

### Optional

- GDAL (pseudo optional) only if you don't want raster you can leave it out. Also make sure to enable the drivers you want to use as described in Section 3.2.
- GTK (requires GTK+2.0, 2.8+) to compile the shp2pgsql-gui shape file loader. <http://www.gtk.org/> .
- SFCGAL, version 1.3.1 (or higher) could be used to provide additional 2D and 3D advanced analysis functions to PostGIS cf Section 8.20. 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://oslandia.gitlab.io/SFCGAL/dev.html>) <https://gitlab.com/Oslandia/SFCGAL/>.
- In order to build the Section 14.1 you will also need PCRE <http://www.pcre.org> (which generally is already installed on nix systems). `Regex`: `Assemble` perl CPAN package is only needed if you want to rebuild the data encoded in `parseaddress-stcity` h. Section 14.1 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). This is needed for regression testing. <http://cunit.sourceforge.net/>
- DocBook (`xsltproc`) is required for building the documentation. Docbook is available from <http://www.docbook.org/> .
- DBLatex (`dblatex`) is required for building the documentation in PDF format. DBLatex is available from [http://dblatex.sourceforge.net](http://dblatex.sourceforge.net/).
- ImageMagick (`convert`) is required to generate the images used in the documentation. ImageMagick is available from <http://www.imagemagick.org/> .

### 2.2.3 Build configuration

As with most linux installations, the first step is to generate the Makefile that will be used to build the source code. This is done by running the shell script

#### `./configure`

With no additional parameters, this command will attempt to automatically locate the required components and libraries needed to build the PostGIS source code on your system. Although this is the most common usage of `./configure`, the script accepts several parameters for those who have the required libraries and programs in non-standard locations.

The following list shows only the most commonly used parameters. For a complete list, use the `--help` or `--help=short` parameters.

**--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** This is the location the PostGIS loader executables and shared libs will be installed. By default, this location is the same as the detected PostgreSQL installation.



#### Caution

This parameter is currently broken, as the package will only install into the PostgreSQL installation directory. Visit <http://trac.osgeo.org/postgis/ticket/635> to track this bug.

---

- with-pgconfig=FILE** PostgreSQL provides a utility called **pg\_config** to enable extensions like PostGIS to locate the PostgreSQL installation directory. Use this parameter (**--with-pgconfig=/path/to/pg\_config**) to manually specify a particular PostgreSQL installation that PostGIS will build against.
- with-gdalconfig=FILE** GDAL, a required library, provides functionality needed for raster support **gdal-config** to enable software installations to locate the GDAL installation directory. Use this parameter (**--with-gdalconfig=/path/to/gdal-config**) to manually specify a particular GDAL installation that PostGIS will build against.
- with-geosconfig=FILE** GEOS, a required geometry library, provides a utility called **geos-config** to enable software installations to locate the GEOS installation directory. Use this parameter (**--with-geosconfig=/path/to/geos-config**) to manually specify a particular GEOS installation that PostGIS will build against.
- with-xml2config=FILE** LibXML is the library required for doing **GeomFromKML/GML** processes. It normally is found if you have **libxml** installed, but if not or you want a specific version used, you'll need to point PostGIS at a specific **xml2-config** **confi** file to enable software installations to locate the LibXML installation directory. Use this parameter (**>--with-xml2config=/path/to/xml2-config**) to manually specify a particular LibXML installation that PostGIS will build against.
- with-projdir=DIR** Proj is a reprojection library required by PostGIS. Use this parameter (**--with-projdir=/path/to/projdir**) to manually specify a particular Proj installation directory that PostGIS will build against.
- with-libiconv=DIR** Directory where **iconv** is installed.
- with-jsondir=DIR** **JSON-C** is an MIT-licensed JSON library required by PostGIS **ST\_GeomFromJSON** support. Use this parameter (**--with-jsondir=/path/to/jsondir**) to manually specify a particular JSON-C installation directory that PostGIS will build against.
- with-pcredir=DIR** **PCRE** is an BSD-licensed Perl Compatible Regular Expression library required by **address\_standardizer** extension. Use this parameter (**--with-pcredir=/path/to/pcredir**) to manually specify a particular PCRE installation directory that PostGIS will build against.
- with-gui** Compile the data import GUI (requires **GTK+2.0**). This will create **shp2pgsql-gui** graphical interface to **shp2pgsql**.
- without-raster** Compile without raster support.
- without-topology** Disable topology support. There is no corresponding library as all logic needed for topology is in **postgis-3.2.2** library.
- with-gettext=no** By default PostGIS will try to detect **gettext** support and compile with it, however if you run into incompatibility issues that cause breakage of loader, you can disable it entirely with this command. Refer to ticket <http://trac.osgeo.org/postgis/ticket/748> for an example issue solved by configuring with this. NOTE: that you aren't missing much by turning this off. This is used for international help/label support for the GUI loader which is not yet documented and still experimental.
- with-sfcgal=PATH** By default PostGIS will not install with **sfcgal** support without this switch. **PATH** is an optional argument that allows to specify an alternate **PATH** to **sfcgal-config**.
- without-phony-revision** Disable updating **postgis\_revision.h** to match current **HEAD** of the git repository.

---

**Note**

If you obtained PostGIS from the [code repository](#), the first step is really to run the script

**./autogen.sh**

This script will generate the **configure** script that in turn is used to customize the installation of PostGIS.

If you instead obtained PostGIS as a tarball, running **./autogen.sh** is not necessary as **configure** has already been generated.

---



## 2.2.4 Building

Once the Makefile has been generated, building PostGIS is as simple as running

### make

The last line of the output should be "PostGIS was built successfully. Ready to install."

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

### make comments

Introduced in PostGIS 2.0. This generates html cheat sheets suitable for quick reference or for student handouts. This requires `xsltproc` to build and will generate 4 files in doc folder `topology_cheatsheet.html`, `tiger_geocoder_cheatsheet.html`, `raster_cheatsheet.html`, `postgis_cheatsheet.html`

You can download some pre-built ones available in html and pdf from [PostGIS / PostgreSQL Study Guides](#)

### make cheatsheets

## 2.2.5 Building PostGIS Extensions and Deploying them

The PostGIS extensions are built and installed automatically if you are using PostgreSQL 9.1+.

If you are building from source repository, you need to build the function descriptions first. These get built if you have docbook installed. You can also manually build with the statement:

### make comments

Building the comments is not necessary if you are building from a release tar ball since these are packaged pre-built with the tar ball already.

The extensions should automatically build as part of the make install process. You can if needed build from the extensions folders or copy files if you need them on a different server.

```
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](#)

The extension files will always be the same for the same version of PostGIS and PostgreSQL regardless of OS, so it is fine to copy over the extension files from one OS to another as long as you have the PostGIS binaries already installed on your servers.

If you want to install the extensions manually on a separate server different from your development, You need to copy the following files from the extensions folder into the `PostgreSQL / share / extension` folder of your PostgreSQL install as well as the needed binaries for regular PostGIS if you don't have them already on the server.

- These are the control files that denote information such as the version of the extension to install if not specified. `postgis.control`, `postgis_topology.control`.

- All the files in the /sql folder of each extension. Note that these need to be copied to the root of the PostgreSQL share/extension folder extensions/postgis/sql/\*.sql, extensions/postgis\_topology/sql/\*.sql

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

If you are using psql, you can verify that the extensions are installed by running this query:

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

name	default_version	installed_version
address_standardizer	3.2.2	3.2.2
address_standardizer_data_us	3.2.2	3.2.2
postgis	3.2.2	3.2.2
postgis_raster	3.2.2	3.2.2
postgis_sfcgal	3.2.2	
postgis_tiger_geocoder	3.2.2	3.2.2
postgis_topology	3.2.2	

(6 rows)

If you have the extension installed in the database you are querying, you'll see mention in the `installed_version` column. If you get no records back, it means you don't have postgis extensions installed on the server at all. PgAdmin III 1.14+ will also provide this information in the `extensions` section of the database browser tree and will even allow upgrade or uninstall by right-clicking.

If you have the extensions available, you can install postgis extension in your database of choice by either using pgAdmin extension interface or running these sql commands:

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

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

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

```
List of installed extensions
-[ RECORD 1 ]-----
Name      | postgis
Version   | 3.2.2
Schema    | public
Description | PostGIS geometry, geography, and raster spat..
-[ RECORD 2 ]-----
Name      | postgis_raster
Version   | 3.0.0dev
Schema    | public
Description | PostGIS raster types and functions
-[ RECORD 3 ]-----
Name      | postgis_tiger_geocoder
Version   | 3.2.2
Schema    | tiger
Description | PostGIS tiger geocoder and reverse geocoder
-[ RECORD 4 ]-----
```

Name	postgis_topology
Version	3.2.2
Schema	topology
Description	PostGIS topology spatial types and functions

**Warning**

Extension tables `spatial_ref_sys`, `layer`, `topology` can not be explicitly backed up. They can only be backed up when the respective `postgis` or `postgis_topology` extension is backed up, which only seems to happen when you backup the whole database. As of PostGIS 2.0.1, only `sr_id` records not packaged with PostGIS are backed up when the database is backed up so don't go around changing `sr_id`s we package and expect your changes to be there. Put in a ticket if you find an issue. The structures of extension tables are never backed up since they are created with `CREATE EXTENSION` and assumed to be the same for a given version of an extension. These behaviors are built into the current PostgreSQL extension model, so nothing we can do about it.

If you installed 3.2.2, without using our wonderful extension system, you can change it to be extension based by running the below commands to package the functions in their respective extension.

```
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 Testing

If you wish to test the PostGIS build, run

**make check**

The above command will run through various checks and regression tests using the generated library against an actual PostgreSQL database.

**Note**

If you configured PostGIS using non-standard PostgreSQL, GEOS, or Proj locations, you may need to add their library locations to the `LD_LIBRARY_PATH` environment variable.

**Caution**

Currently, the **make check** relies on the `PATH` and `PGPORT` environment variables when performing the checks - it does *not* use the PostgreSQL version that may have been specified using the configuration parameter `--with-pgconfig`. So make sure to modify your `PATH` to match the detected PostgreSQL installation during configuration or be prepared to deal with the impending headaches.

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

```

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

For `address_standardizer`:

```

cd extensions/address_standardizer
make install
make installcheck

```

Output should look like:

```

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

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

```

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

```

cd extensions/postgis_tiger_geocoder
make install
make installcheck

```

output should look like:

```

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

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

```

## 2.2.7 Installation

To install PostGIS, type

### **make install**

This will copy the PostGIS installation files into their appropriate subdirectory specified by the **--prefix** configuration parameter. In particular:

- The loader and dumper binaries are installed in `[prefix]/bin`.
- The SQL files, such as `postgis.sql`, are installed in `[prefix]/share/contrib`.
- The PostGIS libraries are installed in `[prefix]/lib`.

If you previously ran the **make comments** command to generate the `postgis_comments.sql`, `raster_comments.sql` file, install the sql file by running

### **make comments-install**



#### **Note**

`postgis_comments.sql`, `raster_comments.sql`, `topology_comments.sql` was separated from the typical build and installation targets since with it comes the extra dependency of **xsltproc**.

## 2.3 Installing and Using the address standardizer

The `address_standardizer` extension used to be a separate package that required separate download. From PostGIS 2.2 on, it is now bundled in. For more information about the `address_standardize`, what it does, and how to configure it for your needs, refer to Section 14.1.

This standardizer can be used in conjunction with the PostGIS packaged tiger geocoder extension as a replacement for the **Normalize\_Address** discussed. To use as replacement refer to Section 2.4.3. You can also use it as a building block for your own geocoder or use it to standardize your addresses for easier compare of addresses.

The address standardizer relies on PCRE which is usually already installed on many Nix systems, but you can download the latest at: <http://www.pcre.org>. If during Section 2.2.3, PCRE is found, then the address standardizer extension will automatically be built. If you have a custom pcre install you want to use instead, pass to configure `--with-pcredir=/path/to/pcre` where `/path/to/pcre` is the root folder for your pcre include and lib directories.

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

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

```
CREATE EXTENSION address_standardizer;
```

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

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

Output should be

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

### 2.3.1 Installing Regexp::Assemble

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

```
cpan Regexp::Assemble
```

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

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

## 2.4 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: Using Extension

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

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

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

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

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

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

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

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

Which should output

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

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

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

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

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

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

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

To enable it, do the following:

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

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

6. Create a folder called `gisdata` on root of server or your local pc if you have a fast network connection to the server. This folder is where the tiger files will be downloaded to and processed. If you are not happy with having the folder on the root of the server, or simply want to change to a different folder for staging, then edit the field `staging_fold` in the `tiger.loader_variables` table.
7. Create a folder called `temp` in the `gisdata` folder or wherever you designated the `staging_fold` to be. This will be the folder where the loader extracts the downloaded tiger data.



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

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

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

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

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

Alternatively you can load just these tables after loading state data using the [Loader\\_Generate\\_Census\\_Script](#)

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. Run the generated commandline scripts.

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

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

```

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

```

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

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

1. Follow instructions in Section 2.4.5 for the non-extension model upgrade.
2. Connect to your database with psql or pgAdmin and run the following command:

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

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

First install PostGIS using the prior instructions.

If you don't have an extras folder, download <http://download.osgeo.org/postgis/source/postgis-3.2.2.tar.gz>

```
tar xvfz postgis-3.2.2.tar.gz
```

```
cd postgis-3.2.2/extras/tiger_geocoder
```

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

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

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

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

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

```

SELECT pprint_addy(normalize_address('202 East Fremont Street, Las Vegas, Nevada 89101')) ←
      As pretty_address;
pretty_address
-----
202 E Fremont St, Las Vegas, NV 89101

```

### 2.4.3 Using Address Standardizer Extension with Tiger geocoder

One of the many complaints of folks is the address normalizer function `Normalize_Address` function that normalizes an address for prepping before geocoding. The normalizer is far from perfect and trying to patch its imperfectness takes a vast amount of resources. As such we have integrated with another project that has a much better address standardizer engine. To use this new `address_standardizer`, you compile the extension as described in Section 2.3 and install as an extension in your database.

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

### 2.4.4 Loading Tiger Data

The instructions for loading data are available in a more detailed form in the `extras/tiger_geocoder/tiger_2011/README`. This just includes the general steps.

The load process downloads data from the census website for the respective nation files, states requested, extracts the files, and then loads each state into its own separate set of state tables. Each state table inherits from the tables defined in `tiger` schema so that its sufficient to just query those tables to access all the data and drop a set of state tables at any time using the `Drop_State_Tables_Generate_Script` if you need to reload a state or just don't need a state anymore.

In order to be able to load data you'll need the following tools:

- A tool to unzip the zip files from census website.  
For Unix like systems: `unzip` executable which is usually already installed on most Unix like platforms.  
For Windows, 7-zip which is a free compress/uncompress tool you can download from <http://www.7-zip.org/>
- `shp2pgsql` commandline which is installed by default when you install PostGIS.
- `wget` which is a web grabber tool usually installed on most Unix/Linux systems.  
If you are on windows, you can get pre-compiled binaries from <http://gnuwin32.sourceforge.net/packages/wget.htm>

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

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

After the states you desire have been loaded, make sure to run the:

```
SELECT install_missing_indexes();
```

as described in `Install_Missing_Indexes`.

To test that things are working as they should, try to run a geocode on an address in your state using `Geocode`

### 2.4.5 Upgrading your Tiger Geocoder Install

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

If you don't have an `extras` folder, download <http://download.osgeo.org/postgis/source/postgis-3.2.2.tar.gz>

```
tar xvfz postgis-3.2.2.tar.gz
```

### cd postgis-3.2.2/extras/tiger\_geocoder/tiger\_2011

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

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

Then run the corresponding script from the commandline.

Next drop all nation tables and load up the new ones. Generate a drop script with this SQL statement as detailed in [Drop\\_Nation\\_Tables\\_Generate\\_Script](#)

```
SELECT drop_nation_tables_generate_script();
```

Run the generated drop SQL statements.

Generate a nation load script with this SELECT statement as detailed in [Loader\\_Generate\\_Nation\\_Script](#)

#### For windows

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

#### For unix/linux

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

Refer to Section [2.4.4](#) for instructions on how to run the generate script. This only needs to be done once.



#### Note

You can have a mix of 2010/2011 state tables and can upgrade each state separately. Before you upgrade a state to 2011, you first need to drop the 2010 tables for that state using [Drop\\_State\\_Tables\\_Generate\\_Script](#).

## 2.5 Common Problems during installation

There are several things to check when your installation or upgrade doesn't go as you expected.

1. Check that you have installed PostgreSQL 9.6 or newer, and that you are compiling against the same version of the PostgreSQL source as the version of PostgreSQL that is running. Mix-ups can occur when your (Linux) distribution has already installed PostgreSQL, or you have otherwise installed PostgreSQL before and forgotten about it. PostGIS will only work with PostgreSQL 9.6 or newer, and strange, unexpected error messages will result if you use an older version. To check the version of PostgreSQL which is running, connect to the database using `psql` and run this query:

```
SELECT version();
```

If you are running an RPM based distribution, you can check for the existence of pre-installed packages using the `rpm` command as follows: `rpm -qa | grep postgresql`

2. If your upgrade fails, make sure you are restoring into a database that already has PostGIS installed.

```
SELECT postgis_full_version();
```

Also check that `configure` has correctly detected the location and version of PostgreSQL, the Proj library and the GEOS library.

1. The output from `configure` is used to generate the `postgis_config.h` file. Check that the `POSTGIS_PGSQL_VERSION`, `POSTGIS_PROJ_VERSION` and `POSTGIS_GEOS_VERSION` variables have been set correctly.

## 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 8.23](#).

#### 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 8.23.

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 Creating spatial databases

### 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-3.1/

# 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
```

### 3.3.3 Create a spatially-enabled database from a template

Some packaged distributions of PostGIS (in particular the Win32 installers for PostGIS  $\geq$  1.1.5) load the PostGIS functions into a template database called `template_postgis`. If the `template_postgis` database exists in your PostgreSQL installation then it is possible for users and/or applications to create spatially-enabled databases using a single command. Note that in both cases, the database user must have been granted the privilege to create new databases.

From the shell:

```
# createdb -T template_postgis my_spatial_db
```

From SQL:

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

## 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, then you should upgrade using the sql script way. Please refer to the appropriate.

#### 3.4.1.1 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 ... 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-3.2.2/*_upgrade.sql
```

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

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

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

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

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

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

**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.

### 3.4.1.2 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.

```
ALTER EXTENSION postgis UPDATE TO "3.2.2";  
ALTER EXTENSION postgis_topology UPDATE TO "3.2.2";
```

If you get an error notice something like:

```
No migration path defined for ... to 3.2.2
```

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

If you get a notice message like:

```
Version "3.2.2" of extension "postgis" is already installed
```

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

```
ALTER EXTENSION postgis UPDATE TO "3.2.2next";  
ALTER EXTENSION postgis_topology UPDATE TO "3.2.2next";
```

**Note**

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

**Note**

If you are upgrading PostGIS extension from a version prior to 3.0.0 you'll end up with an unpackaged PostGIS Raster support. You can repackage the raster support using:

```
CREATE EXTENSION postgis_raster FROM unpackaged;
```

And then, if you don't need it, drop it with:

```
DROP EXTENSION postgis_raster;
```

### 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.pl` 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.pl`. Unexpected errors, if any, will be printed to the standard error stream by `psql`. Keep a log of those.

```
perl utils/postgis_restore.pl "/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 reconstruct 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.pl`. So, after having run :

```
perl utils/postgis_restore.pl "/somepath/olddb.backup" > olddb.sql
```

run this command :

```
grep -v IGNE 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 Spatial Data Model

#### 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 [4.6](#)

#### 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 - Curves

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

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

#### 4.1.2.1 CircularString

CircularString is the basic curve type, similar to a LineString in the linear world. A single arc segment is specified by three points: the start and end points (first and third) and some other point on the arc. To specify a closed circle the start and end points are the same and the middle point is the opposite point on the circle diameter (which is the center of the arc). In a sequence of arcs the end point of the previous arc is the start point of the next arc, just like the segments of a LineString. This means that a CircularString must have an odd number of points greater than 1.

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

#### 4.1.2.2 CompoundCurve

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

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

#### 4.1.2.3 CurvePolygon

A CurvePolygon is like a polygon, with an outer ring and zero or more inner rings. The difference is that a ring can be a CircularString or CompoundCurve as well as a LineString.

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

```
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

A MultiCurve is a collection of curves which can include LineStrings, CircularStrings or CompoundCurves.

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

#### 4.1.2.5 MultiSurface

A MultiSurface is a collection of surfaces, which can be (linear) Polygons or CurvePolygons.

```
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 WKT and WKB

The OGC SFA specification defines two formats for representing geometry values for external use: Well-Known Text (WKT) and Well-Known Binary (WKB). Both WKT and WKB include information about the type of the object and the coordinates which define it.

Well-Known Text (WKT) provides a standard textual representation of spatial data. Examples of WKT representations of spatial objects are:

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

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);
```

For example, a statement to create and insert a spatial object from WKT and a SRID is:

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

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

- WKT: POINT(1 1)  
WKB: 01010000000000000000000000000000f03f000000000000f03
- WKT: LINESTRING (2 2, 9 9)  
WKB: 010200000002000000000000000000000040000000000000400000000000022400000000000002240

Input and output of WKB is provided by the functions `ST_AsBinary` and `ST_GeomFromWKB`:

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

For example, a statement to create and insert a spatial object from WKB is:

```
INSERT INTO geotable ( geom, name )
VALUES ( ST_GeomFromWKB('\x01010000000000000000000000000000f03f000000000000f03f', 312), 'A Place');
```



## 4.2 Geometry Data Type

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

The `geometry` data type is *opaque*, which means that all access is done via invoking functions on geometry values. Functions allow creating geometry objects, accessing or updating all internal fields, and compute new geometry values. PostGIS supports all the functions specified in the OGC *Simple feature access - Part 2: SQL option* (SFS) specification, as well many others. See [Chapter 8](#) for the full list of functions.



### Note

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

The SFA standard specifies that spatial objects include a Spatial Reference System identifier (SRID). The SRID is required when creating spatial objects for insertion into the database (it may be defaulted to 0). See [ST\\_SRID](#) and [Section 4.5](#)

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

### 4.2.1 PostGIS EWKB and EWKT

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

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

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

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

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

PostGIS EWKT output has a few differences to OGC WKT:

- For 3DZ geometries the Z qualifier is omitted:  
OGC: POINT Z (1 2 3)  
EWKT: POINT (1 2 3)
- For 3DM geometries the M qualifier is included:  
OGC: POINT M (1 2 3)  
EWKT: POINTM (1 2 3)

- For 4D geometries the ZM qualifier is omitted:

OGC: POINT ZM (1 2 3 4)

EWKT: POINT (1 2 3 4)

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

- POINT ZM (1 1)
- POINT ZM (1 1 1)
- POINT (1 1 1 1)



#### Caution

PostGIS extended formats are currently a superset of the OGC ones, so that every valid OGC WKB/WKT is also valid EWKB/EWKT. However, this might vary in the future, if the OGC extends a format in a way that conflicts with the PostGIS definition. Thus you SHOULD NOT rely on this compatibility!

Examples of the EWKT text representation of spatial objects are:

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

Input and output using these formats is available using the following functions:

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

For example, a statement to create and insert a PostGIS spatial object using EWKT is:

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

## 4.3 Geography Data Type

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

The basis for the PostGIS geometry data type is a plane. The shortest path between two points on the plane is a straight line. That means functions on geometries (areas, distances, lengths, intersections, etc) are calculated using straight line vectors and cartesian mathematics. This makes them simpler to implement and faster to execute, but also makes them inaccurate for data on the spheroidal surface of the earth.

The PostGIS geography data type is based on a spherical model. The shortest path between two points on the sphere is a great circle arc. Functions on geographies (areas, distances, lengths, intersections, etc) are calculated using arcs on the sphere. By taking the spheroidal shape of the world into account, the functions provide more accurate results.

Because the underlying mathematics is more complicated, there are fewer functions defined for the geography type than for the geometry type. Over time, as new algorithms are added the capabilities of the geography type will expand. As a workaround one can convert back and forth between geometry and geography types.

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 Creating Geography Tables

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:

- the spatial type modifier restricts the kind of shapes and dimensions allowed in the column. Values allowed for the spatial type are: `POINT`, `LINestring`, `POLYGON`, `MULTIPOINT`, `MULTILINestring`, `MULTIPOLYGON`, `GEOMETRYCOLLECTION`. The geography type does not support curves, TINS, or `POLYHEDRALSURFACES`. The modifier supports coordinate dimensionality restrictions by adding suffixes: `Z`, `M` and `ZM`. For example, a modifier of `'LINestringM'` only allows linestrings with three dimensions, and treats the third dimension as a measure. Similarly, `'POINTZM'` requires four dimensional (XYZM) data.
- 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:

- Create a table with 2D `POINT` geography with the default SRID 4326 (WGS84 long/lat):

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

- Create a table with 2D `POINT` geography in NAD83 longlat:

```
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) );
```

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

```
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;
```

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

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

### 4.3.2 Using Geography Tables

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
-----
0101000020AD10000000000000000000C05EC000000000000004140
```

```
-- NAD27 lon/lat
SELECT 'SRID=4267;POINT(-123 34)::geography;
        geography
-----
0101000020AB10000000000000000000C05EC000000000000004140
```

```
-- 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.
```

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

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

You can see the power of geography in action by calculating how close a plane flying a great circle route from Seattle to London (LINESTRING(-122.33 47.606, 0.0 51.5)) comes to Reykjavik (POINT(-21.96 64.15)) ([map the route](#)).

The geography type calculates the true shortest distance of 122.235 km over the sphere between Reykjavik and the great circle flight path between Seattle and London.

```
-- 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
```

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

```
-- 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 When to use the Geography data type

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

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

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

Refer to Section 15.11 for compare between what is supported for Geography vs. Geometry. For a brief listing and description of Geography functions, refer to Section 15.4

### 4.3.4 Geography Advanced FAQ

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

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

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

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

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

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

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

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

## 4.4 Spatial Tables

### 4.4.1 Creating a Spatial Table

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**:

- the **spatial type modifier** restricts the kind of shapes and dimensions allowed in the column. The value can be any of the supported [geometry subtypes](#) (e.g. POINT, LINESTRING, POLYGON, MULTIPOINT, MULTILINESTRING, MULTIPOLYGON, GEOMETRYCOLLECTION, etc). The modifier supports coordinate dimensionality restrictions by adding suffixes: Z, M and ZM. For example, a modifier of 'LINESTRINGM' allows only linestrings with three dimensions, and treats the third dimension as a measure. Similarly, 'POINTZM' requires four dimensional (XYZM) data.
- 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);
```

#### 4.4.2 GEOMETRY\_COLUMNS View

The OGC *Simple Features Specification for SQL* defines the `GEOMETRY_COLUMNS` metadata table to describe geometry table structure. In PostGIS `geometry_columns` is a view reading from database system catalog tables. This ensures that the spatial metadata information is always consistent with the currently defined tables and views. The view structure is:

```
\d geometry_columns
```

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

The columns are:

**f\_table\_catalog, f\_table\_schema, f\_table\_name** The fully qualified name of the feature table containing the geometry column. There is no PostgreSQL analogue of "catalog" so that column is left blank. For "schema" the PostgreSQL schema name is used (`public` is the default).

**f\_geometry\_column** The name of the geometry column in the feature table.

**coord\_dimension** The coordinate dimension (2, 3 or 4) of the column.

**srid** The ID of the spatial reference system used for the coordinate geometry in this table. It is a foreign key reference to the `spatial_ref_sys` table (see Section 4.5.1).

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

#### 4.4.3 Manually Registering Geometry Columns

Two of the cases where you may need this are the case of SQL Views and bulk inserts. For bulk insert case, you can correct the registration in the `geometry_columns` table by constraining the column or doing an alter table. For views, you could expose using a CAST operation. Note, if your column is typmod based, the creation process would register it correctly, so no need to do anything. Also views that have no spatial function applied to the geometry will register the same as the underlying table geometry column.

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

-- For it to register correctly
-- 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);
```

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

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

If we run in psql

```
\d pois_ny;
```

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

Column	Type	Table "public.pois_ny"	Modifiers
--------	------	------------------------	-----------



```

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

```

### In geometry\_columns, they both register correctly

```

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

```

f_table_name	f_geometry_column	srid	type
pois_ny	geom	4326	POINT
pois_ny	geom_2160	2160	POINT

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

```

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

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

```

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

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

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

```

DROP VIEW vw_pois_ny_parks;
CREATE VIEW vw_pois_ny_parks AS
SELECT gid, poi_name, cat,
geom,
geom_2160::geometry(POINT,2160) As geom_2160
FROM pois_ny
WHERE cat = 'park';
SELECT f_table_name, f_geometry_column, srid, type
FROM geometry_columns
WHERE f_table_name = 'vw_pois_ny_parks';

```

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

## 4.5 Spatial Reference Systems

**Spatial Reference Systems** (SRS) define how geometry is referenced to locations on the Earth's surface.

### 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 IDs and textual descriptions of the coordinate systems. The main use is to support transformation (reprojection) between them using `ST_Transform`.

The `spatial_ref_sys` table definition is:

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

The columns are:

**srid** An integer code that uniquely identifies the **Spatial Reference System** (SRS) within the database.

**auth\_name** The name of the standard or standards body that is being cited for this reference system. For example, "EPSG" is a valid `auth_name`.

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

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

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

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

**proj4text** PostGIS uses the PROJ library to provide coordinate transformation capabilities. The `proj4text` column contains the PROJ coordinate definition string for a particular SRID. For example:

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

For more information see the **PROJ web site**. The `spatial_ref_sys.sql` file contains both `srtext` and `proj4text` definitions for all EPSG projections.

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 `srttext` is present create a SRS using it, if possible.
- If `proj4text` is present create a SRS using it, if possible.

## 4.5.2 User-Defined Spatial Reference Systems

The PostGIS `spatial_ref_sys` table contains over 3000 of the most common spatial reference system definitions that are handled by the **PROJ** projection library. But there are many coordinate systems that it does not contain. You can add SRS definitions to the table if you have the required information about the spatial reference system. Or, you can define your own custom spatial reference system if you are familiar with PROJ constructs. Keep in mind that most spatial reference systems are regional and have no meaning when used outside of the bounds they were intended for.

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

Some commonly used spatial reference systems are: [4326 - WGS 84 Long Lat](#), [4269 - NAD 83 Long Lat](#), [3395 - WGS 84 World Mercator](#), [2163 - US National Atlas Equal Area](#), and the 60 WGS84 UTM zones. UTM zones are one of the most ideal for measurement, but only cover 6-degree regions. (To determine which UTM zone to use for your area of interest, see the [utmzone PostGIS plpgsql helper function](#).)

US states use State Plane spatial reference systems (meter or feet based) - usually one or 2 exists per state. Most of the meter-based ones are in the core set, but many of the feet-based ones or ESRI-created ones will need to be copied from [spatialreference.org](#).

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 Geometry Validation

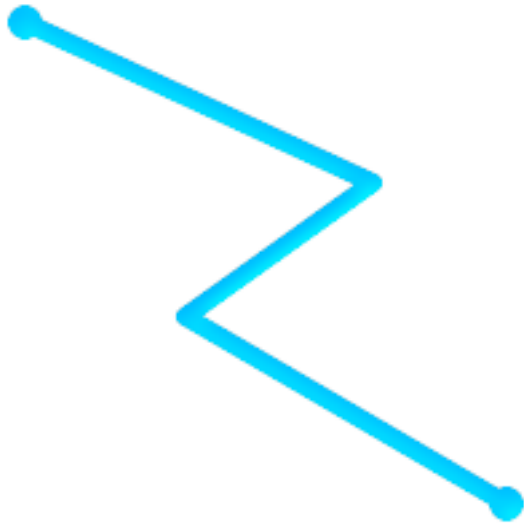
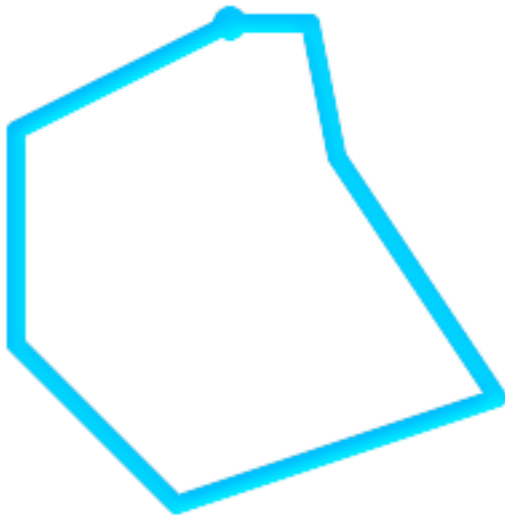
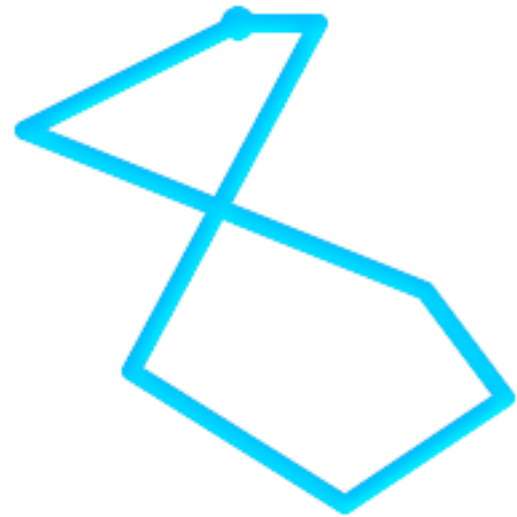
PostGIS is compliant with the Open Geospatial Consortium's (OGC) OpenGIS Specifications. As such, many PostGIS methods require, or more accurately, assume that geometries that are operated on are both simple and valid. For example, it does not make sense to calculate the area of a polygon that has a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

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

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

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

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

**(a)****(b)****(c)****(d)**

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

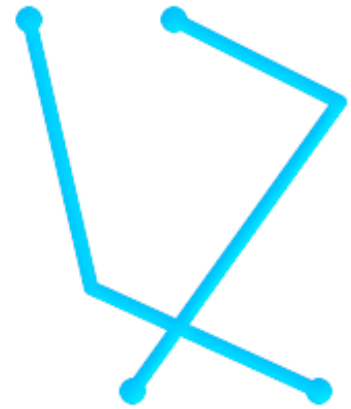
A `MULTILINESTRING` is *simple* only if all of its elements are simple and the only intersection between any two elements occurs at `POINTS` that are on the boundaries of both elements.



(e)



(f)



(g)

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

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



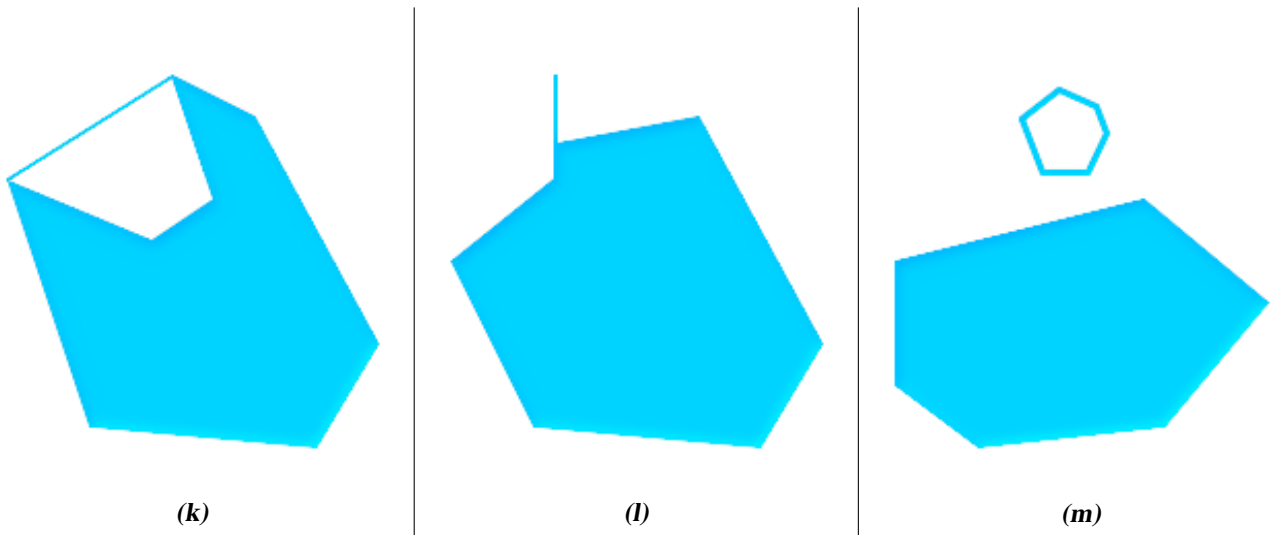
(h)



(i)

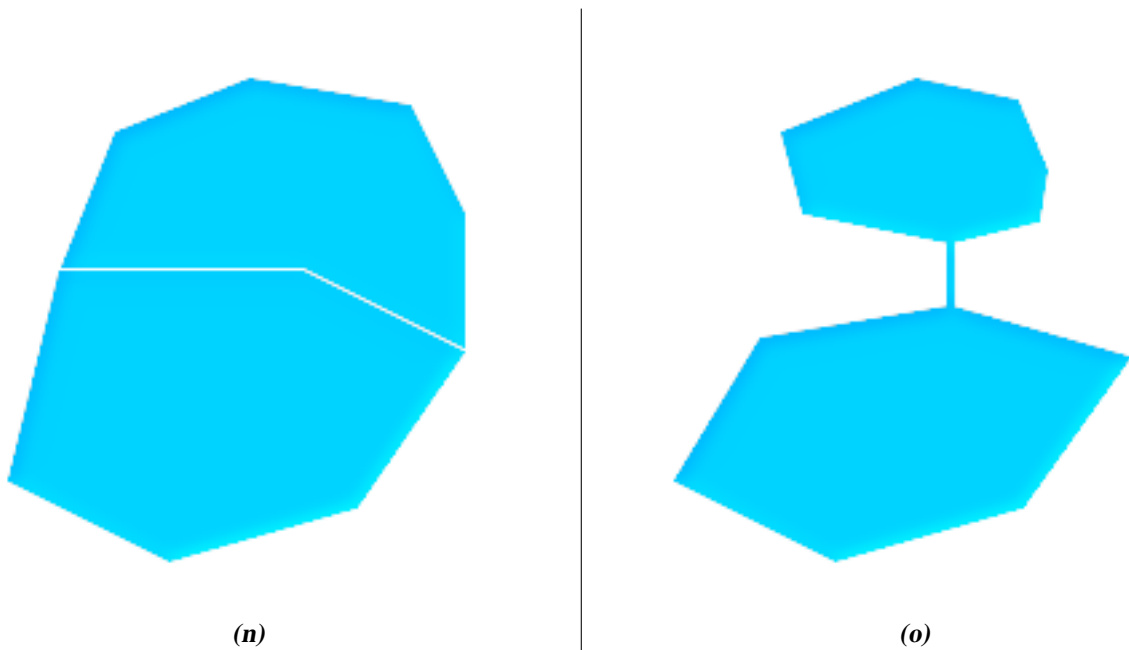


(j)



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

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



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

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

```
-- Typically, it doesn't make sense to check
-- for validity on linear features since it will always return TRUE.
-- But in this example, PostGIS extends the definition of the OGC IsValid
```

```
-- by returning false if a LineString has less than 2 *distinct* vertices.
gisdb=# SELECT
  ST_IsValid('LINESTRING(0 0, 1 1)'),
  ST_IsValid('LINESTRING(0 0, 0 0, 0 0)');

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

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

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

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



#### Note

The `ST_IsValid()` function does not check the Z and M dimensions.

## 4.7 Loading Spatial Data

Once you have created a spatial table, you are ready to upload spatial data to the database. There are two built-in ways to get spatial data into a PostGIS/PostgreSQL database: using formatted SQL statements or using the Shapefile loader.

### 4.7.1 Using SQL to Load Data

If spatial data can be converted to a text representation (as either WKT or WKB), then using SQL might be the easiest way to get data into PostGIS. Data can be bulk-loaded into PostGIS/PostgreSQL by loading a text file of SQL `INSERT` statements using the `psql` SQL utility.

A SQL load file (`roads.sql` for example) might look like this:

```
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;
```

The SQL file can be loaded into PostgreSQL using `psql`:

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

## 4.7.2 Using the Shapefile Loader

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

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

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

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

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



- G** Use geography type instead of geometry (requires lon/lat data) in WGS84 long lat (SRID=4326)
- T <tablespace>** Specify the tablespace for the new table. Indexes will still use the default tablespace unless the **-X** parameter is also used. The PostgreSQL documentation has a good description on when to use custom tablespaces.
- X <tablespace>** Specify the tablespace for the new table's indexes. This applies to the primary key index, and the GIST spatial index if **-I** is also used.
- Z** When used, this flag will prevent the generation of ANALYZE statements. Without the **-Z** flag (default behavior), the ANALYZE statements will be generated.

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

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

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

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

## 4.8 Extracting Spatial Data

Spatial data can be extracted from the database using either SQL or the Shapefile dumper. The section on SQL presents some of the functions available to do comparisons and queries on spatial tables.

### 4.8.1 Using SQL to Extract Data

The most straightforward way of extracting spatial data out of the database is to use a SQL SELECT query to define the data set to be extracted and dump the resulting columns into a parsable text file:

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

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

There will be times when some kind of restriction is necessary to cut down the number of records returned. In the case of attribute-based restrictions, use the same SQL syntax as used with a non-spatial table. In the case of spatial restrictions, the following functions are useful:

**ST\_Intersects** This function tells whether two geometries share any space.

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

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

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

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

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(...)' );
```

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

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

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

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

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

## 4.8.2 Using the Shapefile Dumper

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

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

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

The commandline options are:

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

## 4.9 Spatial Indexes

Spatial indexes make using a spatial database for large data sets possible. Without indexing, a search for features requires a sequential scan of every record in the database. Indexing speeds up searching by organizing the data into a structure which can be quickly traversed to find matching records.

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

- **GiST (Generalized Search Tree)** indexes break up data into "things to one side", "things which overlap", "things which are inside" and can be used on a wide range of data-types, including GIS data. PostGIS uses an R-Tree index implemented on top of GiST to index spatial data. GiST is the most commonly-used and versatile spatial index method, and offers very good query performance.
- **BRIN (Block Range Index)** indexes operate by summarizing the spatial extent of ranges of table records. Search is done via a scan of the ranges. BRIN is only appropriate for use for some kinds of data (spatially sorted, with infrequent or no update). But it provides much faster index create time, and much smaller index size.
- **SP-GiST (Space-Partitioned Generalized Search Tree)** is a generic index method that supports partitioned search trees such as quad-trees, k-d trees, and radix trees (tries).

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

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

### 4.9.1 GiST Indexes

GiST stands for "Generalized Search Tree" and is a generic form of indexing for multi-dimensional data. PostGIS uses an R-Tree index implemented on top of GiST to index spatial data. GiST is the most commonly-used and versatile spatial index method, and offers very good query performance. Other implementations of GiST are used to speed up searches on all kinds of irregular data structures (integer arrays, spectral data, etc) which are not amenable to normal B-Tree indexing. For more information see the [PostgreSQL manual](#).

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

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

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

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

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

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

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

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

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

## 4.9.2 BRIN Indexes

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](#).

Once a spatial table exceeds a few thousand rows, you will want to build an index to speed up spatial searches of the data. GiST indexes are very performant as long as their size doesn't exceed the amount of RAM available for the database, and as long as you can afford the index storage size, and the cost of index update on write. Otherwise, for very large tables BRIN index can be considered as an alternative.

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;
```

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

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

The above syntax builds a 2D index. To build a 3D-dimensional index, use this syntax:

```
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

The `geography` datatype is supported for BRIN indexing. The syntax for building a BRIN index on a geography column is:

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

The above syntax builds a 2D-index for geospatial objects on the spheroid.

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 SP-GiST Indexes

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.

Once a GIS data table exceeds a few thousand rows, an SP-GiST index may be used to speed up spatial searches of the data. The syntax for building an SP-GiST index on a "geometry" column is as follows:

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

The above syntax will build a 2-dimensional index. A 3-dimensional index for the geometry type can be created using the 3D operator class:

```
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:

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

There is no support for kNN searches at the moment.

#### 4.9.4 Tuning Index Usage

Ordinarily, indexes invisibly speed up data access: once an index is built, the PostgreSQL query planner automatically decides when to use it to improve query performance. But there are some situations where the planner does not choose to use existing indexes, so queries end up using slow sequential scans instead of a spatial index.

If you find your spatial indexes are not being used, there are a few things you can do:

- 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.

- If vacuuming does not help, you can temporarily force the planner to use the index information by using the command `SET ENABLE_SEQSCAN TO OFF;`. This way you can check whether the planner is at all able to generate an index-accelerated query plan for your query. You should only use this command for debugging; generally speaking, the planner knows better than you do about when to use indexes. Once you have run your query, do not forget to run `SET ENABLE_SEQSCAN TO ON;` so that the planner will operate normally for other queries.
- If `SET ENABLE_SEQSCAN TO OFF;` helps your query to run faster, your Postgres is likely not tuned for your hardware. If you find the planner wrong about the cost of sequential versus index scans try reducing the value of `RANDOM_PAGE_COST` in `postgresql.conf`, or use `SET RANDOM_PAGE_COST TO 1.1;`. The default value for `RANDOM_PAGE_COST` is 4.0. Try setting it to 1.1 (for SSD) or 2.0 (for fast magnetic disks). Decreasing the value makes the planner more likely to use index scans.
- 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:

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

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







	Interior	Boundary	Exterior
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

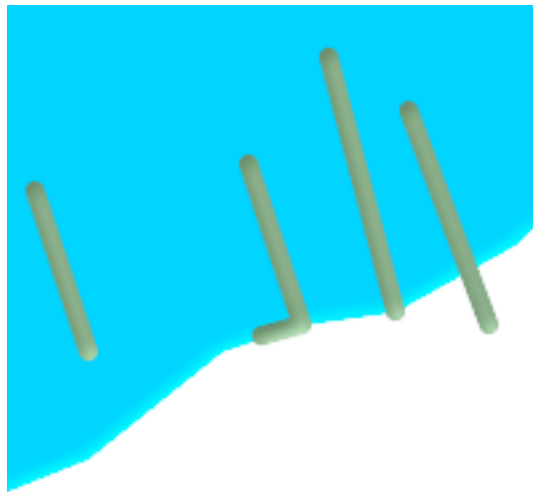
In some cases the named spatial relationships are insufficient to provide a desired spatial filter condition.



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 8.10.1 for the full list) and the distance operators used in nearest-neighbor queries (the most common being <->; see Section 8.10.2 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 `the_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 will make use of two tables, a table of linear roads, and a table of polygonal municipality boundaries. The table definitions for the `bc_roads` table is:

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

The table definition for the `bc_municipality` table is:

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

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

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

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

```
km_roads
-----
70842.1243039643
(1 row)
```

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

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

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

```
hectares
-----
32657.9103824927
(1 row)
```

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

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

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

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

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

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

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

```

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

```

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

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

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

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

```

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

```

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

```

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

kilometers
-----
4.89151904172838
(1 row)

```

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

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

```
gid | name          | area
-----+-----+-----
12  | SPALLUMCHEEN | 257374619.430216
(1 row)
```

## Chapter 6

# Performance Tips

### 6.1 Small tables of large geometries

#### 6.1.1 Problem description

Current PostgreSQL versions (including 9.6) suffer from a query optimizer weakness regarding TOAST tables. TOAST tables are a kind of "extension room" used to store large (in the sense of data size) values that do not fit into normal data pages (like long texts, images or complex geometries with lots of vertices), see [the PostgreSQL Documentation for TOAST](#) for more information).

The problem appears if you happen to have a table with rather large geometries, but not too many rows of them (like a table containing the boundaries of all European countries in high resolution). Then the table itself is small, but it uses lots of TOAST space. In our example case, the table itself had about 80 rows and used only 3 data pages, but the TOAST table used 8225 pages.

Now issue a query where you use the geometry operator `&&` to search for a bounding box that matches only very few of those rows. Now the query optimizer sees that the table has only 3 pages and 80 rows. It estimates that a sequential scan on such a small table is much faster than using an index. And so it decides to ignore the GIST index. Usually, this estimation is correct. But in our case, the `&&` operator has to fetch every geometry from disk to compare the bounding boxes, thus reading all TOAST pages, too.

To see whether you suffer from this issue, use the "EXPLAIN ANALYZE" postgresql command. For more information and the technical details, you can read the thread on the PostgreSQL performance mailing list: <http://archives.postgresql.org/pgsql-performance/2005-02/msg00030.php>

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

#### 6.1.2 Workarounds

The PostgreSQL people are trying to solve this issue by making the query estimation TOAST-aware. For now, here are two workarounds:

The first workaround is to force the query planner to use the index. Send "SET enable\_seqscan TO off;" to the server before issuing the query. This basically forces the query planner to avoid sequential scans whenever possible. So it uses the GIST index as usual. But this flag has to be set on every connection, and it causes the query planner to make misestimations in other cases, so you should "SET enable\_seqscan TO on;" after the query.

The second workaround is to make the sequential scan as fast as the query planner thinks. This can be achieved by creating an additional column that "caches" the bbox, and matching against this. In our example, the commands are like:

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

Now change your query to use the `&&` operator against `bbox` instead of `geom_column`, like:



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

Of course, if you change or add rows to mytable, you have to keep the bbox "in sync". The most transparent way to do this would be triggers, but you also can modify your application to keep the bbox column current or run the UPDATE query above after every modification.

## 6.2 CLUSTERing on geometry indices

For tables that are mostly read-only, and where a single index is used for the majority of queries, PostgreSQL offers the CLUSTER command. This command physically reorders all the data rows in the same order as the index criteria, yielding two performance advantages: First, for index range scans, the number of seeks on the data table is drastically reduced. Second, if your working set concentrates to some small intervals on the indices, you have a more efficient caching because the data rows are spread along fewer data pages. (Feel invited to read the CLUSTER command documentation from the PostgreSQL manual at this point.)

However, currently PostgreSQL does not allow clustering on PostGIS GIST indices because GIST indices simply ignores NULL values, you get an error message like:

```
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.
```

As the HINT message tells you, one can work around this deficiency by adding a "not null" constraint to the table:

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

Of course, this will not work if you in fact need NULL values in your geometry column. Additionally, you must use the above method to add the constraint, using a CHECK constraint like "ALTER TABLE blubb ADD CHECK (geometry is not null);" will not work.

## 6.3 Avoiding dimension conversion

Sometimes, you happen to have 3D or 4D data in your table, but always access it using OpenGIS compliant ST\_AsText() or ST\_AsBinary() functions that only output 2D geometries. They do this by internally calling the ST\_Force2D() function, which introduces a significant overhead for large geometries. To avoid this overhead, it may be feasible to pre-drop those additional dimensions once and forever:

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

Note that if you added your geometry column using AddGeometryColumn() there'll be a constraint on geometry dimension. To bypass it you will need to drop the constraint. Remember to update the entry in the geometry\_columns table and recreate the constraint afterwards.

In case of large tables, it may be wise to divide this UPDATE into smaller portions by constraining the UPDATE to a part of the table via a WHERE clause and your primary key or another feasible criteria, and running a simple "VACUUM;" between your UPDATES. This drastically reduces the need for temporary disk space. Additionally, if you have mixed dimension geometries, restricting the UPDATE by "WHERE dimension(geom)>2" skips re-writing of geometries that already are in 2D.

## Chapter 7

# Building Applications

### 7.1 Using MapServer

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

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

#### 7.1.1 Basic Usage

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

To use PostGIS with MapServer, you will need:

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

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

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

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

```

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

```

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

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

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

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

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

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

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

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

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

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

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

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

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

## 7.1.2 Frequently Asked Questions

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## 7.1.3 Advanced Usage

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

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

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



#### Note

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

**USING SRID=<srid>** PostGIS needs to know which spatial referencing system is being used by the geometries in order to return the correct data back to MapServer. Normally it is possible to find this information in the "geometry\_columns" table in the PostGIS database, however, this is not possible for tables which are created on the fly such as subselects and views. So the `USING SRID=` option allows the correct SRID to be specified in the `DATA` definition.

## 7.1.4 Examples

Lets start with a simple example and work our way up. Consider the following MapServer layer definition:

```
LAYER
  CONNECTIONTYPE postgis
  NAME "roads"
  CONNECTION "user=theuser password=thepass dbname=thedb host=theserver"
  DATA "geom from roads"
  STATUS ON
  TYPE LINE
  CLASS
    STYLE
      COLOR 0 0 0
    END
  END
END
```

This layer will display all the road geometries in the roads table as black lines.

Now lets say we want to show only the highways until we get zoomed in to at least a 1:100000 scale - the next two layers will achieve this effect:

```
LAYER
  CONNECTIONTYPE postgis
  CONNECTION "user=theuser password=thepass dbname=thedb host=theserver"
  PROCESSING "CLOSE_CONNECTION=DEFER"
  DATA "geom from roads"
  MINSCALE 100000
  STATUS ON
  TYPE LINE
  FILTER "road_type = 'highway'"
  CLASS
    COLOR 0 0 0
  END
END
LAYER
  CONNECTIONTYPE postgis
  CONNECTION "user=theuser password=thepass dbname=thedb host=theserver"
  PROCESSING "CLOSE_CONNECTION=DEFER"
  DATA "geom from roads"
  MAXSCALE 100000
  STATUS ON
  TYPE LINE
  CLASSITEM road_type
  CLASS
    EXPRESSION "highway"
    STYLE
      WIDTH 2
      COLOR 255 0 0
    END
  END
  CLASS
    STYLE
      COLOR 0 0 0
    END
  END
END
```

The first layer is used when the scale is greater than 1:100000, and displays only the roads of type "highway" as black lines. The FILTER option causes only roads of type "highway" to be displayed.

The second layer is used when the scale is less than 1:100000, and will display highways as double-thick red lines, and other roads as regular black lines.

So, we have done a couple of interesting things using only MapServer functionality, but our DATA SQL statement has remained simple. Suppose that the name of the road is stored in another table (for whatever reason) and we need to do a join to get it and label our roads.

```
LAYER
  CONNECTIONTYPE postgis
  CONNECTION "user=theuser password=thepass dbname=thedb host=theserver"
  DATA "geom FROM (SELECT roads.gid AS gid, roads.geom AS geom,
    road_names.name as name FROM roads LEFT JOIN road_names ON
    roads.road_name_id = road_names.road_name_id)
    AS named_roads USING UNIQUE gid USING SRID=4326"
  MAXSCALE 20000
  STATUS ON
  TYPE ANNOTATION
  LABELITEM name
  CLASS
    LABEL
      ANGLE auto
      SIZE 8
      COLOR 0 192 0
      TYPE truetype
      FONT arial
    END
  END
END
```

This annotation layer adds green labels to all the roads when the scale gets down to 1:20000 or less. It also demonstrates how to use an SQL join in a DATA definition.

## 7.2 Java Clients (JDBC)

Java clients can access PostGIS "geometry" objects in the PostgreSQL database either directly as text representations or using the JDBC extension objects bundled with PostGIS. In order to use the extension objects, the "postgis.jar" file must be in your CLASSPATH along with the "postgresql.jar" JDBC driver package.

```
import java.sql.*;
import java.util.*;
import java.lang.*;
import org.postgis.*;

public class JavaGIS {

public static void main(String[] args) {

  java.sql.Connection conn;

  try {
    /*
     * Load the JDBC driver and establish a connection.
     */
    Class.forName("org.postgresql.Driver");
    String url = "jdbc:postgresql://localhost:5432/database";
    conn = DriverManager.getConnection(url, "postgres", "");
    /*
     * Add the geometry types to the connection. Note that you
     * must cast the connection to the pgsq- specific connection
     * implementation before calling the addDataType() method.
     */
  }
}
```

```

*/
((org.postgresql.PGConnection) conn).addDataType("geometry", Class.forName("org.postgis. ←
PGgeometry"));
((org.postgresql.PGConnection) conn).addDataType("box3d", Class.forName("org.postgis. ←
PGbox3d"));
/*
* Create a statement and execute a select query.
*/
Statement s = conn.createStatement();
ResultSet r = s.executeQuery("select geom,id from geomtable");
while( r.next() ) {
    /*
    * Retrieve the geometry as an object then cast it to the geometry type.
    * Print things out.
    */
    PGgeometry geom = (PGgeometry)r.getObject(1);
    int id = r.getInt(2);
    System.out.println("Row " + id + ":");
    System.out.println(geom.toString());
}
s.close();
conn.close();
}
catch( Exception e ) {
    e.printStackTrace();
}
}
}

```

The "PGgeometry" object is a wrapper object which contains a specific topological geometry object (subclasses of the abstract class "Geometry") depending on the type: Point, LineString, Polygon, MultiPoint, MultiLineString, MultiPolygon.

```

PGgeometry geom = (PGgeometry)r.getObject(1);
if( geom.getType() == Geometry.POLYGON ) {
    Polygon pl = (Polygon)geom.getGeometry();
    for( int r = 0; r < pl.numRings(); r++ ) {
        LinearRing rng = pl.getRing(r);
        System.out.println("Ring: " + r);
        for( int p = 0; p < rng.numPoints(); p++ ) {
            Point pt = rng.getPoint(p);
            System.out.println("Point: " + p);
            System.out.println(pt.toString());
        }
    }
}
}
}

```

The JavaDoc for the extension objects provides a reference for the various data accessor functions in the geometric objects.

## 7.3 C Clients (libpq)

...

### 7.3.1 Text Cursors

...

### 7.3.2 Binary Cursors

...

## Chapter 8

# PostGIS Reference

The functions given below are the ones which a user of PostGIS is likely to need. There are other functions which are required support functions to the PostGIS objects which are not of use to a general user.



### Note

PostGIS has begun a transition from the existing naming convention to an SQL-MM-centric convention. As a result, most of the functions that you know and love have been renamed using the standard spatial type (ST) prefix. Previous functions are still available, though are not listed in this document where updated functions are equivalent. The non ST\_ functions not listed in this documentation are deprecated and will be removed in a future release so STOP USING THEM.

## 8.1 PostGIS Geometry/Geography/Box Data Types

### 8.1.1 box2d

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

#### Description

box2d is a spatial data type used to represent the two-dimensional bounding box enclosing a geometry or collection of geometries. For example, the [ST\\_Extent](#) aggregate function returns a box2d object.

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)`.

#### Casting Behavior

This table lists the automatic and explicit casts allowed for this data type:

Cast To	Behavior
box3d	automatic
geometry	automatic



**See Also**

Section [15.7](#)

**8.1.2 box3d**

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

**Description**

`box3d` is a PostGIS spatial data type used to represent the three-dimensional bounding box enclosing a geometry or collection of geometries. For example, the `ST_3DExtent` aggregate function returns a `box3d` object.

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)`.

**Casting Behavior**

This table lists the automatic and explicit casts allowed for this data type:

Cast To	Behavior
<code>box</code>	automatic
<code>box2d</code>	automatic
<code>geometry</code>	automatic

**See Also**

Section [15.7](#)

**8.1.3 geometry**

`geometry` — The type representing spatial features with planar coordinate systems.

**Description**

`geometry` is a fundamental PostGIS spatial data type used to represent a feature in planar (Euclidean) coordinate systems.

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

**Casting Behavior**

This table lists the automatic and explicit casts allowed for this data type:

Cast To	Behavior
<code>box</code>	automatic
<code>box2d</code>	automatic
<code>box3d</code>	automatic
<code>bytea</code>	automatic
<code>geography</code>	automatic
<code>text</code>	automatic

**See Also**

Section [4.1](#), Section [15.3](#)

**8.1.4 geometry\_dump**

`geometry_dump` — A composite type used to describe the parts of complex geometry.

**Description**

`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.

**See Also**

Section [15.6](#)

**8.1.5 geography**

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

**Description**

`geography` is a spatial data type used to represent a feature in geodetic coordinate systems. Geodetic coordinate systems model the earth using an ellipsoid.

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

**Casting Behavior**

This table lists the automatic and explicit casts allowed for this data type:

Cast To	Behavior
<code>geometry</code>	explicit

**See Also**

Section [4.3](#), Section [15.4](#)

**8.2 Table Management Functions****8.2.1 AddGeometryColumn**

`AddGeometryColumn` — Adds a geometry column to an existing table.

## 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);
```

## Description

Adds a geometry column to an existing table of attributes. The `schema_name` is the name of the table schema. The `srid` must be an integer value reference to an entry in the `SPATIAL_REF_SYS` table. The `type` must be a string corresponding to the geometry type, eg, 'POLYGON' or 'MULTILINESTRING'. An error is thrown if the schemaname doesn't exist (or not visible in the current search\_path) or the specified SRID, geometry type, or dimension is invalid.

### Note



Changed: 2.0.0 This function no longer updates `geometry_columns` since `geometry_columns` is a view that reads from system catalogs. It by default also does not create constraints, but instead uses the built in type modifier behavior of PostgreSQL. So for example building a wgs84 POINT column with this function is now equivalent to: `ALTER TABLE some_table ADD COLUMN geom geometry(Point, 4326);`

Changed: 2.0.0 If you require the old behavior of constraints use the default `use_typmod`, but set it to false.

### Note



Changed: 2.0.0 Views can no longer be manually registered in `geometry_columns`, however views built against geometry typmod tables geometries and used without wrapper functions will register themselves correctly because they inherit the typmod behavior of their parent table column. Views that use geometry functions that output other geometries will need to be cast to typmod geometries for these view geometry columns to be registered correctly in `geometry_columns`. Refer to Section 4.4.3.



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



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



This method supports Circular Strings and Curves

Enhanced: 2.0.0 `use_typmod` argument introduced. Defaults to creating typmod geometry column instead of constraint-based.

## Examples

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

-- Describing the table shows a simple table with a single "id" column.
postgis=# \d my_schema.my_spatial_table
          Table "my_schema.my_spatial_table"
  Column | Type      | Modifiers
-----+-----+-----
 id     | integer  | not null default nextval('my_schema.my_spatial_table_id_seq'::regclass)
```

```

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

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

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

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

Table "my_schema.my_spatial_table"
Column |          Type          | Modifiers
-----+-----+-----
 id     | integer                | not null default nextval('my_schema. ←
 my_spatial_table_id_seq)::regclass)
 geom   | geometry(Point,4326)   |
 geom_c | geometry                |
 geomcp_c | geometry                |
Check constraints:
 "enforce_dims_geom_c" CHECK (st_ndims(geom_c) = 2)
 "enforce_dims_geomcp_c" CHECK (st_ndims(geomcp_c) = 2)
 "enforce_geotype_geom_c" CHECK (geometrytype(geom_c) = 'POINT'::text OR geom_c IS NULL)
 "enforce_geotype_geomcp_c" CHECK (geometrytype(geomcp_c) = 'CURVEPOLYGON'::text OR ←
 geomcp_c IS NULL)
 "enforce_srid_geom_c" CHECK (st_srid(geom_c) = 4326)
 "enforce_srid_geomcp_c" CHECK (st_srid(geomcp_c) = 4326)

-- geometry_columns view also registers the new columns --
SELECT f_geometry_column As col_name, type, srid, coord_dimension As ndims
FROM geometry_columns
WHERE f_table_name = 'my_spatial_table' AND f_table_schema = 'my_schema';

 col_name |    type    | srid | ndims
-----+-----+-----+-----
 geom     | Point      | 4326 | 2
 geom_c   | Point      | 4326 | 2
 geomcp_c | CurvePolygon | 4326 | 2

```

**See Also**

[DropGeometryColumn](#), [DropGeometryTable](#), [Section 4.4.2](#), [Section 4.4.3](#)

**8.2.2 DropGeometryColumn**

**DropGeometryColumn** — Removes a geometry column from a spatial table.

**Synopsis**

```

text DropGeometryColumn(varchar table_name, varchar column_name);
text DropGeometryColumn(varchar schema_name, varchar table_name, varchar column_name);
text DropGeometryColumn(varchar catalog_name, varchar schema_name, varchar table_name, varchar column_name);

```

## Description

Removes a geometry column from a spatial table. Note that `schema_name` will need to match the `f_table_schema` field of the table's row in the `geometry_columns` table.



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

Changed: 2.0.0 This function is provided for backward compatibility. Now that since `geometry_columns` is now a view against the system catalogs, you can drop a geometry column like any other table column using `ALTER TABLE`

## Examples

```
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;
```

## See Also

[AddGeometryColumn](#), [DropGeometryTable](#), [Section 4.4.2](#)

## 8.2.3 DropGeometryTable

`DropGeometryTable` — Drops a table and all its references in `geometry_columns`.

### Synopsis

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

### Description

Drops a table and all its references in `geometry_columns`. Note: uses `current_schema()` on schema-aware `pgsql` installations if `schema` is not provided.



### Note

Changed: 2.0.0 This function is provided for backward compatibility. Now that since `geometry_columns` is now a view against the system catalogs, you can drop a table with geometry columns like any other table using `DROP TABLE`

## Examples

```
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;
```

## See Also

[AddGeometryColumn](#), [DropGeometryColumn](#), [Section 4.4.2](#)

## 8.2.4 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);

### Description

Returns the integer SRID of the specified geometry column by searching through the `GEOMETRY_COLUMNS` table. If the geometry column has not been properly added (e.g. with the [AddGeometryColumn](#) function), this function will not work.

## Examples

```
SELECT Find_SRID('public', 'tiger_us_state_2007', 'geom_4269');
find_srid
-----
4269
```

## See Also

[ST\\_SRID](#)

## 8.2.5 Populate\_Geometry\_Columns

`Populate_Geometry_Columns` — Ensures geometry columns are defined with type modifiers or have appropriate spatial constraints.

### Synopsis

text `Populate_Geometry_Columns`(boolean use\_typmod=true);  
int `Populate_Geometry_Columns`(oid relation\_oid, boolean use\_typmod=true);

## Description

Ensures geometry columns have appropriate type modifiers or spatial constraints to ensure they are registered correctly in the `geometry_columns` view. By default will convert all geometry columns with no type modifier to ones with type modifiers.

For backwards compatibility and for spatial needs such as table inheritance where each child table may have different geometry type, the old check constraint behavior is still supported. If you need the old behavior, you need to pass in the new optional argument as `false` `use_typmod=false`. When this is done geometry columns will be created with no type modifiers but will have 3 constraints defined. In particular, this means that every geometry column belonging to a table has at least three constraints:

- `enforce_dims_geom` - ensures every geometry has the same dimension (see [ST\\_NDims](#))
- `enforce_geotype_geom` - ensures every geometry is of the same type (see [GeometryType](#))
- `enforce_srid_geom` - ensures every geometry is in the same projection (see [ST\\_SRID](#))

If a table `oid` is provided, this function tries to determine the srid, dimension, and geometry type of all geometry columns in the table, adding constraints as necessary. If successful, an appropriate row is inserted into the `geometry_columns` table, otherwise, the exception is caught and an error notice is raised describing the problem.

If the `oid` of a view is provided, as with a table `oid`, this function tries to determine the srid, dimension, and type of all the geometries in the view, inserting appropriate entries into the `geometry_columns` table, but nothing is done to enforce constraints.

The parameterless variant is a simple wrapper for the parameterized variant that first truncates and repopulates the `geometry_columns` table for every spatial table and view in the database, adding spatial constraints to tables where appropriate. It returns a summary of the number of geometry columns detected in the database and the number that were inserted into the `geometry_columns` table. The parameterized version simply returns the number of rows inserted into the `geometry_columns` table.

Availability: 1.4.0

Changed: 2.0.0 By default, now uses type modifiers instead of check constraints to constrain geometry types. You can still use check constraint behavior instead by using the new `use_typmod` and setting it to `false`.

Enhanced: 2.0.0 `use_typmod` optional argument was introduced that allows controlling if columns are created with typmodifiers or with check constraints.

## Examples

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

```
populate_geometry_columns
```

```
-----
1
```

```
\d myspatial_table
```

```
Table "public.myspatial_table"
Column | Type | Modifiers
-----+-----+-----
gid | integer | not null default nextval('myspatial_table_gid_seq':: regclass)
geom | geometry(LineString,4326) |
```

```
-- This will change the geometry columns to use constraints if they are not typmod or have constraints already.
--For this to work, there must exist data
CREATE TABLE public.myspatial_table_cs(gid serial, geom geometry);
INSERT INTO myspatial_table_cs(geom) VALUES(ST_GeomFromText('LINESTRING(1 2, 3 4)',4326) );
SELECT Populate_Geometry_Columns('public.myspatial_table_cs'::regclass, false);
populate_geometry_columns
-----
1
\d myspatial_table_cs

Table "public.myspatial_table_cs"
Column | Type | Modifiers
-----+-----+-----
gid | integer | not null default nextval('myspatial_table_cs_gid_seq'::regclass)
geom | geometry |
Check constraints:
"enforce_dims_geom" CHECK (st_ndims(geom) = 2)
"enforce_geotype_geom" CHECK (geometrytype(geom) = 'LINESTRING'::text OR geom IS NULL)
"enforce_srid_geom" CHECK (st_srid(geom) = 4326)
```

## 8.2.6 UpdateGeometrySRID

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

### Synopsis

```
text UpdateGeometrySRID(vchar table_name, vchar column_name, integer srid);
text UpdateGeometrySRID(vchar schema_name, vchar table_name, vchar column_name, integer srid);
text UpdateGeometrySRID(vchar catalog_name, vchar schema_name, vchar table_name, vchar column_name, integer srid);
```

### Description

Updates the SRID of all features in a geometry column, updating constraints and reference in geometry\_columns. If the column was enforced by a type definition, the type definition will be changed. Note: uses current\_schema() on schema-aware postgres installations if schema is not provided.



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



This method supports Circular Strings and Curves

### Examples

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)
\.
```

This will change the srid of the roads table to 4326 from whatever it was before:

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



The prior example is equivalent to this DDL statement:

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

If you got the projection wrong (or brought it in as unknown) in load and you wanted to transform to web mercator all in one shot you can do this with DDL but there is no equivalent PostGIS management function to do so in one go.

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

### See Also

[UpdateRasterSRID](#), [ST\\_SetSRID](#), [ST\\_Transform](#), [ST\\_GeomFromEWKT](#)

## 8.3 Geometry Constructors

### 8.3.1 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 g1 field);
```

#### Description

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.

Availability: 1.4.0 - **ST\_Collect**(geomarray) was introduced. **ST\_Collect** was enhanced to handle more geometries faster.



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



This method supports Circular Strings and Curves

**Examples - Two-input variant**

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))
```

**Examples - Array variant**

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))
```

**Examples - Aggregate variant**

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
```

**See Also**

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

### 8.3.2 ST\_LineFromMultiPoint

`ST_LineFromMultiPoint` — Creates a `LineString` from a `MultiPoint` geometry.

#### Synopsis

```
geometry ST_LineFromMultiPoint(geometry aMultiPoint);
```

#### Description

Creates a `LineString` from a `MultiPoint` geometry.

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



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

#### Examples

Create a 3D line string from a 3D `MultiPoint`

```
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)
```

#### See Also

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

### 8.3.3 ST\_MakeEnvelope

`ST_MakeEnvelope` — Creates a rectangular `Polygon` from minimum and maximum coordinates.

#### Synopsis

```
geometry ST_MakeEnvelope(float xmin, float ymin, float xmax, float ymax, integer srid=unknown);
```

#### Description

Creates a rectangular `Polygon` from the minimum and maximum values for X and Y. Input values must be in the spatial reference system specified by the SRID. If no SRID is specified the unknown spatial reference system (SRID 0) is used.

Availability: 1.5

Enhanced: 2.0: Ability to specify an envelope without specifying an SRID was introduced.

#### Example: Building a bounding box polygon

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

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

**See Also**

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

**8.3.4 ST\_MakeLine**

ST\_MakeLine — Creates a LineString from Point, MultiPoint, or LineString geometries.

**Synopsis**

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

**Description**

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.

Availability: 2.3.0 - Support for MultiPoint input elements was introduced

Availability: 2.0.0 - Support for LineString input elements was introduced

Availability: 1.4.0 - ST\_MakeLine(geomarray) was introduced. ST\_MakeLine aggregate functions was enhanced to handle more points faster.

**Examples: Two-input variant**

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)
```

Create a 3D line from two 3D points.

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

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

Create a line from two disjoint LineStrings.

```
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)
```

**Examples: Array variant**

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)
```

**Examples: Aggregate variant**

This example queries time-based sequences of GPS points from a set of tracks and creates one record for each track. The result geometries are LineStrings composed of the GPS track points in the order of travel.

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;
```

**See Also**

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

**8.3.5 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);

## Description

Creates a 2D, 3D Z or 4D ZM Point geometry.

Use [ST\\_MakePointM](#) to make points with XYM coordinates.

While not OGC-compliant, `ST_MakePoint` is faster and more precise 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



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

## Examples

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

--Return point marked as WGS 84 long lat
SELECT ST_SetSRID(ST_MakePoint(-71.1043443253471, 42.3150676015829), 4326);

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

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

## See Also

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

## 8.3.6 ST\_MakePointM

`ST_MakePointM` — Creates a Point from X, Y and M values.

### Synopsis

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

### Description

Creates a point with X, Y and M (measure) coordinates.

Use [ST\\_MakePoint](#) to make points with XY, XYZ, or XYZM coordinates.



### Note

For geodetic coordinates, X is longitude and Y is latitude

## Examples



### 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)
```

Create point with a measure in the WGS 84 geodetic coordinate system.

```
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
```

### See Also

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

## 8.3.7 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);
```

### Description

Creates a Polygon formed by the given shell and optional array of holes. Input geometries must be closed LineStrings (rings).

**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**

This function does not accept MultiLineStrings. Use [ST\\_LineMerge](#) to generate a LineString, or [ST\\_Dump](#) to extract LineStrings.



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

**Examples: Single input variant**

Create a Polygon from a 2D LineString.

```
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;
```

Create a Polygon from a 3D LineString

```
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))
```

**Examples: Outer shell with inner holes variant**

Create a donut Polygon with an extra hole

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

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

**Note**

The CASE construct is used because passing a null array into [ST\\_MakePolygon](#) results in a NULL return value.



```

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;

```

### See Also

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

## 8.3.8 ST\_Point

`ST_Point` — Creates a Point with the given coordinate values. Alias for `ST_MakePoint`.

### Synopsis

```

geometry ST_Point(float x, float y);
geometry ST_Point(float x, float y, integer srid=unknown);

```

### Description

Returns an Point with the given X and Y coordinate values. This is the SQL-MM alias 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. Creates a Point with X, Y and SRID values.



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

**Examples: Geometry**

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

**Examples: Geography**

Pre-PostGIS 3.2 syntax

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

3.2 and on you can include the srid

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

PostgreSQL also provides the `::` short-hand for casting

```
SELECT ST_Point( -71.104, 42.315, 4326)::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_SetSRID( ST_Point( 3637510, 3014852 ), 2273), 4326)::geography;
```

**See Also**

Section 4.3, [ST\\_MakePoint](#), [ST\\_SetSRID](#), [ST\\_Transform](#), [ST\\_PointZ](#), [ST\\_PointM](#), [ST\\_PointZM](#)

**8.3.9 ST\_PointZ**

`ST_PointZ` — Creates a Point with the given coordinate and SRID values.

**Synopsis**

geometry `ST_PointZ`(float x, float y, float z, integer srid=unknown);

**Description**

Returns an Point with the given X, Y and Z coordinate values, and optionally an SRID number.

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.

**Examples**

```
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)
```

**See Also**

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

**8.3.10 ST\_PointM**

`ST_PointM` — Creates a Point with the given coordinate and SRID values.

**Synopsis**

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

**Description**

Returns an Point with the given X, Y and M coordinate values, and optionally an SRID number.

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.

**Examples**

```
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)
```

**See Also**

[ST\\_MakePoint](#), [ST\\_Point](#), [ST\\_PointZ](#), [ST\\_PointZM](#)

**8.3.11 ST\_PointZM**

`ST_PointZM` — Creates a Point with the given coordinate and SRID values.

**Synopsis**

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

**Description**

Returns an Point with the given X, Y, Z and M coordinate values, and optionally an SRID number.

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.

**Examples**

```
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)
```

## See Also

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

## 8.3.12 ST\_Polygon

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

### Synopsis

```
geometry ST_Polygon(geometry lineString, integer srid);
```

### Description

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.

To create polygons with holes use [ST\\_MakePolygon](#) Variant 2 and then [ST\\_SetSRID](#).



#### Note

This function does not accept MultiLineStrings. Use [ST\\_LineMerge](#) to generate a LineString, or [ST\\_Dump](#) to extract LineStrings.



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.

### Examples

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) ←  
1)'), 4326) );  
  
-- result --  
SRID=4326;POLYGON((75 29 1, 77 29 2, 77 29 3, 75 29 1))
```

## See Also

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

### 8.3.13 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);
```

#### Description

Creates a rectangular Polygon in [Web Mercator](#) (SRID:3857) using the [XYZ tile system](#). By default, the bounds are the in EPSG:3857 using the standard range of the Web Mercator system (-20037508.342789, 20037508.342789). The optional bounds parameter can be used to generate envelopes for any tiling scheme: provide a geometry that has the SRID and extent of the initial "zoom level zero" square within which the tile system is to be inscribed.

The optional margin parameter can be used to grow a tile by the given percentage, e.g. margin=0.125 grows the tile by 12.5%, which is equivalent to buffer=512 when extent 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 current tile's rendering. For example, a city name (a geopoint) could be near an edge of a tile, but the text would need to render on two tiles, even though the geopoint is located in the visible area of just one tile. Using an expanded tile in a search would include the city geopoint for both tiles. Use negative value to shrink the tile instead. Values less than -0.5 are prohibited because that would eliminate the tile completely. Do not use margin with ST\_AsMVTGeom(). See example in [ST\\_AsMVT](#).

Enhanced: 3.1.0 Added margin parameter.

Availability: 3.0.0

#### Example: Building a tile envelope

```
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))
```

#### See Also

[ST\\_MakeEnvelope](#)

### 8.3.14 ST\_HexagonGrid

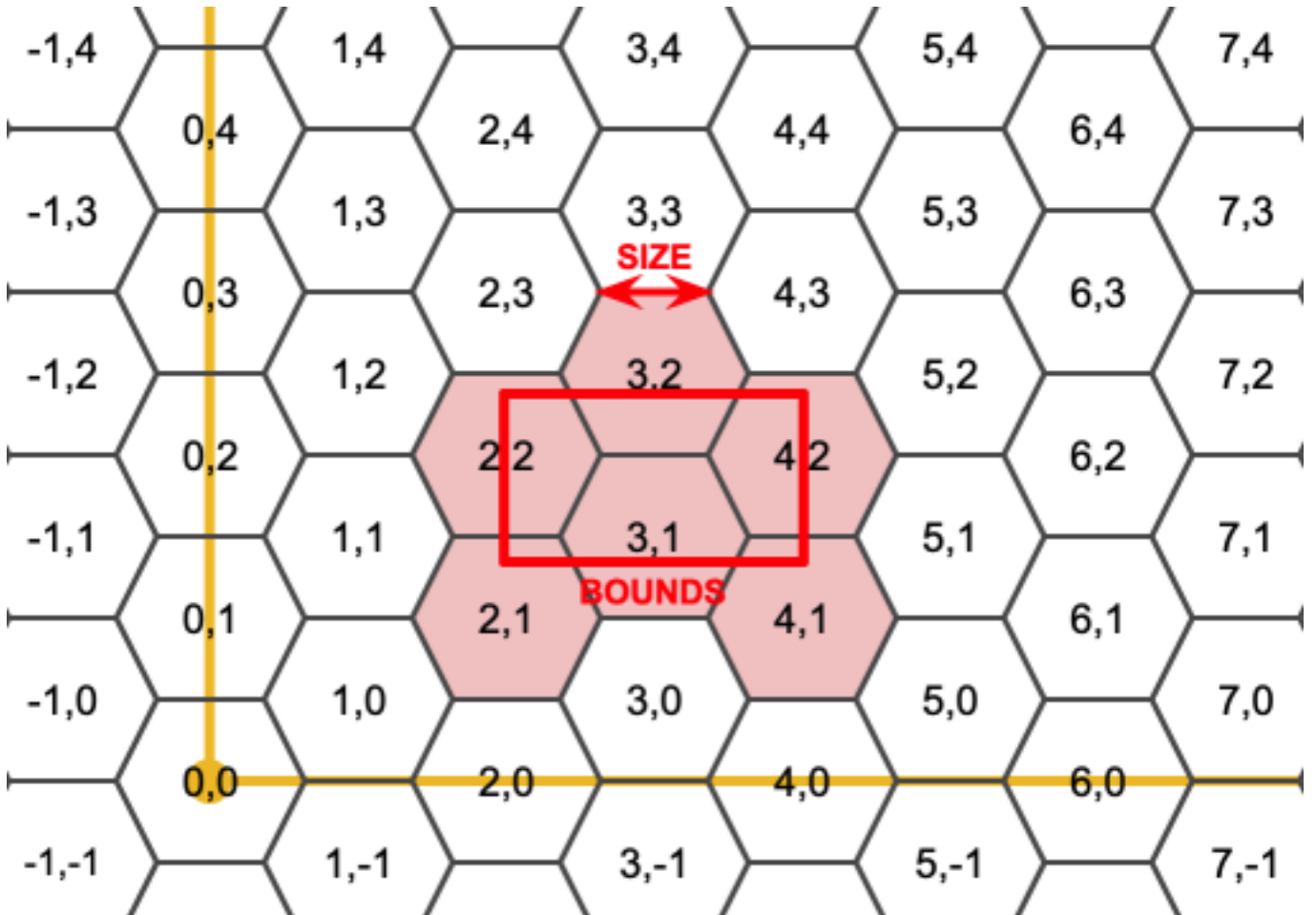
ST\_HexagonGrid — Returns a set of hexagons and cell indices that completely cover the bounds of the geometry argument.

#### Synopsis

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

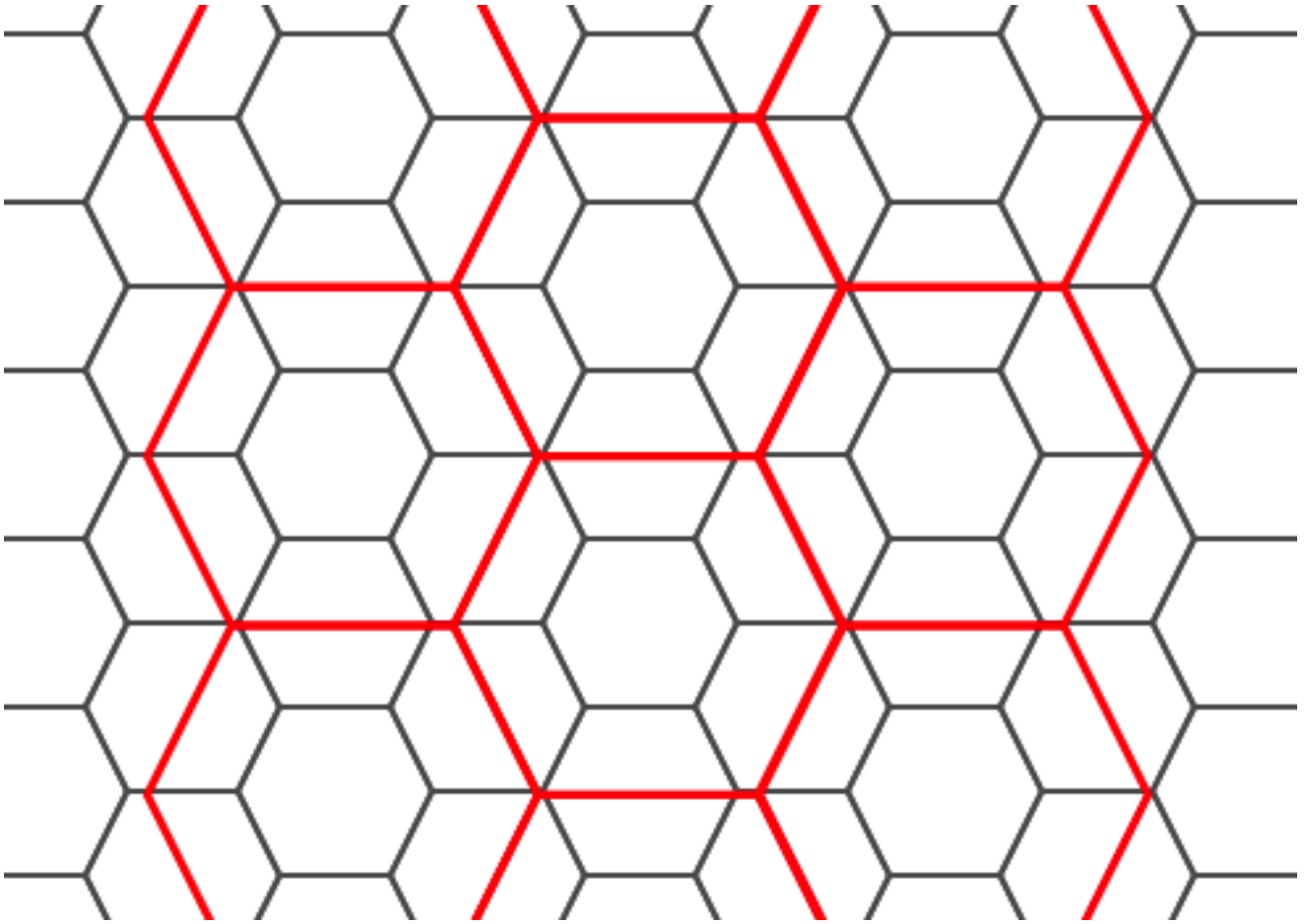
**Description**

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.



Availability: 3.1.0

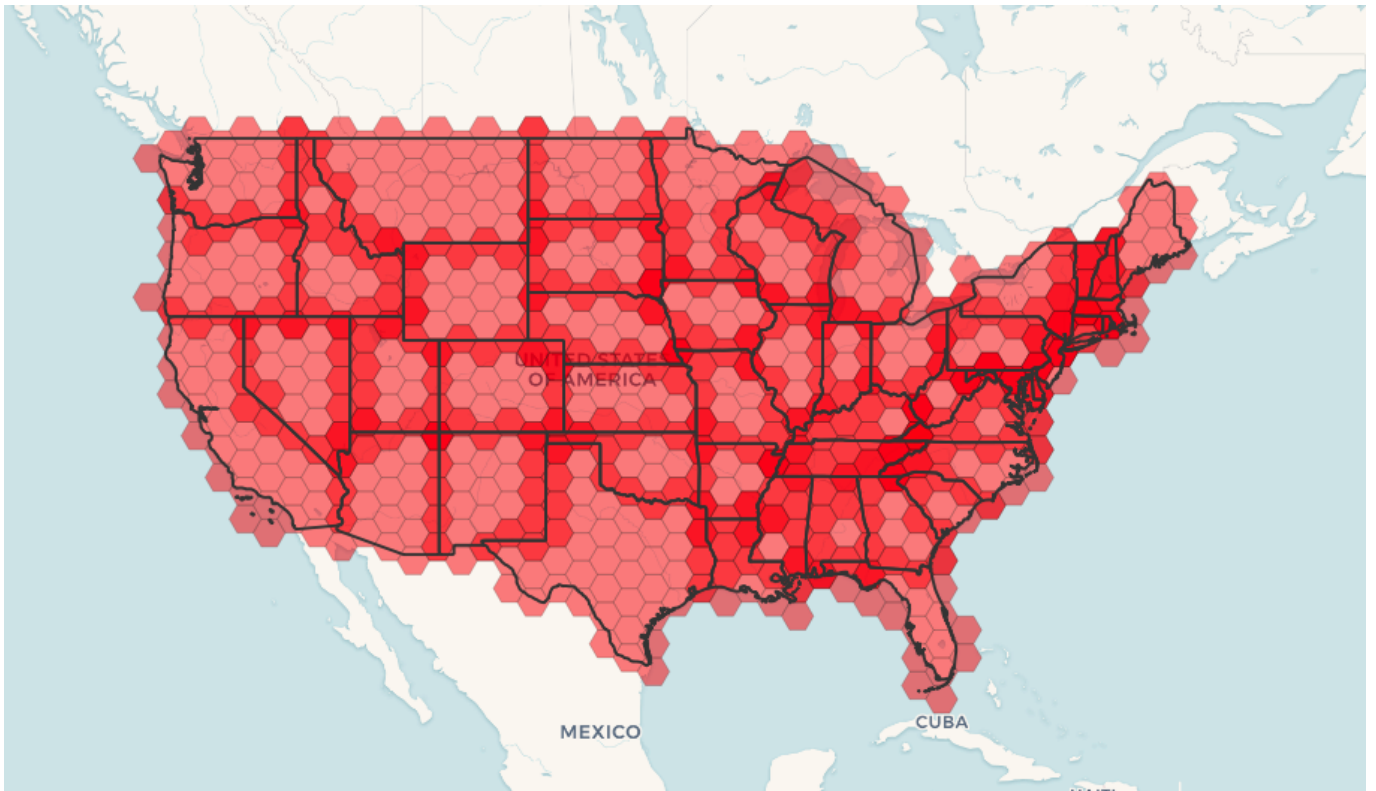
### Example: Counting points in hexagons

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;
```

### Example: Generating hex coverage of polygons

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)
```

#### See Also

[ST\\_EstimatedExtent](#), [ST\\_SetSRID](#), [ST\\_SquareGrid](#), [ST\\_TileEnvelope](#)

### 8.3.15 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);



**Description**

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.

Availability: 3.1.0

**Example: Creating a hexagon at the origin**

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

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

**See Also**

[ST\\_TileEnvelope](#), [ST\\_HexagonGrid](#), [ST\\_Square](#)

**8.3.16 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);

**Description**

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.

Availability: 3.1.0

**Example: Generating a 1 degree grid for a country**

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
```

**Example: Counting points in squares (using single chopped grid)**

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
```

**Example: Counting points in squares using set of grid per point**

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
```

**See Also**

[ST\\_TileEnvelope](#), [ST\\_HexagonGrid](#), [ST\\_EstimatedExtent](#), [ST\\_SetSRID](#)

**8.3.17 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);

**Description**

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

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

Availability: 3.1.0

**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))
```

**See Also**

[ST\\_TileEnvelope](#), [ST\\_SquareGrid](#), [ST\\_Hexagon](#)

## 8.4 Geometry Accessors

### 8.4.1 GeometryType

**GeometryType** — Returns the type of a geometry as text.

**Synopsis**

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

**Description**

Returns the type of the geometry as a string. Eg: 'LINESTRING', 'POLYGON', 'MULTIPOINT', etc.

OGC SPEC s2.1.1.1 - Returns the name of the instantiable subtype of Geometry of which this Geometry instance is a member. The name of the instantiable subtype of Geometry is returned as a string.

**Note**

This function also indicates if the geometry is measured, by returning a string of the form 'POINTM'.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.



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).

**Examples**

```
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
```

## See Also

[ST\\_GeometryType](#)

## 8.4.2 ST\_Boundary

`ST_Boundary` — Returns the boundary of a geometry.

### Synopsis

```
geometry ST_Boundary(geometry geomA);
```

### Description

Returns the closure of the combinatorial boundary of this Geometry. The combinatorial boundary is defined as described in section 3.12.3.2 of the OGC SPEC. Because the result of this function is a closure, and hence topologically closed, the resulting boundary can be represented using representational geometry primitives as discussed in the OGC SPEC, section 3.12.2.

Performed by the GEOS module



#### Note



Prior to 2.0.0, this function throws an exception if used with `GEOMETRYCOLLECTION`. From 2.0.0 up it will return `NULL` instead (unsupported input).

- ✔ 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 3: 5.1.14
- ✔ This function supports 3d and will not drop the z-index.

Enhanced: 2.1.0 support for Triangle was introduced

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

**Examples**

 <p style="text-align: center;"><i>Linestring with boundary points overlaid</i></p> <pre> 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)                 </pre>	 <p style="text-align: center;"><i>polygon holes with boundary multilinestring</i></p> <pre> SELECT ST_Boundary(geom) FROM (SELECT 'POLYGON (( 10 130, 50 190, 110 190, 140 150, 150 80, 100 10, 20 40, 10 130 ), ( 70 40, 100 50, 120 80, 80 110, 50 90, 70 40 )):::geometry As geom) As f;  -- ST_AsText output MULTILINESTRING((10 130,50 190,110 190,140 150,150 80,100 10,20 40,10 130), (70 40,100 50,120 80,80 110,50 90,70 40))                 </pre>
--	---

```

SELECT ST_AsText (ST_Boundary (ST_GeomFromText ('LINESTRING(1 1,0 0, -1 1)')));
st_astext
-----
MULTIPOINT(1 1,-1 1)

SELECT ST_AsText (ST_Boundary (ST_GeomFromText ('POLYGON((1 1,0 0, -1 1, 1 1))')));
st_astext
-----
LINESTRING(1 1,0 0,-1 1,1 1)

--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 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)

```

**See Also**

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

**8.4.3 ST\_BoundingDiagonal**

`ST_BoundingDiagonal` — Returns the diagonal of a geometry's bounding box.

**Synopsis**

geometry `ST_BoundingDiagonal`(geometry geom, boolean fits=false);

**Description**

Returns the diagonal of the supplied geometry's bounding box as a `LineString`. The diagonal is a 2-point `LineString` with the minimum values of each dimension in its start point and the maximum values in its end point. If the input geometry is empty, the diagonal line is a `LINestring EMPTY`.

The optional `fits` parameter specifies if the best fit is needed. If false, the diagonal of a somewhat larger bounding box can be accepted (which is faster to compute for geometries with many vertices). In either case, the bounding box of the returned diagonal line always covers the input geometry.

The returned geometry retains the SRID and dimensionality (Z and M presence) of the input geometry.

**Note**

In degenerate cases (i.e. a single vertex in input) the returned linestring will be formally invalid (no interior). The result is still topologically valid.

Availability: 2.2.0



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



This function supports M coordinates.

## Examples

```
-- 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
```

## See Also

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

## 8.4.4 ST\_CoordDim

`ST_CoordDim` — Return the coordinate dimension of a geometry.

### Synopsis

integer `ST_CoordDim`(geometry geomA);

### Description

Return the coordinate dimension of the `ST_Geometry` value.

This is the MM compliant alias name for [ST\\_NDims](#)



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



This method implements the SQL/MM specification. SQL-MM 3: 5.1.3



This method supports Circular Strings and Curves



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



This function supports Polyhedral surfaces.



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

## Examples

```
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
```

## See Also

[ST\\_NDims](#)

## 8.4.5 ST\_Dimension

`ST_Dimension` — Returns the topological dimension of a geometry.

### Synopsis

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

### Description

Return the topological dimension of this Geometry object, which must be less than or equal to the coordinate dimension. OGC SPEC s2.1.1.1 - returns 0 for `POINT`, 1 for `LINestring`, 2 for `POLYGON`, and the largest dimension of the components of a `GEOMETRYCOLLECTION`. If the dimension is unknown (e.g. for an empty `GEOMETRYCOLLECTION`) 0 is returned.



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

Enhanced: 2.0.0 support for Polyhedral surfaces and TINs was introduced. No longer throws an exception if given empty geometry.



#### Note

Prior to 2.0.0, this function throws an exception if used with empty geometry.



This function supports Polyhedral surfaces.



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

### Examples

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

### See Also

[ST\\_NDims](#)

## 8.4.6 ST\_Dump

`ST_Dump` — Returns a set of `geometry_dump` rows for the components of a geometry.

### Synopsis

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



## Description

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 used to expand MULTIPOLYGONS into POLYGONS.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

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



### Note

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



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



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

## Standard Examples

```
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)
```

## Polyhedral Surfaces, TIN and Triangle Examples

```
-- Polyhedral surface example
-- Break a Polyhedral surface into its faces
SELECT (a.p_geom).path[1] As path, ST_AsEWKT((a.p_geom).geom) As geom_ewkt
FROM (SELECT ST_Dump(ST_GeomFromEWKT('POLYHEDRALSURFACE(
((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)), ((1 1 0, 1 1
1, 1 0 1, 1 0 0, 1 1 0)),
((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1))
```

```
)') ) AS p_geom ) AS a;
```

path	geom_ewkt
1	POLYGON((0 0 0,0 0 1,0 1 1,0 1 0,0 0 0))
2	POLYGON((0 0 0,0 1 0,1 1 0,1 0 0,0 0 0))
3	POLYGON((0 0 0,1 0 0,1 0 1,0 0 1,0 0 0))
4	POLYGON((1 1 0,1 1 1,1 0 1,1 0 0,1 1 0))
5	POLYGON((0 1 0,0 1 1,1 1 1,1 1 0,0 1 0))
6	POLYGON((0 0 1,1 0 1,1 1 1,0 1 1,0 0 1))

```
-- TIN --
SELECT (g.gdump).path, ST_AsEWKT((g.gdump).geom) as wkt
FROM
  (SELECT
    ST_Dump( ST_GeomFromEWKT('TIN (((
      0 0 0,
      0 0 1,
      0 1 0,
      0 0 0
    )), ((
      0 0 0,
      0 1 0,
      1 1 0,
      0 0 0
    ))
  )') ) AS gdump
  ) AS g;
```

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

## See Also

[geometry\\_dump](#), [Section 15.6](#), [ST\\_Collect](#), [ST\\_GeometryN](#)

## 8.4.7 ST\_DumpPoints

**ST\_DumpPoints** — Returns a set of `geometry_dump` rows for the coordinates in a geometry.

### Synopsis

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

### Description

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 `n`th 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.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Availability: 1.5.0

- ✔ This method supports Circular Strings and Curves
- ✔ This function supports Polyhedral surfaces.
- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).
- ✔ This function supports 3d and will not drop the z-index.

### Classic Explode a Table of LineStrings into nodes

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

edge_id	index	wktnode
1	1	POINT(1 2)
1	2	POINT(3 4)
1	3	POINT(10 10)
2	1	POINT(3 5)
2	2	POINT(5 6)
2	3	POINT(9 10)

### Standard Geometry Examples



```
SELECT path, ST_AsText(geom)
FROM (
  SELECT (ST_DumpPoints(g.geom)) .*
  FROM
```

```
(SELECT
  'GEOMETRYCOLLECTION(
    POINT ( 0 1 ),
    LINESTRING ( 0 3, 3 4 ),
    POLYGON (( 2 0, 2 3, 0 2, 2 0 )),
    POLYGON (( 3 0, 3 3, 6 3, 6 0, 3 0 ),
      ( 5 1, 4 2, 5 2, 5 1 )),
    MULTIPOLYGON (
      (( 0 5, 0 8, 4 8, 4 5, 0 5 )),
      ( 1 6, 3 6, 2 7, 1 6 )),
      (( 5 4, 5 8, 6 7, 5 4 ))
    )
  )'::geometry AS geom
) AS g
) j;
```

path	st_astext
{1,1}	POINT(0 1)
{2,1}	POINT(0 3)
{2,2}	POINT(3 4)
{3,1,1}	POINT(2 0)
{3,1,2}	POINT(2 3)
{3,1,3}	POINT(0 2)
{3,1,4}	POINT(2 0)
{4,1,1}	POINT(3 0)
{4,1,2}	POINT(3 3)
{4,1,3}	POINT(6 3)
{4,1,4}	POINT(6 0)
{4,1,5}	POINT(3 0)
{4,2,1}	POINT(5 1)
{4,2,2}	POINT(4 2)
{4,2,3}	POINT(5 2)
{4,2,4}	POINT(5 1)
{5,1,1,1}	POINT(0 5)
{5,1,1,2}	POINT(0 8)
{5,1,1,3}	POINT(4 8)
{5,1,1,4}	POINT(4 5)
{5,1,1,5}	POINT(0 5)
{5,1,2,1}	POINT(1 6)
{5,1,2,2}	POINT(3 6)
{5,1,2,3}	POINT(2 7)
{5,1,2,4}	POINT(1 6)
{5,2,1,1}	POINT(5 4)
{5,2,1,2}	POINT(5 8)
{5,2,1,3}	POINT(6 7)
{5,2,1,4}	POINT(5 4)

(29 rows)

### Polyhedral Surfaces, TIN and Triangle Examples

```
-- 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)

```

### See Also

[geometry\\_dump](#), [Section 15.6](#), [ST\\_Dump](#), [ST\\_DumpRings](#), [ST\\_Points](#)

## 8.4.8 ST\_DumpSegments

`ST_DumpSegments` — Returns a set of `geometry_dump` rows for the segments in a geometry.

### Synopsis

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

### Description

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 segments of the supplied geometry.
- 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 `n`th 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.

## Standard Geometry Examples

```

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      &#x2502;          st_astext
-----
{1,1}     &#x2502; LINESTRING(1 1,3 3)
{1,2}     &#x2502; LINESTRING(3 3,4 4)
{2,1,1}   &#x2502; LINESTRING(5 5,6 6)
{2,1,2}   &#x2502; LINESTRING(6 6,7 7)
{2,1,3}   &#x2502; LINESTRING(7 7,5 5)
(5 rows)

```

## TIN and Triangle Examples

```

-- 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      &#x2502;          st_astext
-----
{1,1}     &#x2502; LINESTRING(0 0,0 9)
{1,2}     &#x2502; LINESTRING(0 9,9 0)
{1,3}     &#x2502; 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
  )))
  ) AS geom
) j;

```

```

) AS g
) j;

path      &#x2502;          st_asewkt
-----
{1,1,1} &#x2502; LINESTRING(0 0 0,0 0 1)
{1,1,2} &#x2502; LINESTRING(0 0 1,0 1 0)
{1,1,3} &#x2502; LINESTRING(0 1 0,0 0 0)
{2,1,1} &#x2502; LINESTRING(0 0 0,0 1 0)
{2,1,2} &#x2502; LINESTRING(0 1 0,1 1 0)
{2,1,3} &#x2502; LINESTRING(1 1 0,0 0 0)
(6 rows)

```

## See Also

[geometry\\_dump](#), Section 15.6, [ST\\_Dump](#), [ST\\_DumpRings](#)

## 8.4.9 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);
```

### Description

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

This only works for POLYGON geometries. It does not work for MULTIPOLYGONS

Availability: PostGIS 1.1.3. Requires PostgreSQL 7.3 or higher.



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

### Examples

General form of query.

```

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

```

A polygon with a single hole.



```

SELECT path, ST_AsEWKT(geom) As geom
FROM ST_DumpRings(
  ST_GeomFromEWKT('POLYGON((-8149064 5133092 1,-8149064 5132986 1,-8148996 5132839 ↵
    1,-8148972 5132767 1,-8148958 5132508 1,-8148941 5132466 1,-8148924 5132394 1,
-8148903 5132210 1,-8148930 5131967 1,-8148992 5131978 1,-8149237 5132093 1,-8149404 ↵
    5132211 1,-8149647 5132310 1,-8149757 5132394 1,
-8150305 5132788 1,-8149064 5133092 1),
  (-8149362 5132394 1,-8149446 5132501 1,-8149548 5132597 1,-8149695 5132675 1,-8149362 ↵
    5132394 1))')
) as foo;

```

path	geom
{0}	POLYGON((-8149064 5133092 1,-8149064 5132986 1,-8148996 5132839 1,-8148972 5132767 ↵ 1,-8148958 5132508 1,   -8148941 5132466 1,-8148924 5132394 1,   -8148903 5132210 1,-8148930 5131967 1,   -8148992 5131978 1,-8149237 5132093 1,   -8149404 5132211 1,-8149647 5132310 1,-8149757 5132394 1,-8150305 5132788 ↵ 1,-8149064 5133092 1))
{1}	POLYGON((-8149362 5132394 1,-8149446 5132501 1,   -8149548 5132597 1,-8149695 5132675 1,-8149362 5132394 1))

**See Also**

[geometry\\_dump](#), Section 15.6, [ST\\_Dump](#), [ST\\_ExteriorRing](#), [ST\\_InteriorRingN](#)

**8.4.10 ST\_EndPoint**

**ST\_EndPoint** — Returns the last point of a `LineString` or `CircularLineString`.

**Synopsis**

geometry **ST\_EndPoint**(geometry g);

**Description**

Returns the last point of a `LINestring` or `CIRCULARLINestring` geometry as a `POINT`. Returns `NULL` if the input is not a `LINestring` or `CIRCULARLINestring`.



This method implements the SQL/MM specification. SQL-MM 3: 7.1.4



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



This method supports Circular Strings and Curves

**Note**

Changed: 2.0.0 no longer works with single geometry `MultiLineStrings`. In older versions of PostGIS a single-line `MultiLineString` would work with this function and return the end point. In 2.0.0 it returns `NULL` like any other `MultiLineString`. The old behavior was an undocumented feature, but people who assumed they had their data stored as `LINestring` may experience these returning `NULL` in 2.0.0.

## Examples

### End point of a LineString

```
postgis=# SELECT ST_AsText(ST_EndPoint('LINESTRING(1 1, 2 2, 3 3)::geometry');
  st_astext
-----
POINT(3 3)
```

### End point of a non-LineString is NULL

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

### End point of a 3D LineString

```
--3d endpoint
SELECT ST_AsEWKT(ST_EndPoint('LINESTRING(1 1 2, 1 2 3, 0 0 5)'));
  st_asewkt
-----
POINT(0 0 5)
```

### End point of a CircularString

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

## See Also

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

## 8.4.11 ST\_Envelope

`ST_Envelope` — Returns a geometry representing the bounding box of a geometry.

### Synopsis

```
geometry ST_Envelope(geometry g1);
```

### Description

Returns the double-precision (float8) minimum bounding box for the supplied geometry, as a geometry. The polygon is defined by the corner points of the bounding box ((MINX, MINY), (MINX, MAXY), (MAXX, MAXY), (MAXX, MINY), (MINX, MINY)). (PostGIS will add a ZMIN/ZMAX coordinate as well).

Degenerate cases (vertical lines, points) will return a geometry of lower dimension than POLYGON, ie. POINT or LINESTRING.

Availability: 1.5.0 behavior changed to output double precision instead of float4



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: 5.1.15

## Examples

```

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))

```

### See Also

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

## 8.4.12 ST\_ExteriorRing

`ST_ExteriorRing` — Returns a `LineString` representing the exterior ring of a `Polygon`.

### Synopsis

```
geometry ST_ExteriorRing(geometry a_polygon);
```

### Description

Returns a `LINestring` representing the exterior ring (shell) of a `POLYGON`. Returns `NULL` if the geometry is not a polygon.



#### Note

This function does not support `MULTIPOLYGONs`. For `MULTIPOLYGONs` use in conjunction with [ST\\_GeometryN](#) or [ST\\_Dump](#)



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.

### Examples

```

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

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

--3d Example
SELECT ST_AsEWKT(
  ST_ExteriorRing(
    ST_GeomFromEWKT('POLYGON((0 0 1, 1 1 1, 1 2 1, 1 1 1, 0 0 1))')
  )
);

st_asewkt
-----
LINESTRING(0 0 1,1 1 1,1 2 1,1 1 1,0 0 1)

```

**See Also**

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

**8.4.13 ST\_GeometryN**

ST\_GeometryN — Return an element of a geometry collection.

**Synopsis**

```
geometry ST_GeometryN(geometry geomA, integer n);
```

**Description**

Return the 1-based Nth element geometry of an input geometry which is a GEOMETRYCOLLECTION, MULTIPOINT, MULTILINESTRING, MULTICURVE, MULTI(POLYGON, or POLYHEDRALSURFACE. Otherwise, returns NULL.

**Note**

Index is 1-based as for OGC specs since version 0.8.0. Previous versions implemented this as 0-based instead.

**Note**

To extract all elements of a geometry, [ST\\_Dump](#) is more efficient and works for atomic geometries.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Changed: 2.0.0 Prior versions would return NULL for singular geometries. This was changed to return the geometry for ST\_GeometryN(...,1) case.



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



This method implements the SQL/MM specification. SQL-MM 3: 9.1.5



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



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



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

**Standard Examples**

```
--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);

```

### Polyhedral Surfaces, TIN and Triangle Examples

```

-- 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))

```

**See Also**

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

**8.4.14 ST\_GeometryType**

ST\_GeometryType — Returns the SQL-MM type of a geometry as text.

**Synopsis**

```
text ST_GeometryType(geometry g1);
```

**Description**

Returns the type of the geometry as a string. EG: 'ST\_LineString', 'ST\_Polygon', 'ST\_MultiPolygon' etc. This function differs from GeometryType(geometry) in the case of the string and ST in front that is returned, as well as the fact that it will not indicate whether the geometry is measured.

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.



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.

**Examples**

```
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

```

**See Also**[GeometryType](#)**8.4.15 ST\_HasArc**

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

**Synopsis**

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

**Description**

Returns true if a geometry or geometry collection contains a circular string

Availability: 1.2.3?



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



This method supports Circular Strings and Curves

**Examples**

```

SELECT ST_HasArc(ST_Collect('LINESTRING(1 2, 3 4, 5 6)', 'CIRCULARSTRING(1 1, 2 3, 4 5, 6 6 ←
7, 5 6)'));
st_hasarc
-----
t

```

**See Also**[ST\\_CurveToLine](#), [ST\\_LineToCurve](#)**8.4.16 ST\_InteriorRingN**

ST\_InteriorRingN — Returns the Nth interior ring (hole) of a Polygon.



## Synopsis

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

## Description

Returns the Nth interior ring (hole) of a POLYGON geometry as a LINESTRING. The index starts at 1. Returns NULL if the geometry is not a polygon or the index is out of range.



### Note

This function does not support MULTIPOLYGONS. For MULTIPOLYGONS use in conjunction with [ST\\_GeometryN](#) or [ST\\_Dump](#)



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.

## Examples

```
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;
```

## See Also

[ST\\_ExteriorRing](#), [ST\\_BuildArea](#), [ST\\_Collect](#), [ST\\_Dump](#), [ST\\_NumInteriorRing](#), [ST\\_NumInteriorRings](#)

### 8.4.17 ST\_IsClosed

**ST\_IsClosed** — Tests if a LineStrings's start and end points are coincident. For a PolyhedralSurface tests if it is closed (volumetric).

## Synopsis

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

## Description

Returns TRUE if the LINESTRING's start and end points are coincident. For Polyhedral Surfaces, reports if the surface is areal (open) or volumetric (closed).



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

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

✔ This function supports Polyhedral surfaces.

**Line String and Point Examples**

```

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)

```

**Polyhedral Surface Examples**

```

-- 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 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, 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
```

## See Also

[ST\\_IsRing](#)

## 8.4.18 ST\_IsCollection

**ST\_IsCollection** — Tests if a geometry is a geometry collection type.

### Synopsis

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

### Description

Returns `TRUE` if the geometry type of the argument is a geometry collection type. Collection types are the following:

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



#### Note

This function analyzes the type of the geometry. This means that it will return `TRUE` on collections that are empty or that contain a single element.



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



This method supports Circular Strings and Curves

### Examples

```
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)
```

## See Also

[ST\\_NumGeometries](#)

### 8.4.19 ST\_IsEmpty

`ST_IsEmpty` — Tests if a geometry is empty.

#### Synopsis

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

#### Description

Returns true if this Geometry is an empty geometry. If true, then this Geometry represents an empty geometry collection, polygon, point etc.



#### Note

SQL-MM defines the result of `ST_IsEmpty(NULL)` to be 0, while PostGIS returns 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**

Changed: 2.0.0 In prior versions of PostGIS `ST_GeomFromText('GEOMETRYCOLLECTION(EMPTY)')` was allowed. This is now illegal in PostGIS 2.0.0 to better conform with SQL/MM standards

**Examples**

```
SELECT ST_IsEmpty(ST_GeomFromText('GEOMETRYCOLLECTION EMPTY'));
 st_isempty
-----
 t
(1 row)

SELECT ST_IsEmpty(ST_GeomFromText('POLYGON EMPTY'));
 st_isempty
-----
 t
(1 row)

SELECT ST_IsEmpty(ST_GeomFromText('POLYGON((1 2, 3 4, 5 6, 1 2))'));

 st_isempty
-----
 f
(1 row)

SELECT ST_IsEmpty(ST_GeomFromText('POLYGON((1 2, 3 4, 5 6, 1 2))) = false;
?column?
-----
 t
(1 row)

SELECT ST_IsEmpty(ST_GeomFromText('CIRCULARSTRING EMPTY'));
 st_isempty
-----
 t
(1 row)
```

**8.4.20 ST\_IsPolygonCCW**

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

**Synopsis**

boolean `ST_IsPolygonCCW` ( geometry geom );

**Description**

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.

Availability: 2.4.0



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



This function supports M coordinates.

**See Also**

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

### 8.4.21 ST\_IsPolygonCW

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

**Synopsis**

boolean `ST_IsPolygonCW` ( geometry geom );

**Description**

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.

Availability: 2.4.0



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



This function supports M coordinates.

**See Also**

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

**8.4.22 ST\_IsRing**

`ST_IsRing` — Tests if a `LineString` is closed and simple.

**Synopsis**

boolean `ST_IsRing`(geometry g);

**Description**

Returns TRUE if this `LINestring` is both [ST\\_IsClosed](#) (`ST_StartPoint ((g)) ~= ST_Endpoint ((g))`) and [ST\\_IsSimple](#) (does not self intersect).



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: 7.1.6

**Note**

SQL-MM defines the result of `ST_IsRing (NULL)` to be 0, while PostGIS returns NULL.

**Examples**

```
SELECT ST_IsRing(geom), ST_IsClosed(geom), ST_IsSimple(geom)
FROM (SELECT 'LINestring(0 0, 0 1, 1 1, 1 0, 0 0)::geometry AS geom) AS foo;
 st_isring | st_isclosed | st_issimple
-----+-----+-----
 t          | t           | t
(1 row)

SELECT ST_IsRing(geom), ST_IsClosed(geom), ST_IsSimple(geom)
FROM (SELECT 'LINestring(0 0, 0 1, 1 0, 1 1, 0 0)::geometry AS geom) AS foo;
 st_isring | st_isclosed | st_issimple
-----+-----+-----
 f          | t           | f
(1 row)
```

**See Also**

[ST\\_IsClosed](#), [ST\\_IsSimple](#), [ST\\_StartPoint](#), [ST\\_EndPoint](#)

**8.4.23 ST\_IsSimple**

`ST_IsSimple` — Tests if a geometry has no points of self-intersection or self-tangency.

## Synopsis

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

## Description

Returns true if this Geometry has no anomalous geometric points, such as self-intersection or self-tangency. For more information on the OGC's definition of geometry simplicity and validity, refer to "[Ensuring OpenGIS compliancy of geometries](#)"



### Note

SQL-MM defines the result of `ST_IsSimple(NULL)` to be 0, while PostGIS returns NULL.



This method implements the [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.

## Examples

```
SELECT ST_IsSimple(ST_GeomFromText('POLYGON((1 2, 3 4, 5 6, 1 2))'));
st_issimple
-----
t
(1 row)
```

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

## See Also

[ST\\_IsValid](#)

### 8.4.24 ST\_M

`ST_M` — Returns the M coordinate of a Point.

## Synopsis

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



**Description**

Return the M coordinate of a Point, or NULL if not available. Input must be a Point.

**Note**

This is not (yet) part of the OGC spec, but is listed here to complete the point coordinate extractor function list.



This method implements the [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.

**Examples**

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

**See Also**

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

**8.4.25 ST\_MemSize**

`ST_MemSize` — Returns the amount of memory space a geometry takes.

**Synopsis**

```
integer ST_MemSize(geometry geomA);
```

**Description**

Returns the amount of memory space (in bytes) the geometry takes.





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` - includes, the table, the toasted tables, and the indexes.

`pg_column_size` returns how much space a geometry would take in a column considering compression, so may be lower than `ST_MemSize`

-  This function supports 3d and will not drop the z-index.
-  This method supports Circular Strings and Curves
-  This function supports Polyhedral surfaces.
-  This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

Changed: 2.2.0 name changed to ST\_MemSize to follow naming convention.

## Examples

```
--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
```

### 8.4.26 ST\_NDims


ST\_NDims — Returns the coordinate dimension of a geometry.

#### Synopsis

```
integer ST_NDims(geometry g1);
```

#### Description

Returns the coordinate dimension of the geometry. PostGIS supports 2 - (x,y) , 3 - (x,y,z) or 2D with measure - x,y,m, and 4 - 3D with measure space x,y,z,m

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

## Examples

```
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
```

## See Also

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

## 8.4.27 ST\_NPoints

**ST\_NPoints** — Returns the number of points (vertices) in a geometry.

### Synopsis

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

### Description

Return the number of points in a geometry. Works for all geometries.

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.



#### Note

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+



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



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

## Examples

```
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
```

**See Also**[ST\\_NumPoints](#)**8.4.28 ST\_NRings**

ST\_NRings — Returns the number of rings in a polygonal geometry.

**Synopsis**

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

**Description**

If the geometry is a polygon or multi-polygon returns the number of rings. Unlike NumInteriorRings, it counts the outer rings as well.



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



This method supports Circular Strings and Curves

**Examples**

```
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;
 nrings | ninterrings
-----+-----
      1 |           0
(1 row)
```

**See Also**[ST\\_NumInteriorRings](#)**8.4.29 ST\_NumGeometries**

ST\_NumGeometries — Returns the number of elements in a geometry collection.

**Synopsis**





integer **ST\_NumGeometries**(geometry geom);

**Description**

Returns the number of Geometries. If geometry is a GEOMETRYCOLLECTION (or MULTI\*) return the number of geometries, for single geometries will return 1, otherwise return NULL.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Changed: 2.0.0 In prior versions this would return NULL if the geometry was not a collection/MULTI type. 2.0.0+ now returns 1 for single geometries e.g POLYGON, LINESTRING, POINT.

-  This method implements the SQL/MM specification. SQL-MM 3: 9.1.4
-  This function supports 3d and will not drop the z-index.
-  This function supports Polyhedral surfaces.
-  This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

### Examples

```
--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
```

### See Also

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

## 8.4.30 ST\_NumInteriorRings

`ST_NumInteriorRings` — Returns the number of interior rings (holes) of a Polygon.

### Synopsis

```
integer ST_NumInteriorRings(geometry a_polygon);
```

### Description

Return the number of interior rings of a polygon geometry. Return NULL if the geometry is not a polygon.



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

Changed: 2.0.0 - in prior versions it would allow passing a MULTIPOLYGON, returning the number of interior rings of first POLYGON.

### Examples

```
--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;
```

### See Also

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

## 8.4.31 ST\_NumInteriorRing

`ST_NumInteriorRing` — Returns the number of interior rings (holes) of a Polygon. Alias for `ST_NumInteriorRings`

### Synopsis

```
integer ST_NumInteriorRing(geometry a_polygon);
```

### See Also

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

## 8.4.32 ST\_NumPatches

`ST_NumPatches` — Return the number of faces on a Polyhedral Surface. Will return null for non-polyhedral geometries.

### Synopsis

```
integer ST_NumPatches(geometry g1);
```

### Description

Return the number of faces on a Polyhedral Surface. Will return null for non-polyhedral geometries. This is an alias for `ST_NumGeometries` to support MM naming. Faster to use `ST_NumGeometries` if you don't care about MM convention.

Availability: 2.0.0



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



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



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



This function supports Polyhedral surfaces.

### Examples

```
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, 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
```

**See Also**

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

**8.4.33 ST\_NumPoints**

`ST_NumPoints` — Returns the number of points in a `LineString` or `CircularString`.

**Synopsis**

```
integer ST_NumPoints(geometry g1);
```

**Description**

Return the number of points in an `ST_LineString` or `ST_CircularString` value. Prior to 1.4 only works with linestrings as the specs state. From 1.4 forward this is an alias for `ST_NPoints` which returns number of vertexes for not just linestrings. Consider using `ST_NPoints` instead which is multi-purpose and works with many geometry types.



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

**Examples**

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

**See Also**

[ST\\_NPoints](#)

**8.4.34 ST\_PatchN**

`ST_PatchN` — Returns the Nth geometry (face) of a `PolyhedralSurface`.

**Synopsis**

```
geometry ST_PatchN(geometry geomA, integer n);
```

**Description**

Returns the 1-based Nth geometry (face) if the geometry is a `POLYHEDRALSURFACE` or `POLYHEDRALSURFACEM`. Otherwise, returns `NULL`. This returns the same answer as `ST_GeometryN` for `PolyhedralSurfaces`. Using `ST_GeometryN` is faster.

**Note**

Index is 1-based.

**Note**

If you want to extract all elements of a geometry `ST_Dump` is more efficient.

Availability: 2.0.0



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



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



This function supports Polyhedral surfaces.

**Examples**

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

**See Also**

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

**8.4.35 ST\_PointN**

`ST_PointN` — Returns the Nth point in the first LineString or circular LineString in a geometry.

**Synopsis**

geometry `ST_PointN`(geometry a\_linestring, integer n);

**Description**

Return the Nth point in a single linestring or circular linestring in the geometry. Negative values are counted backwards from the end of the LineString, so that -1 is the last point. Returns NULL if there is no linestring in the geometry.

**Note**

Index is 1-based as for OGC specs since version 0.8.0. Backward indexing (negative index) is not in OGC Previous versions implemented this as 0-based instead.



**Note**

If you want to get the Nth point of each LineString in a MultiLineString, use in conjunction with ST\_Dump



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



This method implements the SQL/MM specification. SQL-MM 3: 7.2.5, 7.3.5



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



This method supports Circular Strings and Curves

**Note**

Changed: 2.0.0 no longer works with single geometry multilinestrings. In older versions of PostGIS -- a single line multilinestring would work happily with this function and return the start point. In 2.0.0 it just returns NULL like any other multilinestring.

Changed: 2.3.0 : negative indexing available (-1 is last point)

**Examples**

```
-- Extract all POINTs from a LINESTRING
SELECT ST_AsText (
  ST_PointN(
    column1,
    generate_series(1, ST_NPoints(column1))
  ))
FROM ( VALUES ('LINESTRING(0 0, 1 1, 2 2)::geometry) ) AS foo;

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

**See Also**[ST\\_NPoints](#)**8.4.36 ST\_Points**

`ST_Points` — Returns a `MultiPoint` containing the coordinates of a geometry.

**Synopsis**

```
geometry ST_Points( geometry geom );
```

**Description**

Returns a `MultiPoint` containing all the coordinates of a geometry. Does not remove points that are repeated in the geometry, including the start and end points of ring geometries. (If this behavior is undesired, duplicates may be removed using [ST\\_RemoveRepeatedPoints](#)).

To obtain information about the position of each coordinate in the parent geometry use [ST\\_DumpPoints](#).

M and Z coordinates will be preserved if present.



This method supports Circular Strings and Curves



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

Availability: 2.3.0

**Examples**

```
SELECT ST_AsText(ST_Points('POLYGON Z ((30 10 4,10 30 5,40 40 6, 30 10))'));  
  
--result  
MULTIPOINT Z (30 10 4,10 30 5,40 40 6, 30 10 4)
```

**See Also**[ST\\_RemoveRepeatedPoints](#), [ST\\_DumpPoints](#)**8.4.37 ST\_StartPoint**

`ST_StartPoint` — Returns the first point of a `LineString`.

**Synopsis**

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

## Description

Returns the first point of a `LINestring` or `CIRCULARLINestring` geometry as a `POINT`. Returns `NULL` if the input is not a `LINestring` or `CIRCULARLINestring`.



This method implements the SQL/MM specification. SQL-MM 3: 7.1.3



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



This method supports Circular Strings and Curves

### Note



Enhanced: 3.2.0 returns a point for all geometries. Prior behavior returns `NULLs` if input was not a `LineString`.  
 Changed: 2.0.0 no longer works with single geometry `MultiLineStrings`. In older versions of PostGIS a single-line `MultiLineString` would work happily with this function and return the start point. In 2.0.0 it just returns `NULL` like any other `MultiLineString`. The old behavior was an undocumented feature, but people who assumed they had their data stored as `LINestring` may experience these returning `NULL` in 2.0.0.

## Examples

### 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)
```

### Start point of a CircularString

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

## See Also

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

## 8.4.38 ST\_Summary

`ST_Summary` — Returns a text summary of the contents of a geometry.

## Synopsis

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

## Description

Returns a text summary of the contents of the geometry.

Flags shown square brackets after the geometry type have the following meaning:

- **M**: has M coordinate
- **Z**: has Z coordinate
- **B**: has a cached bounding box
- **G**: is geodetic (geography)
- **S**: has spatial reference system



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



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

Availability: 1.2.2

Enhanced: 2.0.0 added support for geography

Enhanced: 2.1.0 S flag to denote if has a known spatial reference system

Enhanced: 2.2.0 Added support for TIN and Curves

## Examples

```
=# 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;
;
-----+-----
LineString[ZBGS] with 2 points | Polygon[ZBS] with 1 rings
                               :   ring 0 has 5 points
                               :
(1 row)
```

**See Also**

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

**8.4.39 ST\_X**

**ST\_X** — Returns the X coordinate of a Point.

**Synopsis**

```
float ST_X(geometry a_point);
```

**Description**

Return the X coordinate of the point, or NULL if not available. Input must be a point.

**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.

**Examples**

```
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)
```

**See Also**

[ST\\_Centroid](#), [ST\\_GeomFromEWKT](#), [ST\\_M](#), [ST\\_XMax](#), [ST\\_XMin](#), [ST\\_Y](#), [ST\\_Z](#)

**8.4.40 ST\_Y**

**ST\_Y** — Returns the Y coordinate of a Point.

## Synopsis

```
float ST_Y(geometry a_point);
```

## Description

Return the Y coordinate of the point, or NULL if not available. Input must be a point.



### 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.

## Examples

```
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)
```

## See Also

[ST\\_Centroid](#), [ST\\_GeomFromEWKT](#), [ST\\_M](#), [ST\\_X](#), [ST\\_YMax](#), [ST\\_YMin](#), [ST\\_Z](#)

### 8.4.41 ST\_Z

[ST\\_Z](#) — Returns the Z coordinate of a Point.

## Synopsis

```
float ST_Z(geometry a_point);
```

**Description**

Return the Z coordinate of the point, or NULL if not available. Input must be a point.

**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.

**Examples**

```
SELECT ST_Z(ST_GeomFromEWKT('POINT(1 2 3 4)'));
 st_z
-----
    3
(1 row)
```

**See Also**

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

**8.4.42 ST\_Zmflag**

[ST\\_Zmflag](#) — Returns a code indicating the ZM coordinate dimension of a geometry.

**Synopsis**

smallint [ST\\_Zmflag](#)(geometry geomA);

**Description**

Returns a code indicating the ZM coordinate dimension of a geometry.

Values are: 0 = 2D, 1 = 3D-M, 2 = 3D-Z, 3 = 4D.



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



This method supports Circular Strings and Curves

**Examples**

```
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
```

```

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

```

**See Also**

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

## 8.5 Geometry Editors

### 8.5.1 ST\_AddPoint

`ST_AddPoint` — Add a point to a `LineString`.

**Synopsis**

```

geometry ST_AddPoint(geometry linestring, geometry point);
geometry ST_AddPoint(geometry linestring, geometry point, integer position = -1);

```

**Description**

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`.

Availability: 1.1.0



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

**Examples**

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;

```



**See Also**

[ST\\_RemovePoint](#), [ST\\_SetPoint](#)

**8.5.2 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);

**Description**

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](#).

Availability: 1.5.0

**Note**

Prior to 1.5.3 this function returned atomic inputs unchanged, no matter type. In 1.5.3 non-matching single geometries returned a NULL result. In 2.0.0 non-matching single geometries return an EMPTY result of the requested type.

**Examples**

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))
```

### See Also

[ST\\_CollectionHomogenize](#), [ST\\_Multi](#), [ST\\_IsValid](#), [ST\\_MakeValid](#)

## 8.5.3 ST\_CollectionHomogenize

`ST_CollectionHomogenize` — Returns the simplest representation of a geometry collection.

### Synopsis

geometry `ST_CollectionHomogenize`(geometry collection);

### Description

Given a geometry collection, returns the "simplest" representation of the contents.

- 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](#).

---

Availability: 2.0.0

---

## Examples

### 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)))
```

## See Also

[ST\\_CollectionExtract](#), [ST\\_Multi](#), [ST\\_IsValid](#), [ST\\_MakeValid](#)

## 8.5.4 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);

## Description

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

## Examples

```
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)

```

**See Also**[ST\\_LineToCurve](#)**8.5.5 ST\_Scroll**

**ST\_Scroll** — Change start point of a closed LineString.

**Synopsis**

```
geometry ST_Scroll(geometry linestring, geometry point);
```

**Description**

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.

**Examples**

Make e closed line start at its 3rd vertex

```

SELECT ST_AsEWKT(ST_Scroll('SRID=4326;LINESTRING(0 0 0 1, 10 0 2 0, 5 5 4 2,0 0 0 1)', ' ↔
  POINT(5 5 4 2)'));
st_asewkt
-----
SRID=4326;LINESTRING(5 5 4 2,0 0 0 1,10 0 2 0,5 5 4 2)

```

**See Also**[ST\\_Normalize](#)**8.5.6 ST\_FlipCoordinates**

ST\_FlipCoordinates — Returns a version of a geometry with X and Y axis flipped.

**Synopsis**

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

**Description**

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).

Availability: 2.0.0



This method supports Circular Strings and Curves



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



This function supports M coordinates.



This function supports Polyhedral surfaces.



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

**Example**

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

**See Also**[ST\\_SwapOrdinates](#)**8.5.7 ST\_Force2D**

ST\_Force2D — Force the geometries into a "2-dimensional mode".

**Synopsis**

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

## Description

Forces the geometries into a "2-dimensional mode" so that all output representations will only have the X and Y coordinates. This is useful for force OGC-compliant output (since OGC only specifies 2-D geometries).

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

Changed: 2.1.0. Up to 2.0.x this was called `ST_Force_2D`.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



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

## Examples

```
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))
```

## See Also

[ST\\_Force3D](#)

### 8.5.8 ST\_Force3D

`ST_Force3D` — Force the geometries into XYZ mode. This is an alias for `ST_Force3DZ`.

## Synopsis

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

## Description

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.

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

Changed: 2.1.0. Up to 2.0.x this was called `ST_Force_3D`.

Changed: 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.



## Examples

```
--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))
```

## See Also

[ST\\_AsEWKT](#), [ST\\_Force2D](#), [ST\\_Force3DM](#), [ST\\_Force3DZ](#)

### 8.5.9 ST\_Force3DZ

ST\_Force3DZ — Force the geometries into XYZ mode.

#### Synopsis

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

#### Description

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

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_3DZ.

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



This function supports Polyhedral surfaces.



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



This method supports Circular Strings and Curves

## Examples

```
--Nothing happens to an already 3D geometry
SELECT ST_AsEWKT(ST_Force3DZ(ST_GeomFromEWKT('CIRCULARSTRING(1 1 2, 2 3 2, 4 5 2, 6 7 2, 5 ←
  6 2)')));
      st_asewkt
-----
CIRCULARSTRING(1 1 2,2 3 2,4 5 2,6 7 2,5 6 2)

SELECT  ST_AsEWKT(ST_Force3DZ('POLYGON((0 0,0 5,5 0,0 0),(1 1,3 1,1 3,1 1))'));
      st_asewkt
-----
POLYGON((0 0 0,0 5 0,5 0 0,0 0 0),(1 1 0,3 1 0,1 3 0,1 1 0))
```

```
st_asewkt
```

```
-----
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))
```

### See Also

[ST\\_AsEWKT](#), [ST\\_Force2D](#), [ST\\_Force3DM](#), [ST\\_Force3D](#)

## 8.5.10 ST\_Force3DM

`ST_Force3DM` — Force the geometries into XYM mode.

### Synopsis

geometry `ST_Force3DM`(geometry geomA, float Mvalue = 0.0);

### Description

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

Changed: 2.1.0. Up to 2.0.x this was called `ST_Force_3DM`.

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



This method supports Circular Strings and Curves

### Examples

```
--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))
```

### See Also

[ST\\_AsEWKT](#), [ST\\_Force2D](#), [ST\\_Force3DM](#), [ST\\_Force3D](#), [ST\\_GeomFromEWKT](#)

## 8.5.11 ST\_Force4D

`ST_Force4D` — Force the geometries into XYZM mode.

**Synopsis**

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

**Description**

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

Changed: 2.1.0. Up to 2.0.x this was called ST\_Force\_4D.

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

**Examples**

```
--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
-----
MULTILINESTRINGM((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))
```

**See Also**

[ST\\_AsEWKT](#), [ST\\_Force2D](#), [ST\\_Force3DM](#), [ST\\_Force3D](#)

**8.5.12 ST\_ForcePolygonCCW**

**ST\_ForcePolygonCCW** — Orients all exterior rings counter-clockwise and all interior rings clockwise.

**Synopsis**

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

**Description**

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.

Availability: 2.4.0



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



This function supports M coordinates.

**See Also**

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

**8.5.13 ST\_ForceCollection**

`ST_ForceCollection` — Convert the geometry into a `GEOMETRYCOLLECTION`.

**Synopsis**

```
geometry ST_ForceCollection(geometry geomA);
```

**Description**

Converts the geometry into a `GEOMETRYCOLLECTION`. This is useful for simplifying the WKB representation.

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

Availability: 1.2.2, prior to 1.3.4 this function will crash with Curves. This is fixed in 1.3.4+

Changed: 2.1.0. Up to 2.0.x this was called `ST_Force_Collection`.



This function supports Polyhedral surfaces.



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



This method supports Circular Strings and Curves

**Examples**

```
SELECT ST_AsEWKT(ST_ForceCollection('POLYGON((0 0 1,0 5 1,5 0 1,0 0 1),(1 1 1,3 1 1,1 3 1,1 1 1))'));

```

```
st_asewkt
```

```
-----
GEOMETRYCOLLECTION(POLYGON((0 0 1,0 5 1,5 0 1,0 0 1),(1 1 1,3 1 1,1 3 1,1 1 1)))
```

```
SELECT ST_AsText(ST_ForceCollection('CIRCULARSTRING(220227 150406,220227 150407,220227 150406)'));

```

```
st_astext
```

```
-----
GEOMETRYCOLLECTION(CIRCULARSTRING(220227 150406,220227 150407,220227 150406))
(1 row)
```

```
-- POLYHEDRAL example --
```

```
SELECT ST_AsEWKT(ST_ForceCollection('POLYHEDRALSURFACE(((0 0 0,0 0 1,0 1 1,0 1 0,0 0 0)),
((0 0 0,0 1 0,1 1 0,1 0 0,0 0 0)),
((0 0 0,1 0 0,1 0 1,0 0 1,0 0 0)),
((1 1 0,1 1 1,1 0 1,1 0 0,1 1 0)),
((0 1 0,0 1 1,1 1 1,1 1 0,0 1 0)),
((0 0 1,1 0 1,1 1 1,0 1 1,0 0 1)))'));

```

```
st_asewkt
```

```

GEOMETRYCOLLECTION (
  POLYGON ((0 0 0,0 0 1,0 1 1,0 1 0,0 0 0)),
  POLYGON ((0 0 0,0 1 0,1 1 0,1 0 0,0 0 0)),
  POLYGON ((0 0 0,1 0 0,1 0 1,0 0 1,0 0 0)),
  POLYGON ((1 1 0,1 1 1,1 0 1,1 0 0,1 1 0)),
  POLYGON ((0 1 0,0 1 1,1 1 1,1 1 0,0 1 0)),
  POLYGON ((0 0 1,1 0 1,1 1 1,0 1 1,0 0 1))
)

```

**See Also**

[ST\\_AsEWKT](#), [ST\\_Force2D](#), [ST\\_Force3DM](#), [ST\\_Force3D](#), [ST\\_GeomFromEWKT](#)

**8.5.14 ST\_ForcePolygonCW**

`ST_ForcePolygonCW` — Orients all exterior rings clockwise and all interior rings counter-clockwise.

**Synopsis**

geometry `ST_ForcePolygonCW` ( geometry geom );

**Description**

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.

Availability: 2.4.0



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



This function supports M coordinates.

**See Also**

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

**8.5.15 ST\_ForceSFS**

`ST_ForceSFS` — Force the geometries to use SFS 1.1 geometry types only.

**Synopsis**

geometry `ST_ForceSFS`(geometry geomA);  
 geometry `ST_ForceSFS`(geometry geomA, text version);

**Description**

This function supports Polyhedral surfaces.



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



This method supports Circular Strings and Curves



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

## 8.5.16 ST\_ForceRHR

ST\_ForceRHR — Force the orientation of the vertices in a polygon to follow the Right-Hand-Rule.

### Synopsis

geometry **ST\_ForceRHR**(geometry g);

### Description

Forces the orientation of the vertices in a polygon to follow a Right-Hand-Rule, in which the area that is bounded by the polygon is to the right of the boundary. In particular, the exterior ring is orientated in a clockwise direction and the interior rings in a counter-clockwise direction. This function is a synonym for [ST\\_ForcePolygonCW](#)



#### Note

The above definition of the Right-Hand-Rule conflicts with definitions used in other contexts. To avoid confusion, it is recommended to use [ST\\_ForcePolygonCW](#).

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.



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



This function supports Polyhedral surfaces.

### Examples

```
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)
```

### See Also

[ST\\_ForcePolygonCCW](#) , [ST\\_ForcePolygonCW](#) , [ST\\_IsPolygonCCW](#) , [ST\\_IsPolygonCW](#) , [ST\\_BuildArea](#), [ST\\_Polygonize](#), [ST\\_Reverse](#)

## 8.5.17 ST\_ForceCurve

ST\_ForceCurve — Upcast a geometry into its curved type, if applicable.

### Synopsis

geometry **ST\_ForceCurve**(geometry g);

## Description

Turns a geometry into its curved representation, if applicable: lines become compoundcurves, multilines become multicurves polygons become curvepolygons multipolygons become multisurfaces. If the geometry input is already a curved representation returns back same as input.

Availability: 2.2.0



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



This method supports Circular Strings and Curves

## Examples

```
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)
```

## See Also

[ST\\_LineToCurve](#)

### 8.5.18 ST\_LineToCurve

ST\_LineToCurve — Converts a linear geometry to a curved geometry.

## Synopsis

geometry **ST\_LineToCurve**(geometry geomANoncircular);

## Description

Converts plain LINESTRING/POLYGON to CIRCULAR STRINGs and Curved Polygons. Note much fewer points are needed to describe the curved equivalent.



### Note

If the input LINESTRING/POLYGON is not curved enough to clearly represent a curve, the function will return the same input geometry.

Availability: 1.3.0



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



This method supports Circular Strings and Curves

**Examples**

```
-- 2D Example
SELECT ST_AsText(ST_LineToCurve(foo.geom)) As curvedastext,ST_AsText(foo.geom) As ↵
    non_curvedastext
    FROM (SELECT ST_Buffer('POINT(1 3)::geometry, 3) As geom) As foo;
```

curvedastext	non_curvedastext
CURVEPOLYGON(CIRCULARSTRING(4 3,3.12132034355964 0.878679656440359,   POLYGON((4 ↵ 3,3.94235584120969 2.41472903395162,3.77163859753386 1.85194970290473, 1 0,-1.12132034355965 5.12132034355963,4 3))   3.49440883690764 ↵ 1.33328930094119,3.12132034355964 0.878679656440359,   2.66671069905881 ↵   0.505591163092366,2.14805029   0.228361402466141,   1.58527096604839 ↵ 0.0576441587903094,1 ↵ 0,   0.414729033951621 ↵ 0.0576441587903077,-0.14805029   0.228361402466137,   -0.666710699058802 ↵ 0.505591163092361,-1.12132034   0.878679656440353,   -1.49440883690763 ↵ 1.33328930094119,-1.77163859   1.85194970290472   --ETC-- ↵ ,3.94235584120969 ↵ 3.58527096604839,4 ↵ 3))	

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

curved	not_curved
CIRCULARSTRING Z (3 3 3,-1 2.999999999999999 3,3 3 3)   LINESTRING Z (3 3 3,2.4142135623731 ↵ 1.58578643762691 3,1 1 3,   -0.414213562373092 1.5857864376269 ↵ 3,-1 2.999999999999999 3,   -0.414213562373101 4.41421356237309 ↵ 3,   0.999999999999999 5 ↵ 3,2.41421356237309 4.4142135623731 ↵ 3,3 3 3)	

(1 row)

**See Also**

[ST\\_CurveToLine](#)



### 8.5.19 ST\_Multi

ST\_Multi — Return the geometry as a MULTI\* geometry.

#### Synopsis

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

#### Description

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

#### Examples

```
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)))
```

#### See Also

[ST\\_AsText](#)

### 8.5.20 ST\_Normalize

ST\_Normalize — Return the geometry in its canonical form.

#### Synopsis

```
geometry ST_Normalize(geometry geom);
```

#### Description

Returns the geometry in its normalized/canonical form. May reorder vertices in polygon rings, rings in a polygon, elements in a multi-geometry complex.

Mostly only useful for testing purposes (comparing expected and obtained results).

Availability: 2.3.0

#### Examples

```
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)
```

**See Also**[ST\\_Equals](#),**8.5.21 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 );
```

**Description**

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.

**Examples**

```
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	01010000005f9a72083cdd5e405f9a72083cdd5e40	POINT(123.456789123456 123.456789123456) ←
14	01010000005f9a72083cdd5e405f9a72083cdd5e40	POINT(123.456789123456 123.456789123456) ←
13	01010000005f9a72083cdd5e405f9a72083cdd5e40	POINT(123.456789123456 123.456789123456) ←
12	01010000005c9a72083cdd5e405c9a72083cdd5e40	POINT(123.456789123456 123.456789123456) ←
11	0101000000409a72083cdd5e40409a72083cdd5e40	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	01010000000000000003cdd5e400000000003cdd5e40	POINT(123.456787109375 123.456787109375) ←
3	0101000000000000000003cdd5e400000000003cdd5e40	POINT(123.456787109375 123.456787109375) ←
2	01010000000000000000038dd5e4000000000038dd5e40	POINT(123.45654296875 123.45654296875) ←
1	0101000000000000000000dd5e400000000000dd5e40	POINT(123.453125 123.453125) ←
0	0101000000000000000000dc5e400000000000dc5e40	POINT(123.4375 123.4375) ←
-1	0101000000000000000000c05e400000000000c05e40	POINT(123 123) ←
-2	010100000000000000000005e400000000000005e40	POINT(120 120) ←
-3	010100000000000000000005840000000000005840	POINT(96 96) ←
-4	010100000000000000000005840000000000005840	POINT(96 96) ←
-5	010100000000000000000005840000000000005840	POINT(96 96) ←
-6	010100000000000000000005840000000000005840	POINT(96 96) ←
-7	010100000000000000000005840000000000005840	POINT(96 96) ←
-8	010100000000000000000005840000000000005840	POINT(96 96) ←
-9	010100000000000000000005840000000000005840	POINT(96 96) ←
-10	010100000000000000000005840000000000005840	POINT(96 96) ←
-11	010100000000000000000005840000000000005840	POINT(96 96) ←
-12	010100000000000000000005840000000000005840	POINT(96 96) ←
-13	010100000000000000000005840000000000005840	POINT(96 96) ←
-14	010100000000000000000005840000000000005840	POINT(96 96) ←

```
-15 | 01010000000000000000000000000000005840000000000000005840 | POINT(96 96)
```

#### See Also

[ST\\_SnapToGrid](#)

### 8.5.22 ST\_RemovePoint

`ST_RemovePoint` — Remove a point from a linestring.

#### Synopsis

```
geometry ST_RemovePoint(geometry linestring, integer offset);
```

#### Description

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

Availability: 1.1.0



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

#### Examples

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);
```

#### See Also

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

### 8.5.23 ST\_RemoveRepeatedPoints

`ST_RemoveRepeatedPoints` — Returns a version of the given geometry with duplicated points removed.

#### Synopsis

```
geometry ST_RemoveRepeatedPoints(geometry geom, float8 tolerance);
```

**Description**

Returns a version of the given geometry with duplicated points removed. Will actually do something only with (multi)lines, (multi)polygons and multipoints but you can safely call it with any kind of geometry. Since simplification occurs on a object-by-object basis you can also feed a GeometryCollection to this function.

If the tolerance parameter is provided, vertices within the tolerance of one another will be considered the "same" for the purposes of removal.

Enhanced: 3.2.0

Availability: 2.2.0



This function supports Polyhedral surfaces.



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

**See Also**

[ST\\_Simplify](#)

**8.5.24 ST\_Reverse**

ST\_Reverse — Return the geometry with vertex order reversed.

**Synopsis**

```
geometry ST_Reverse(geometry g1);
```

**Description**

Can be used on any geometry and reverses the order of the vertexes.

Enhanced: 2.4.0 support for curves was introduced.



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



This function supports Polyhedral surfaces.

**Examples**

```
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)
```

**8.5.25 ST\_Segmentize**

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

## Synopsis

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

## Description

Returns a modified geometry having no segment longer than the given `max_segment_length`. Distance computation is performed in 2d only. For geometry, length units are in units of spatial reference. For geography, units are in meters.

Availability: 1.2.2

Enhanced: 3.0.0 Segmentize geometry now uses equal length segments

Enhanced: 2.3.0 Segmentize geography now uses equal length segments

Enhanced: 2.1.0 support for geography was introduced.

Changed: 2.1.0 As a result of the introduction of geography support: The construct `SELECT ST_Segmentize('LINESTRING(1 2, 3 4)', 0.5);` will result in ambiguous function error. You need to have properly typed object e.g. a geometry/geography column, use `ST_GeomFromText`, `ST_GeogFromText` or `SELECT ST_Segmentize('LINESTRING(1 2, 3 4)'::geometry, 0.5);`



### Note

This will only increase segments. It will not lengthen segments shorter than max length

## Examples

```
SELECT ST_AsText(ST_Segmentize(
ST_GeomFromText('MULTILINESTRING((-29 -27,-30 -29.7,-36 -31,-45 -33), (-45 -33,-46 -32))')
, 5)
);
st_astext
-----
MULTILINESTRING((-29 -27,-30 -29.7,-34.886615700134 -30.758766735029,-36 -31,
-40.8809353009198 -32.0846522890933,-45 -33),
(-45 -33,-46 -32))
(1 row)

SELECT ST_AsText(ST_Segmentize(ST_GeomFromText('POLYGON((-29 28, -30 40, -29 28))'), 10));
st_astext
-----
POLYGON((-29 28,-29.8304547985374 37.9654575824488,-30 40,-29.1695452014626 ←
30.0345424175512,-29 28))
(1 row)
```

## See Also

[ST\\_LineSubstring](#)

## 8.5.26 ST\_SetPoint

`ST_SetPoint` — Replace point of a linestring with a given point.

**Synopsis**

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

**Description**

Replace point N of linestring with given point. Index is 0-based. Negative index are counted backwards, so that -1 is last point. This is especially useful in triggers when trying to maintain relationship of joints when one vertex moves.

Availability: 1.1.0

Updated 2.3.0 : negative indexing



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

**Examples**

```
--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)
```

**See Also**

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

**8.5.27 ST\_ShiftLongitude**

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

**Synopsis**

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

## Description

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

Pre-1.3.4 bug prevented this from working for MULTIPOINT. 1.3.4+ works with MULTIPOINT as well.



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

Enhanced: 2.0.0 support for Polyhedral surfaces and TIN was introduced.

NOTE: this function was renamed from "ST\_Shift\_Longitude" in 2.2.0



This function supports Polyhedral surfaces.



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

## Examples

```
--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)
```

## See Also

[ST\\_WrapX](#)



## 8.5.28 ST\_WrapX

ST\_WrapX — Wrap a geometry around an X value.

### Synopsis

```
geometry ST_WrapX(geometry geom, float8 wrap, float8 move);
```

### Description

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



#### Note

This is useful to "recenter" long-lat input to have features of interest not spawned from one side to the other.

Availability: 2.3.0 requires GEOS



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

### Examples

```
-- 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);
```

### See Also

[ST\\_ShiftLongitude](#)

## 8.5.29 ST\_SnapToGrid

ST\_SnapToGrid — Snap all points of the input geometry to a regular grid.

### Synopsis

```
geometry ST_SnapToGrid(geometry geomA, float originX, float originY, float sizeX, float sizeY);
geometry ST_SnapToGrid(geometry geomA, float sizeX, float sizeY);
geometry ST_SnapToGrid(geometry geomA, float size);
geometry ST_SnapToGrid(geometry geomA, geometry pointOrigin, float sizeX, float sizeY, float sizeZ, float sizeM);
```

## Description

Variant 1,2,3: Snap all points of the input geometry to the grid defined by its origin and cell size. Remove consecutive points falling on the same cell, eventually returning NULL if output points are not enough to define a geometry of the given type. Collapsed geometries in a collection are stripped from it. Useful for reducing precision.

Variant 4: Introduced 1.1.0 - Snap all points of the input geometry to the grid defined by its origin (the second argument, must be a point) and cell sizes. Specify 0 as size for any dimension you don't want to snap to a grid.



### Note

The returned geometry might lose its simplicity (see [ST\\_IsSimple](#)).



### Note

Before release 1.1.0 this function always returned a 2d geometry. Starting at 1.1.0 the returned geometry will have same dimensionality as the input one with higher dimension values untouched. Use the version taking a second geometry argument to define all grid dimensions.

Availability: 1.0.0RC1

Availability: 1.1.0 - Z and M support



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

## Examples

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

SELECT ST_AsText(ST_SnapToGrid(
  ST_GeomFromText('LINESTRING(1.1115678 2.123, 4.111111 3.2374897, 4.11112 3.23748667) ←
  '),
  0.001)
);
      st_astext
-----
LINESTRING(1.112 2.123,4.111 3.237)
--Snap a 4d geometry
SELECT ST_AsEWKT(ST_SnapToGrid(
  ST_GeomFromEWKT('LINESTRING(-1.1115678 2.123 2.3456 1.11111,
  4.111111 3.2374897 3.1234 1.1111, -1.1111112 2.123 2.3456 1.111112)'),
  ST_GeomFromEWKT('POINT(1.12 2.22 3.2 4.4444)'),
  0.1, 0.1, 0.1, 0.01) );
      st_asewkt
-----
LINESTRING(-1.08 2.12 2.3 1.1144,4.12 3.22 3.1 1.1144,-1.08 2.12 2.3 1.1144)

--With a 4d geometry - the ST_SnapToGrid(geom,size) only touches x and y coords but keeps m ←
and z the same
SELECT ST_AsEWKT(ST_SnapToGrid(ST_GeomFromEWKT('LINESTRING(-1.1115678 2.123 3 2.3456,
  4.111111 3.2374897 3.1234 1.1111)'),
  0.01)
);
      st_asewkt
-----
```

```
LINESTRING(-1.11 2.12 3 2.3456,4.11 3.24 3.1234 1.1111)
```

### See Also

[ST\\_Snap](#), [ST\\_AsEWKT](#), [ST\\_AsText](#), [ST\\_GeomFromText](#), [ST\\_GeomFromEWKT](#), [ST\\_Simplify](#)

## 8.5.30 ST\_Snap

`ST_Snap` — Snap segments and vertices of input geometry to vertices of a reference geometry.

### Synopsis

geometry **ST\_Snap**(geometry input, geometry reference, float tolerance);

### Description

Snaps the vertices and segments of a geometry to another Geometry's vertices. A snap distance tolerance is used to control where snapping is performed. The result geometry is the input geometry with the vertices snapped. If no snapping occurs then the input geometry is returned unchanged.

Snapping one geometry to another can improve robustness for overlay operations by eliminating nearly-coincident edges (which cause problems during noding and intersection calculation).

Too much snapping can result in invalid topology being created, so the number and location of snapped vertices is decided using heuristics to determine when it is safe to snap. This can result in some potential snaps being omitted, however.



#### Note

The returned geometry might lose its simplicity (see [ST\\_IsSimple](#)) and validity (see [ST\\_IsValid](#)).

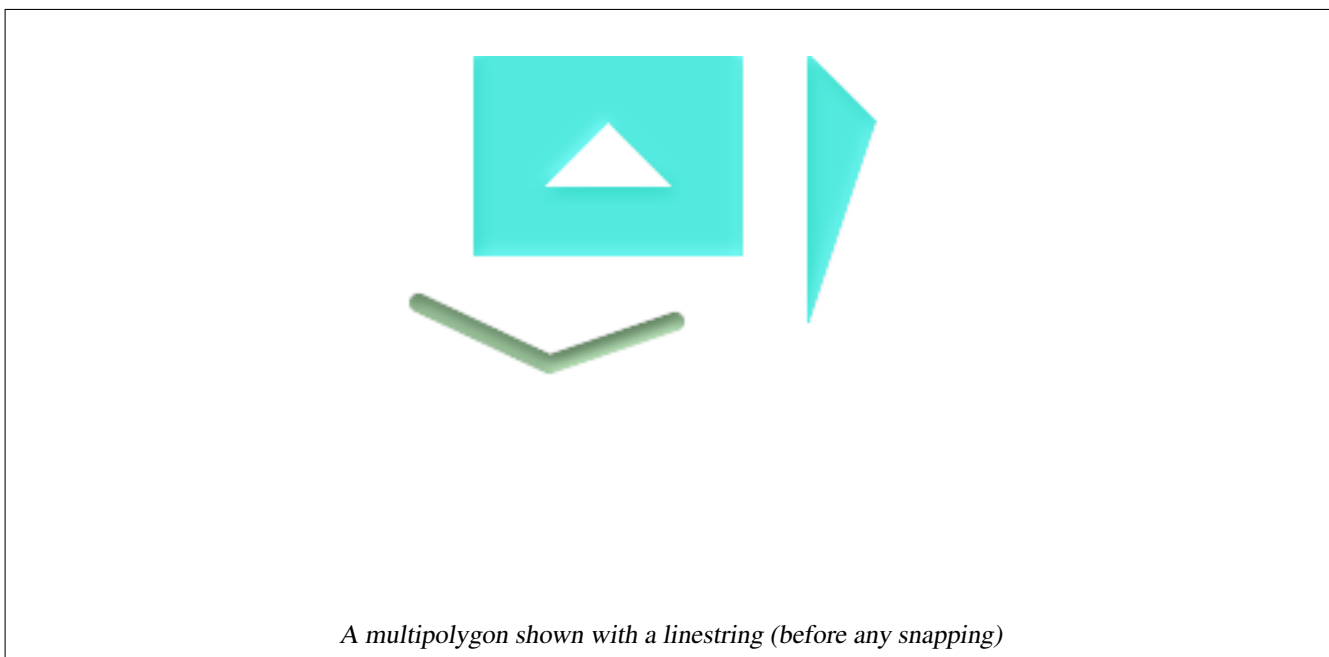
---

Performed by the GEOS module.

Availability: 2.0.0

### Examples

---



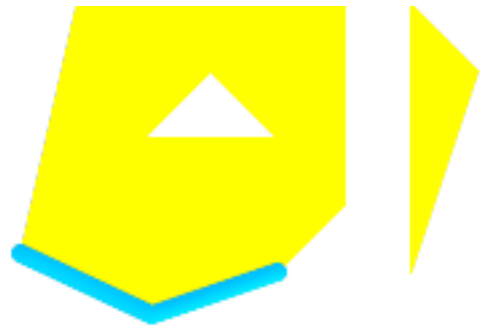


*A multipolygon snapped to linestring to tolerance: 1.01 of distance. The new multipolygon is shown with reference linestring*

```
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;

                                polysnapped
```

```
MULTIPOLYGON(((26 125,26 200,126 200,126 ←
    125,101 100,26 125),
(51 150,101 150,76 175,51 150)),((151 ←
    100,151 200,176 175,151 100)))
```

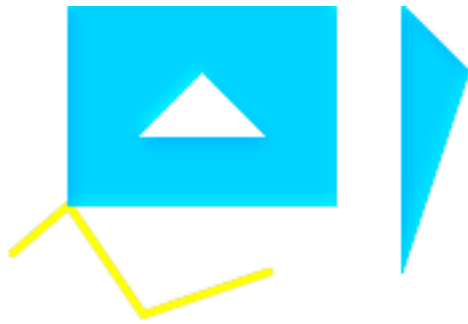


*A multipolygon snapped to linestring to tolerance: 1.25 of distance. The new multipolygon is shown with reference linestring*

```
SELECT ST_AsText (
    ST_Snap(poly,line, ST_Distance(poly, ←
    line)*1.25)
    ) AS polysnapped
FROM (SELECT
    ST_GeomFromText('MULTIPOLYGON(
        (( 26 125, 26 200, 126 200, 126 125, ←
        26 125 ),
        ( 51 150, 101 150, 76 175, 51 150 ) ←
        ),
        (( 151 100, 151 200, 176 175, 151 ←
        100 )))') As poly,
    ST_GeomFromText('LINESTRING (5 ←
    107, 54 84, 101 100)') As line
    ) As foo;

                                ← polysnapped
```

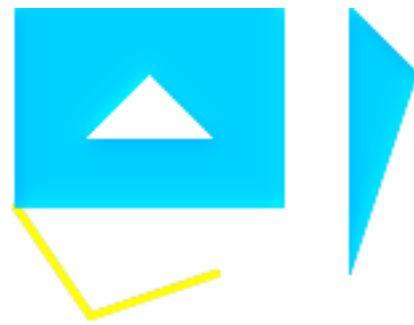
```
MULTIPOLYGON(((5 107,26 200,126 200,126 ←
    125,101 100,54 84,5 107),
(51 150,101 150,76 175,51 150)),((151 ←
    100,151 200,176 175,151 100)))
```



*The linestring snapped to the original multipolygon at tolerance 1.01 of distance. The new linestring is shown with reference multipolygon*

```
SELECT ST_AsText(
  ST_Snap(line, poly, ST_Distance(poly, ↵
    line)*1.01)
) AS linesnapped
FROM (SELECT
  ST_GeomFromText('MULTIPOLYGON(
    ((26 125, 26 200, 126 200, 126 125, ↵
    26 125),
    (51 150, 101 150, 76 175, 51 150 )) ↵
  ',
  ((151 100, 151 200, 176 175, 151 ↵
  100)))') As poly,
  ST_GeomFromText('LINESTRING (5 ↵
  107, 54 84, 101 100)') As line
) As foo;

                linesnapped
-----
LINESTRING(5 107,26 125,54 84,101 100)
```



*The linestring snapped to the original multipolygon at tolerance 1.25 of distance. The new linestring is shown with reference multipolygon*

```
SELECT ST_AsText(
  ST_Snap(line, poly, ST_Distance(poly, ↵
    line)*1.25)
) AS linesnapped
FROM (SELECT
  ST_GeomFromText('MULTIPOLYGON(
    (( 26 125, 26 200, 126 200, 126 125, ↵
    26 125 ),
    (51 150, 101 150, 76 175, 51 150 )) ↵
  ',
  ((151 100, 151 200, 176 175, 151 ↵
  100 )))') As poly,
  ST_GeomFromText('LINESTRING (5 ↵
  107, 54 84, 101 100)') As line
) As foo;

                linesnapped
-----
LINESTRING(26 125,54 84,101 100)
```

## See Also

[ST\\_SnapToGrid](#)

### 8.5.31 ST\_SwapOrdinates

`ST_SwapOrdinates` — Returns a version of the given geometry with given ordinate values swapped.

#### Synopsis

geometry `ST_SwapOrdinates`(geometry geom, cstring ords);

## Description

Returns a version of the given geometry with given ordinates swapped.

The `ords` parameter is a 2-characters string naming the ordinates to swap. Valid names are: x,y,z and m.

Availability: 2.2.0



This method supports Circular Strings and Curves



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



This function supports M coordinates.



This function supports Polyhedral surfaces.



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

## Example

```
-- 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)
```

## See Also

[ST\\_FlipCoordinates](#)

## 8.6 Geometry Validation

### 8.6.1 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);
```

## Description

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 4.6](#).



### Note

SQL-MM defines the result of `ST_IsValid(NULL)` to be 0, while PostGIS returns NULL.

Performed by the GEOS module.

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.

## Examples

```
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
```

## See Also

[ST\\_IsSimple](#), [ST\\_IsValidReason](#), [ST\\_IsValidDetail](#),

### 8.6.2 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);



## Description

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.

Performed by the GEOS module.

Availability: 2.0.0

## Examples

```
--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		

## See Also

[ST\\_IsValid](#), [ST\\_IsValidReason](#)

### 8.6.3 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);
```

#### Description

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](#).

Performed by the GEOS module.

Availability: 1.4

Availability: 2.0 version taking flags.

#### Examples

```
-- 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
```

### See Also

[ST\\_IsValid](#), [ST\\_Summary](#)

## 8.6.4 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);
```

### Description

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".

The "method" key has two values.

- "linework" is the original algorithm, and builds valid geometries by first extracting all lines, noding 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.

Performed by the GEOS module.

Availability: 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'.

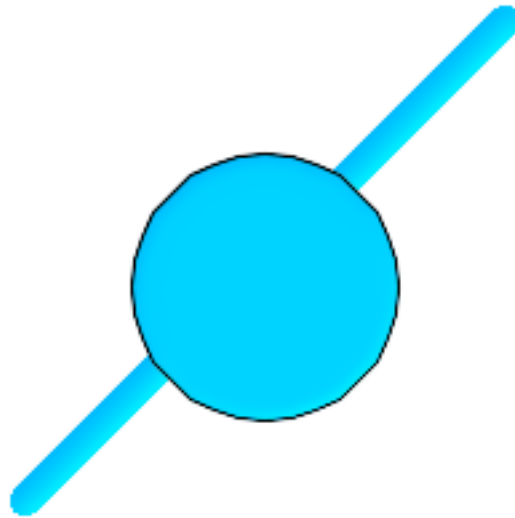


This function supports 3d and will not drop the z-index.

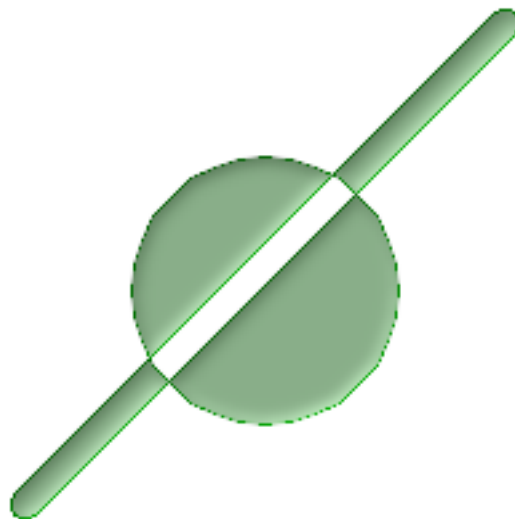
**Examples**

---

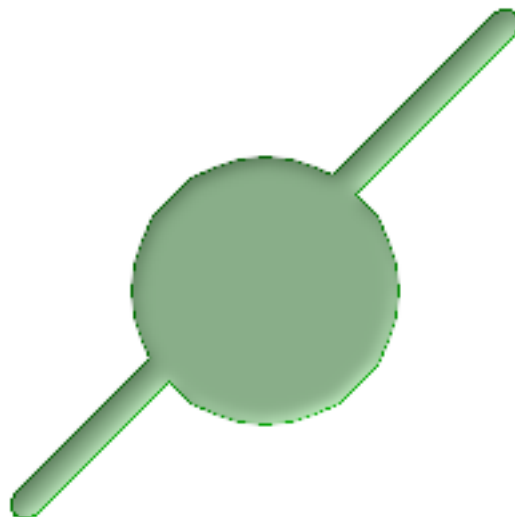
---



*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 ↵
```

## Examples

```
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
```

## See Also

[ST\\_IsValid](#), [ST\\_Collect](#), [ST\\_CollectionExtract](#)

## 8.7 Spatial Reference System Functions

### 8.7.1 ST\_SetSRID

`ST_SetSRID` — Set the SRID on a geometry.

#### Synopsis

geometry **ST\_SetSRID**(geometry geom, integer srid);

#### Description

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



## Examples

-- 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)
```

## See Also

Section [4.5](#), [ST\\_SRID](#), [ST\\_Transform](#), [UpdateGeometrySRID](#)

## 8.7.2 ST\_SRID

**ST\_SRID** — Returns the spatial reference identifier for a geometry.

### Synopsis

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

### Description

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

## Examples

```
SELECT ST_SRID(ST_GeomFromText('POINT(-71.1043 42.315)',4326));
--result
4326
```

## See Also

Section [4.5](#), [ST\\_SetSRID](#), [ST\\_Transform](#), [ST\\_SRID](#)

### 8.7.3 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);
```

#### Description

Returns a new geometry with its coordinates transformed to a different spatial reference system. The destination spatial reference `to_srid` may be identified by a valid SRID integer parameter (i.e. it must exist in the `spatial_ref_sys` table). Alternatively, a spatial reference defined as a PROJ.4 string can be used for `to_proj` and/or `from_proj`, however these methods are not optimized. If the destination spatial reference system is expressed with a PROJ.4 string instead of an SRID, the SRID of the output geometry will be set to zero. With the exception of functions with `from_proj`, input geometries must have a defined SRID.

ST\_Transform is often confused with [ST\\_SetSRID](#). ST\_Transform actually changes the coordinates of a geometry from one spatial reference system to another, while ST\_SetSRID() simply changes the SRID identifier of the geometry.



#### Note

Requires PostGIS be compiled with PROJ support. Use [PostGIS\\_Full\\_Version](#) to confirm you have PROJ support compiled in.



#### Note

If using more than one transformation, it is useful to have a functional index on the commonly used transformations to take advantage of index usage.



#### Note

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

Enhanced: 2.3.0 support for direct PROJ.4 text was introduced.



This method implements the SQL/MM specification. SQL-MM 3: 5.1.6



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

#### Examples

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;
```

### See Also

Section [4.5](#), [ST\\_SetSRID](#), [ST\\_SRID](#), [UpdateGeometrySRID](#)

## 8.8 Geometry Input

### 8.8.1 Well-Known Text (WKT)

#### 8.8.1.1 ST\_BdPolyFromText

**ST\_BdPolyFromText** — Construct a Polygon given an arbitrary collection of closed linestrings as a MultiLineString Well-Known text representation.

#### Synopsis

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

#### Description

Construct a Polygon given an arbitrary collection of closed linestrings as a MultiLineString Well-Known text representation.



#### Note

Throws an error if WKT is not a MULTILINESTRING. Throws an error if output is a MULTIPOLYGON; use [ST\\_BdMPolyFromText](#) in that case, or see [ST\\_BuildArea\(\)](#) for a postgis-specific approach.



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

Performed by the GEOS module.

Availability: 1.1.0

#### See Also

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

### 8.8.1.2 ST\_BdMPolyFromText

`ST_BdMPolyFromText` — Construct a MultiPolygon given an arbitrary collection of closed linestrings as a MultiLineString text representation Well-Known text representation.

#### Synopsis

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

#### Description

Construct a Polygon given an arbitrary collection of closed linestrings, polygons, MultiLineStrings as Well-Known text representation.



#### Note

Throws an error if WKT is not a MULTILINESTRING. Forces MULTIPOLYGON output even when result is really only composed by a single POLYGON; use `ST_BdPolyFromText` if you're sure a single POLYGON will result from operation, or see `ST_BuildArea()` for a postgis-specific approach.



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

Performed by the GEOS module.

Availability: 1.1.0

#### See Also

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

### 8.8.1.3 ST\_GeogFromText

`ST_GeogFromText` — Return a specified geography value from Well-Known Text representation or extended (WKTE).

#### Synopsis

geography `ST_GeogFromText`(text EWKT);

#### Description

Returns a geography object from the well-known text or extended well-known representation. SRID 4326 is assumed if unspecified. This is an alias for `ST_GeographyFromText`. Points are always expressed in long lat form.

#### Examples

```
--- 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)'));
```

**See Also**

[ST\\_AsText](#), [ST\\_GeographyFromText](#)

**8.8.1.4 ST\_GeographyFromText**

`ST_GeographyFromText` — Return a specified geography value from Well-Known Text representation or extended (WKT).

**Synopsis**

```
geography ST_GeographyFromText(text EWKT);
```

**Description**

Returns a geography object from the well-known text representation. SRID 4326 is assumed if unspecified.

**See Also**

[ST\\_GeogFromText](#), [ST\\_AsText](#)

**8.8.1.5 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);
```

**Description**

Makes a collection Geometry from the Well-Known-Text (WKT) representation with the given SRID. If SRID is not given, it defaults to 0.

OGC SPEC 3.2.6.2 - option SRID is from the conformance suite

Returns null if the WKT is not a GEOMETRYCOLLECTION

**Note**

If you are absolutely sure all your WKT geometries are collections, don't use this function. It is slower than `ST_GeomFromText` since it adds an additional validation step.



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



This method implements the SQL/MM specification.

**Examples**

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

**See Also**[ST\\_GeomFromText](#), [ST\\_SRID](#)**8.8.1.6 ST\_GeomFromEWKT**

`ST_GeomFromEWKT` — Return a specified `ST_Geometry` value from Extended Well-Known Text representation (EWKT).

**Synopsis**

```
geometry ST_GeomFromEWKT(text EWKT);
```

**Description**

Constructs a PostGIS `ST_Geometry` object from the OGC Extended Well-Known text (EWKT) representation.

**Note**

The EWKT format is not an OGC standard, but an PostGIS specific format that includes the spatial reference system (SRID) identifier

Enhanced: 2.0.0 support for Polyhedral surfaces and TIN was introduced.



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



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



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

**Examples**

```
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,-71.10384446938243 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))
)');
```

## See Also

[ST\\_AsEWKT](#), [ST\\_GeomFromText](#), [ST\\_GeomFromEWKT](#)

### 8.8.1.7 ST\_GeometryFromText

`ST_GeometryFromText` — Return a specified `ST_Geometry` value from Well-Known Text representation (WKT). This is an alias name for `ST_GeomFromText`

## Synopsis

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

## Description



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

## See Also

[ST\\_GeomFromText](#)

### 8.8.1.8 ST\_GeomFromText

`ST_GeomFromText` — Return a specified `ST_Geometry` value from Well-Known Text representation (WKT).



## Synopsis

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

## Description

Constructs a PostGIS ST\_Geometry object from the OGC Well-Known text representation.



### Note

There are two variants of ST\_GeomFromText function. The first takes no SRID and returns a geometry with no defined spatial reference system (SRID=0). The second takes a SRID as the second argument and returns a geometry that includes this SRID as part of its metadata.



This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2 - option SRID is from the conformance suite.



This method implements the SQL/MM specification. SQL-MM 3: 5.1.40



This method supports Circular Strings and Curves



### 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

Changed: 2.0.0 In prior versions of PostGIS ST\_GeomFromText('GEOMETRYCOLLECTION(EMPTY)') was allowed. This is now illegal in PostGIS 2.0.0 to better conform with SQL/MM standards. This should now be written as ST\_GeomFromText('GEOMETRYCOLLECTION EMPTY')

## Examples

```
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)');

```

## See Also

[ST\\_GeomFromEWKT](#), [ST\\_GeomFromWKB](#), [ST\\_SRID](#)

### 8.8.1.9 ST\_LineFromText

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

#### Synopsis

```

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

```

#### Description

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



#### Note

OGC SPEC 3.2.6.2 - option SRID is from the conformance suite.



#### Note

If you know all your geometries are LINESTRINGS, its more efficient to just use `ST_GeomFromText`. This just calls `ST_GeomFromText` and adds additional validation that it returns a linestring.



This method implements the [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

**Examples**

```
SELECT ST_LineFromText('LINESTRING(1 2, 3 4)') AS aline, ST_LineFromText('POINT(1 2)') AS ↵
      null_return;
aline                               | null_return
-----|-----
010200000000200000000000000000000F ... | t
```

**See Also**[ST\\_GeomFromText](#)**8.8.1.10 ST\_MLineFromText**

ST\_MLineFromText — Return a specified ST\_MultiLineString value from WKT representation.

**Synopsis**

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

**Description**

Makes a Geometry from Well-Known-Text (WKT) with the given SRID. If SRID is not given, it defaults to 0.

OGC SPEC 3.2.6.2 - option SRID is from the conformance suite

Returns null if the WKT is not a MULTILINESTRING

**Note**

If you are absolutely sure all your WKT geometries are points, don't use this function. It is slower than ST\_GeomFromText since it adds an additional validation step.



This method implements the [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

**Examples**

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

**See Also**[ST\\_GeomFromText](#)**8.8.1.11 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);

## Description

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

OGC SPEC 3.2.6.2 - option SRID is from the conformance suite

Returns null if the WKT is not a MULTIPOINT



### Note

If you are absolutely sure all your WKT geometries are points, don't use this function. It is slower than `ST_GeomFromText` since it adds an additional validation step.



This method implements the [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

## Examples

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

## See Also

[ST\\_GeomFromText](#)

### 8.8.1.12 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);

## Description

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

OGC SPEC 3.2.6.2 - option SRID is from the conformance suite

Throws an error if the WKT is not a MULTIPOLYGON



### Note

If you are absolutely sure all your WKT geometries are multipolygons, don't use this function. It is slower than `ST_GeomFromText` since it adds an additional validation step.



This method implements the [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

## Examples

```
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);
```

## See Also

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

### 8.8.1.13 ST\_PointFromText

`ST_PointFromText` — Makes a point Geometry from WKT with the given SRID. If SRID is not given, it defaults to unknown.

## Synopsis

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

## Description

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



### Note

There are 2 variants of `ST_PointFromText` function, the first takes no SRID and returns a geometry with no defined spatial reference system. The second takes a spatial reference id as the second argument and returns an `ST_Geometry` that includes this srid as part of its meta-data. The srid must be defined in the `spatial_ref_sys` table.



### Note

If you are absolutely sure all your WKT geometries are points, don't use this function. It is slower than `ST_GeomFromText` since it adds an additional validation step. If you are building points from long lat coordinates and care more about performance and accuracy than OGC compliance, use [ST\\_MakePoint](#) or OGC compliant alias [ST\\_Point](#).



This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). s3.2.6.2 - option SRID is from the conformance suite.



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

**Examples**

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

**See Also**

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

**8.8.1.14 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);
```

**Description**

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

OGC SPEC 3.2.6.2 - option SRID is from the conformance suite

**Note**

If you are absolutely sure all your WKT geometries are polygons, don't use this function. It is slower than `ST_GeomFromText` since it adds an additional validation step.



This method implements the [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

**Examples**

```
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
```

**See Also**

[ST\\_GeomFromText](#)

### 8.8.1.15 ST\_WKTToSQL

**ST\_WKTToSQL** — Return a specified ST\_Geometry value from Well-Known Text representation (WKT). This is an alias name for ST\_GeomFromText

#### Synopsis

```
geometry ST_WKTToSQL(text WKT);
```

#### Description



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

#### See Also

[ST\\_GeomFromText](#)

## 8.8.2 Well-Known Binary (WKB)

### 8.8.2.1 ST\_GeogFromWKB

**ST\_GeogFromWKB** — Creates a geography instance from a Well-Known Binary geometry representation (WKB) or extended Well Known Binary (EWKB).

#### Synopsis

```
geography ST_GeogFromWKB(bytea wkb);
```

#### Description

The **ST\_GeogFromWKB** function, takes a well-known binary representation (WKB) of a geometry or PostGIS Extended WKB and creates an instance of the appropriate geography type. This function plays the role of the Geometry Factory in SQL.

If SRID is not specified, it defaults to 4326 (WGS 84 long lat).



This method supports Circular Strings and Curves

#### Examples

```
--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)
```

**See Also**

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

**8.8.2.2 ST\_GeomFromEWKB**

`ST_GeomFromEWKB` — Return a specified `ST_Geometry` value from Extended Well-Known Binary representation (EWKB).

**Synopsis**

geometry `ST_GeomFromEWKB`(bytea EWKB);

**Description**

Constructs a PostGIS `ST_Geometry` object from the OGC Extended Well-Known binary (EWKT) representation.

**Note**

The EWKB format is not an OGC standard, but a PostGIS specific format that includes the spatial reference system (SRID) identifier

Enhanced: 2.0.0 support for Polyhedral surfaces and TIN was introduced.



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



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



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

**Examples**

line string binary rep Of `LINestring(-71.160281 42.258729,-71.160837 42.259113,-71.161144 42.25932)` in NAD 83 long lat (4269).

**Note**

NOTE: Even though byte arrays are delimited with `\` and may have `'`, we need to escape both out with `\` and `"` if `standard_conforming_strings` is off. So it does not look exactly like its `AsEWKB` representation.

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

**Note**

In PostgreSQL 9.1+ - `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')

```

## See Also

[ST\\_AsBinary](#), [ST\\_AsEWKB](#), [ST\\_GeomFromWKB](#)

### 8.8.2.3 ST\_GeomFromWKB

**ST\_GeomFromWKB** — Creates a geometry instance from a Well-Known Binary geometry representation (WKB) and optional SRID.

## Synopsis

```




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

```

## Description

The `ST_GeomFromWKB` function, takes a well-known binary representation of a geometry and a Spatial Reference System ID (SRID) and creates an instance of the appropriate geometry type. This function plays the role of the Geometry Factory in SQL. This is an alternate name for `ST_WKBToSQL`.

If SRID is not specified, it defaults to 0 (Unknown).

-  This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). s3.2.7.2 - the optional SRID is from the conformance suite
-  This method implements the SQL/MM specification. SQL-MM 3: 5.1.41
-  This method supports Circular Strings and Curves

## Examples

```

--Although bytea rep contains single \, these need to be escaped when inserting into a ←
table
-- unless standard_conforming_strings is set to on.
SELECT ST_AsEWKT(
ST_GeomFromWKB(E'\001\002\000\000\000\002\000\000\000\037\205\353Q ←
\270~\300\323Mb\020X\231C@\020X9\264\310~\300)\217\302\365\230 ←
C@',4326)
);
          st_asewkt
-----
SRID=4326;LINESTRING(-113.98 39.198,-113.981 39.195)
(1 row)

SELECT
  ST_AsText(
    ST_GeomFromWKB(
      ST_AsEWKB('POINT(2 5) '::geometry)
    )
  );

```

```
st_astext
-----
POINT(2 5)
(1 row)
```

## See Also

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

### 8.8.2.4 ST\_LineFromWKB

`ST_LineFromWKB` — Makes a `LINestring` from WKB with the given SRID

## Synopsis

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

## Description

The `ST_LineFromWKB` function, takes a well-known binary representation of geometry and a Spatial Reference System ID (SRID) and creates an instance of the appropriate geometry type - in this case, a `LINestring` geometry. This function plays the role of the Geometry Factory in SQL.

If an SRID is not specified, it defaults to 0. `NULL` is returned if the input `bytea` does not represent a `LINestring`.



### Note

OGC SPEC 3.2.6.2 - option SRID is from the conformance suite.



### Note

If you know all your geometries are `LINestrings`, its more efficient to just use [ST\\_GeomFromWKB](#). This function just calls [ST\\_GeomFromWKB](#) and adds additional validation that it returns a `linestring`.



This method implements the [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

## Examples

```
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
```

## See Also

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

### 8.8.2.5 ST\_LineStringFromWKB

ST\_LineStringFromWKB — Makes a geometry from WKB with the given SRID.

#### Synopsis

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

#### Description

The `ST_LineStringFromWKB` function, takes a well-known binary representation of geometry and a Spatial Reference System ID (SRID) and creates an instance of the appropriate geometry type - in this case, a `LINestring` geometry. This function plays the role of the Geometry Factory in SQL.

If an SRID is not specified, it defaults to 0. NULL is returned if the input `bytea` does not represent a `LINestring` geometry. This an alias for `ST_LineFromWKB`.



#### Note

OGC SPEC 3.2.6.2 - optional SRID is from the conformance suite.



#### Note

If you know all your geometries are `LINestring`s, it's more efficient to just use `ST_GeomFromWKB`. This function just calls `ST_GeomFromWKB` and adds additional validation that it returns a `LINestring`.



This method implements the [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

#### Examples

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

#### See Also

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

### 8.8.2.6 ST\_PointFromWKB

ST\_PointFromWKB — Makes a geometry from WKB with the given SRID

## Synopsis

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

## Description

The `ST_PointFromWKB` function, takes a well-known binary representation of geometry and a Spatial Reference System ID (SRID) and creates an instance of the appropriate geometry type - in this case, a `POINT` geometry. This function plays the role of the Geometry Factory in SQL.

If an SRID is not specified, it defaults to 0. `NULL` is returned if the input `bytea` does not represent a `POINT` geometry.



This method implements the [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

## Examples

```
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)
```

## See Also

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

### 8.8.2.7 ST\_WKBToSQL

`ST_WKBToSQL` — Return a specified `ST_Geometry` value from Well-Known Binary representation (WKB). This is an alias name for `ST_GeomFromWKB` that takes no srid

## Synopsis

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

**Description**

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

**See Also**

[ST\\_GeomFromWKB](#)

**8.8.3 Other Formats****8.8.3.1 ST\_Box2dFromGeoHash**

`ST_Box2dFromGeoHash` — Return a BOX2D from a GeoHash string.

**Synopsis**

```
box2d ST_Box2dFromGeoHash(text geohash, integer precision=full_precision_of_geohash);
```

**Description**

Return a BOX2D from a GeoHash string.

If no `precision` is specified `ST_Box2dFromGeoHash` returns a BOX2D based on full precision of the input GeoHash string.

If `precision` is specified `ST_Box2dFromGeoHash` will use that many characters from the GeoHash to create the BOX2D. Lower precision values results in larger BOX2Ds and larger values increase the precision.

Availability: 2.1.0

**Examples**

```
SELECT ST_Box2dFromGeoHash('9qqj7nmxncgyy4d0dbxqz0');

          st_geomfromgeohash
-----
BOX(-115.172816 36.114646,-115.172816 36.114646)

SELECT ST_Box2dFromGeoHash('9qqj7nmxncgyy4d0dbxqz0', 0);

          st_box2dfromgeohash
-----
BOX(-180 -90,180 90)

SELECT ST_Box2dFromGeoHash('9qqj7nmxncgyy4d0dbxqz0', 10);

          st_box2dfromgeohash
-----
BOX(-115.17282128334 36.1146408319473,-115.172810554504 36.1146461963654)
```

**See Also**

[ST\\_GeoHash](#), [ST\\_GeomFromGeoHash](#), [ST\\_PointFromGeoHash](#)

**8.8.3.2 ST\_GeomFromGeoHash**

`ST_GeomFromGeoHash` — Return a geometry from a GeoHash string.

**Synopsis**

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

**Description**

Return a geometry from a GeoHash string. The geometry will be a polygon representing the GeoHash bounds.

If no `precision` is specified `ST_GeomFromGeoHash` returns a polygon based on full precision of the input GeoHash string.

If `precision` is specified `ST_GeomFromGeoHash` will use that many characters from the GeoHash to create the polygon.

Availability: 2.1.0

**Examples**

```
SELECT ST_AsText(ST_GeomFromGeoHash('9qqj7nmxnccgyy4d0dbxqz0'));
           st_astext
-----
POLYGON((-115.172816 36.114646,-115.172816 36.114646,-115.172816 36.114646,-115.172816  ←
          36.114646,-115.172816 36.114646))

SELECT ST_AsText(ST_GeomFromGeoHash('9qqj7nmxnccgyy4d0dbxqz0', 4));
           st_astext
-----
POLYGON((-115.3125 36.03515625,-115.3125 36.2109375,-114.9609375 36.2109375,-114.9609375  ←
          36.03515625,-115.3125 36.03515625))

SELECT ST_AsText(ST_GeomFromGeoHash('9qqj7nmxnccgyy4d0dbxqz0', 10));
           st_astext
-----
POLYGON((-115.17282128334 36.1146408319473,-115.17282128334  ←
          36.1146461963654,-115.172810554504 36.1146461963654,-115.172810554504  ←
          36.1146408319473,-115.17282128334 36.1146408319473))
```

**See Also**

[ST\\_GeoHash](#), [ST\\_Box2dFromGeoHash](#), [ST\\_PointFromGeoHash](#)

**8.8.3.3 ST\_GeomFromGML**

`ST_GeomFromGML` — Takes as input GML representation of geometry and outputs a PostGIS geometry object

**Synopsis**

geometry **ST\_GeomFromGML**(text geomgml);

geometry **ST\_GeomFromGML**(text geomgml, integer srid);

## Description

Constructs a PostGIS ST\_Geometry object from the OGC GML representation.

ST\_GeomFromGML works only for GML Geometry fragments. It throws an error if you try to use it on a whole GML document.

OGC GML versions supported:

- GML 3.2.1 Namespace
- GML 3.1.1 Simple Features profile SF-2 (with GML 3.1.0 and 3.0.0 backward compatibility)
- GML 2.1.2

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

Availability: 1.5, requires libxml2 1.6+

Enhanced: 2.0.0 support for Polyhedral surfaces and TIN was introduced.

Enhanced: 2.0.0 default srid optional parameter added.



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 allow mixed dimensions (2D and 3D inside the same MultiGeometry for instance). As PostGIS geometries don't, ST\_GeomFromGML convert the whole geometry to 2D if a missing Z dimension is found once.

GML support mixed SRS inside the same MultiGeometry. As PostGIS geometries don't, ST\_GeomFromGML, in this case, reproject all subgeometries to the SRS root node. If no srsName attribute available for the GML root node, the function throw an error.

ST\_GeomFromGML function is not pedantic about an explicit GML namespace. You could avoid to mention it explicitly for common usages. But you need it if you want to use XLink feature inside GML.



### Note

ST\_GeomFromGML function not support SQL/MM curves geometries.

## Examples - A single geometry with srsName

```
SELECT ST_GeomFromGML ('
  <gml:LineString srsName="EPSG:4269">
    <gml:coordinates>
      -71.16028,42.258729 -71.160837,42.259112 -71.161143,42.25932
    </gml:coordinates>
  </gml:LineString>');
```

## Examples - XLink usage

```
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>'););

```

## Examples - Polyhedral Surface

```

SELECT ST_AsEWKT(ST_GeomFromGML('
<gml:PolyhedralSurface>
<gml:polygonPatches>
  <gml:PolygonPatch>
    <gml:exterior>
      <gml:LinearRing><gml:posList srsDimension="3">0 0 0 0 0 1 0 1 1 0 1 0 0 0 0</gml:
posList></gml:LinearRing>
    </gml:exterior>
  </gml:PolygonPatch>
  <gml:PolygonPatch>
    <gml:exterior>
      <gml:LinearRing><gml:posList srsDimension="3">0 0 0 0 1 0 1 1 0 1 0 0 0 0 0</gml:posList
></gml:LinearRing>
    </gml:exterior>
  </gml:PolygonPatch>
  <gml:PolygonPatch>
    <gml:exterior>
      <gml:LinearRing><gml:posList srsDimension="3">0 0 0 1 0 0 1 0 1 0 0 1 0 0 0</gml:posList
></gml:LinearRing>
    </gml:exterior>
  </gml:PolygonPatch>
  <gml:PolygonPatch>
    <gml:exterior>
      <gml:LinearRing><gml:posList srsDimension="3">1 1 0 1 1 1 1 0 1 1 0 0 1 1 0</gml:posList
></gml:LinearRing>
    </gml:exterior>
  </gml:PolygonPatch>
  <gml:PolygonPatch>
    <gml:exterior>
      <gml:LinearRing><gml:posList srsDimension="3">0 1 0 0 1 1 1 1 1 1 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)))

```



**See Also**

Section [2.2.3](#), [ST\\_AsGML](#), [ST\\_GMLToSQL](#)

**8.8.3.4 ST\_GeomFromGeoJSON**

`ST_GeomFromGeoJSON` — Takes as input a geojson representation of a geometry and outputs a PostGIS geometry object

**Synopsis**

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

**Description**

Constructs a PostGIS geometry object from the GeoJSON representation.

`ST_GeomFromGeoJSON` works only for JSON Geometry fragments. It throws an error if you try to use it on a whole JSON document.

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.

Availability: 2.0.0 requires - JSON-C >= 0.9

**Note**

If you do not have JSON-C enabled, support you will get an error notice instead of seeing an output. To enable JSON-C, run `configure --with-jsondir=/path/to/json-c`. See Section [2.2.3](#) for details.



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

**Examples**

```
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)
```

**See Also**

[ST\\_AsText](#), [ST\\_AsGeoJSON](#), Section [2.2.3](#)

### 8.8.3.5 ST\_GeomFromKML

ST\_GeomFromKML — Takes as input KML representation of geometry and outputs a PostGIS geometry object

#### Synopsis

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

#### Description

Constructs a PostGIS ST\_Geometry object from the OGC KML representation.

ST\_GeomFromKML works only for KML Geometry fragments. It throws an error if you try to use it on a whole KML document.

OGC KML versions supported:

- KML 2.2.0 Namespace

OGC KML standards, cf: <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 function not support SQL/MM curves geometries.

#### Examples - A single geometry with srsName

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

#### See Also

Section [2.2.3](#), [ST\\_AsKML](#)

### 8.8.3.6 ST\_GeomFromTWKB

ST\_GeomFromTWKB — Creates a geometry instance from a TWKB ("[Tiny Well-Known Binary](#)") geometry representation.

#### Synopsis

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

#### Description

The ST\_GeomFromTWKB function, takes a a TWKB ("[Tiny Well-Known Binary](#)") geometry representation (WKB) and creates an instance of the appropriate geometry type.

## Examples

```
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)

```

## See Also

[ST\\_AsTWKB](#)

### 8.8.3.7 ST\_GMLToSQL

**ST\_GMLToSQL** — Return a specified `ST_Geometry` value from GML representation. This is an alias name for `ST_GeomFromGML`

## Synopsis

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

## Description



This method implements the SQL/MM specification. SQL-MM 3: 5.1.50 (except for curves support).

Availability: 1.5, requires libxml2 1.6+

Enhanced: 2.0.0 support for Polyhedral surfaces and TIN was introduced.

Enhanced: 2.0.0 default srid optional parameter added.

## See Also

Section [2.2.3](#), [ST\\_GeomFromGML](#), [ST\\_AsGML](#)

### 8.8.3.8 ST\_LineFromEncodedPolyline

**ST\_LineFromEncodedPolyline** — Creates a `LineString` from an Encoded Polyline.

## Synopsis

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

**Description**

Creates a LineString from an Encoded Polyline string.

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.

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

Availability: 2.2.0

**Examples**

```
-- 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)
```

**See Also**

[ST\\_AsEncodedPolyline](#)

**8.8.3.9 ST\_PointFromGeoHash**

`ST_PointFromGeoHash` — Return a point from a GeoHash string.

**Synopsis**

point `ST_PointFromGeoHash`(text geohash, integer precision=full\_precision\_of\_geohash);

**Description**

Return a point from a GeoHash string. The point represents the center point of the GeoHash.

If no `precision` is specified `ST_PointFromGeoHash` returns a point based on full precision of the input GeoHash string.

If `precision` is specified `ST_PointFromGeoHash` will use that many characters from the GeoHash to create the point.

Availability: 2.1.0

**Examples**

```
SELECT ST_AsText(ST_PointFromGeoHash('9qqj7nmxcgyy4d0dbxqz0'));
      st_astext
-----
POINT(-115.172816 36.114646)

SELECT ST_AsText(ST_PointFromGeoHash('9qqj7nmxcgyy4d0dbxqz0', 4));
      st_astext
-----
POINT(-115.13671875 36.123046875)
```

```
SELECT ST_AsText(ST_PointFromGeoHash('9qj7nmxcggy4d0dbxqz0', 10));
           st_astext
-----
POINT(-115.172815918922 36.1146435141563)
```

### See Also

[ST\\_GeoHash](#), [ST\\_Box2dFromGeoHash](#), [ST\\_GeomFromGeoHash](#)

#### 8.8.3.10 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);
```

### Description

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

#### 8.8.3.11 ST\_FromFlatGeobuf

`ST_FromFlatGeobuf` — Reads FlatGeobuf data.

### Synopsis

```
setof anyelement ST_FromFlatGeobuf(anyelement Table reference, bytea FlatGeobuf input data);
```

### Description

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

## 8.9 Geometry Output

### 8.9.1 Well-Known Text (WKT)

#### 8.9.1.1 ST\_AsEWKT

`ST_AsEWKT` — Return the Well-Known Text (WKT) representation of the geometry with SRID meta data.

## Synopsis

```
text ST_AsEWKT(geometry g1);
text ST_AsEWKT(geometry g1, integer maxdecimaldigits=15);
text ST_AsEWKT(geography g1);
text ST_AsEWKT(geography g1, integer maxdecimaldigits=15);
```

## Description

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.

Enhanced: 2.0.0 support for Geography, Polyhedral surfaces, Triangles and TIN was introduced.



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



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



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

## Examples

```
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('0108000080030000000000000060 ↵
    E30A4100000000785C0241000000000000F03F0000000018
E20A4100000000485F02410000000000000400000000018
E20A4100000000305C024100000000000000840')

--st_asewkt---
CIRCULARSTRING(220268 150415 1,220227 150505 2,220227 150406 3)
```

## See Also

[ST\\_AsBinary](#), [ST\\_AsEWKB](#), [ST\\_AsText](#), [ST\\_GeomFromEWKT](#)

### 8.9.1.2 ST\_AsText

`ST_AsText` — Return the Well-Known Text (WKT) representation of the geometry/geography without SRID metadata.

## Synopsis

```
text ST_AsText(geometry g1);
text ST_AsText(geometry g1, integer maxdecimaldigits = 15);
text ST_AsText(geography g1);
text ST_AsText(geography g1, integer maxdecimaldigits = 15);
```

## Description

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.

Availability: 1.5 - support for geography was introduced.

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

## Examples

```
SELECT ST_AsText('010300000001000000050000000000000000
000000000000000000000000000000000000000000000000
F03F000000000000F03F000000000000F03F000000000000F03
F0000000000000000000000000000000000000000000000');
  st_astext
-----
POLYGON((0 0,0 1,1 1,1 0,0 0))
```

Full precision output is the default.

```
SELECT ST_AsText('POINT(111.1111111 1.1111111)');
  st_astext
-----
POINT(111.1111111 1.1111111)
```

The *maxdecimaldigits* argument can be used to limit output precision.

```
SELECT ST_AsText('POINT(111.1111111 1.1111111)', 2);
  st_astext
-----
POINT(111.11 1.11)
```

## See Also

[ST\\_AsBinary](#), [ST\\_AsEWKB](#), [ST\\_AsEWKT](#), [ST\\_GeomFromText](#)

## 8.9.2 Well-Known Binary (WKB)

### 8.9.2.1 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);
```

#### Description

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 little-endian ('NDR') or big-endian ('XDR').

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](#)







## Synopsis

```
text ST_AsHEXEWKB(geometry g1, text NDRorXDR);
text ST_AsHEXEWKB(geometry g1);
```

## Description

Returns a Geometry in HEXEWKB format (as text) using either little-endian (NDR) or big-endian (XDR) encoding. If no encoding is specified, then NDR is used.



### Note

Availability: 1.2.2



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



This method supports Circular Strings and Curves

## Examples

```
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
-----
0103000020E6100000010000000500
000000000000000000000000000000
000000000000000000000000000000F03F
000000000000F03F000000000000F03F000000000000F03
F0000000000000000000000000000000000000000000000000000000000000000000000000
```

## 8.9.3 Other Formats

### 8.9.3.1 ST\_AsEncodedPolyline

ST\_AsEncodedPolyline — Returns an Encoded Polyline from a LineString geometry.

#### Synopsis

```
text ST_AsEncodedPolyline(geometry geom, integer precision=5);
```

#### Description

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.

Availability: 2.2.0

## Examples

### Basic

```
SELECT ST_AsEncodedPolyline(GeomFromEWKT('SRID=4326;LINESTRING(-120.2 38.5,-120.95 40.7,-126.453 43.252)'));
--result--
|_p~iF~ps|U_ulLnnqC_mqNvxq`@
```

### Use in conjunction with geography linestring and geography segmentize, and put on google maps

```
-- the SQL for Boston to San Francisco, segments every 100 KM
SELECT ST_AsEncodedPolyline(
  ST_Segmentize(
    ST_GeogFromText('LINESTRING(-71.0519 42.4935,-122.4483 37.64)'),
    100000)::geometry) As encodedFlightPath;
```

javascript will look something like this where \$ variable you replace with query result

```
<script type="text/javascript" src="http://maps.googleapis.com/maps/api/js?libraries=geometry"></script>
<script type="text/javascript">
  flightPath = new google.maps.Polyline({
    path: google.maps.geometry.encoding.decodePath("$encodedFlightPath"),
    map: map,
    strokeColor: '#0000CC',
    strokeOpacity: 1.0,
    strokeWeight: 4
  });
</script>
```

### See Also

[ST\\_LineFromEncodedPolyline](#), [ST\\_Segmentize](#)

### 8.9.3.2 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);
```

#### Description

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

### 8.9.3.3 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);
```

#### Description

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.

Availability: 2.4.0

#### Examples

```
SELECT encode(ST_AsGeobuf(q, 'geom'), 'base64')
       FROM (SELECT ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))') AS geom) AS q;
 st_asgeobuf
-----
GAAiEAoOCgwIBBoIAAAAAgIAAAE=
```

### 8.9.3.4 ST\_AsGeoJSON

ST\_AsGeoJSON — Return a geometry as a GeoJSON element.

#### Synopsis

```
text ST_AsGeoJSON(record feature, text geomcolumnname, integer maxdecimaldigits=9, boolean pretty_bool=false);
text ST_AsGeoJSON(geometry geom, integer maxdecimaldigits=9, integer options=8);
text ST_AsGeoJSON(geography geog, integer maxdecimaldigits=9, integer options=0);
```

#### Description

Returns a geometry as a GeoJSON "geometry", or a row as a GeoJSON "feature". (See the [GeoJSON specifications RFC 7946](#)). 2D and 3D Geometries are both supported. GeoJSON only support SFS 1.1 geometry types (no curve support for example).

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 (e.g EPSG:4326)
- 4: GeoJSON Long CRS (e.g urn:ogc:def:crs:EPSG::4326)
- 8: GeoJSON Short CRS if not EPSG:4326 (default)

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](http://geojson.io) and [geojsonlint.com](http://geojsonlint.com). It is widely supported by web mapping frameworks:

- [OpenLayers GeoJSON Example](#)
- [Leaflet GeoJSON Example](#)
- [Mapbox GL GeoJSON Example](#)

Availability: 1.3.4

Availability: 1.5.0 geography support was introduced.

Changed: 2.0.0 support default args and named args.

Changed: 3.0.0 support records as input

Changed: 3.0.0 output SRID if not EPSG:4326.



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

## Examples

Generate a FeatureCollection:

```
SELECT json_build_object(
    'type', 'FeatureCollection',
    'features', json_agg(ST_AsGeoJSON(t.*)::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]}, "properties": {"id": 1, "name": "one"}}, {"type": "Feature", "geometry": {"type": "Point", "coordinates": [2,2]}, "properties": {"id": 2, "name": "two"}}, {"type": "Feature", "geometry": {"type": "Point", "coordinates": [3,3]}, "properties": {"id": 3, "name": "three"}}]}
```

Generate a Feature:

```
SELECT ST_AsGeoJSON(t.*)
FROM (VALUES (1, 'one', 'POINT(1 1)::geometry)) AS t(id, name, geom);
```

```
st_asgeojson
```

```
-----
{"type": "Feature", "geometry": {"type": "Point", "coordinates": [1,1]}, "properties": {"id": ←
  1, "name": "one"}}
```

An alternate way to generate Features with an `id` property is to use JSONB functions and operators:

```
SELECT jsonb_build_object(
  'type',      'Feature',
  'id',        id,
  'geometry',  ST_AsGeoJSON(geom)::jsonb,
  'properties', to_jsonb( t.* ) - 'id' - 'geom'
) AS json
FROM (VALUES (1, 'one', 'POINT(1 1)::geometry)) AS t(id, name, geom);
```

```
json
```

```
-----
{"id": 1, "type": "Feature", "geometry": {"type": "Point", "coordinates": [1, 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]]]}
```

## See Also

[ST\\_GeomFromGeoJSON](#), [ST\\_ForcePolygonCCW](#), [ST\\_Transform](#)

### 8.9.3.5 ST\_AsGML

`ST_AsGML` — Return the geometry as a GML version 2 or 3 element.

#### Synopsis

```
text ST_AsGML(geometry geom, integer maxdecimaldigits=15, integer options=0);
text ST_AsGML(geography geog, integer maxdecimaldigits=15, integer options=0, text 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);
```

## Description

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 refer to 2.1.2 version, GML 3 to 3.1.1 version

The 'options' argument is a bitfield. It could be used to define CRS output type in GML output, and to declare data as lat/lon:

- 0: GML Short CRS (e.g EPSG:4326), default value
- 1: GML Long CRS (e.g urn:ogc:def:crs:EPSG::4326)
- 2: For GML 3 only, remove srsDimension attribute from output.
- 4: For GML 3 only, use <LineString> rather than <Curve> tag for lines.
- 16: Declare that datas are lat/lon (e.g srid=4326). Default is to assume that data are planars. This option is useful for GML 3.1.1 output only, related to axis order. So if you set it, it will swap the coordinates so order is lat lon instead of database lon lat.
- 32: Output the box of the geometry (envelope).

The 'namespace prefix' argument may be used to specify a custom namespace prefix or no prefix (if empty). If null or omitted 'gml' prefix is used

Availability: 1.3.2

Availability: 1.5.0 geography support was introduced.

Enhanced: 2.0.0 prefix support was introduced. Option 4 for GML3 was introduced to allow using LineString instead of Curve tag for lines. GML3 Support for Polyhedral surfaces and TINS was introduced. Option 32 was introduced to output the box.

Changed: 2.0.0 use default named args

Enhanced: 2.1.0 id support was introduced, for GML 3.



### Note

Only version 3+ of ST\_AsGML supports Polyhedral Surfaces and TINS.



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



This function supports Polyhedral surfaces.



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

## Examples: Version 2

```
SELECT ST_AsGML(ST_GeomFromText('POLYGON((0 0,0 1,1 1,1 0,0 0))',4326));
 st_asgml
-----
<gml:Polygon srsName="EPSG:4326"><gml:outerBoundaryIs><gml:LinearRing><gml:coordinates ↵
>0,0 0,1 1,1 1,0 0,0</gml:coordinates></gml:LinearRing></gml:outerBoundaryIs></gml: ↵
Polygon>
```



**Examples: Version 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:exterior>
  </gml:PolygonPatch>
```

```

    <gml:LinearRing>
      <gml:posList srsDimension="3">1 1 0 1 1 1 1 0 1 1 0 0 1 1 0</gml:posList>
    </gml:LinearRing>
  </gml:exterior>
</gml:PolygonPatch>
<gml:PolygonPatch>
  <gml:exterior>
    <gml:LinearRing>
      <gml:posList srsDimension="3">0 1 0 0 1 1 1 1 1 1 1 0 0 1 0</gml:posList>
    </gml:LinearRing>
  </gml:exterior>
</gml:PolygonPatch>
<gml:PolygonPatch>
  <gml:exterior>
    <gml:LinearRing>
      <gml:posList srsDimension="3">0 0 1 1 0 1 1 1 1 0 1 1 0 0 1</gml:posList>
    </gml:LinearRing>
  </gml:exterior>
</gml:PolygonPatch>
</gml:polygons>
</gml:PolyhedralSurface>

```

**See Also**[ST\\_GeomFromGML](#)**8.9.3.6 ST\_AsKML**

ST\_AsKML — Return the geometry as a KML element.

**Synopsis**

```

text ST_AsKML(geometry geom, integer maxdecimaldigits=15, text nprefix=NULL);
text ST_AsKML(geography geog, integer maxdecimaldigits=15, text nprefix=NULL);

```

**Description**

Return the geometry as a Keyhole Markup Language (KML) element. default maximum number of decimal places is 15, default namespace is no prefix.

**Warning**

Using the *maxdecimaldigits* parameter can cause output geometry to become invalid. To avoid this use [ST\\_ReducePrecision](#) with a suitable gridsize first.

**Note**

Requires PostGIS be compiled with Proj support. Use [PostGIS\\_Full\\_Version](#) to confirm you have proj support compiled in.

**Note**

Availability: 1.2.2 - later variants that include version param came in 1.3.2

**Note**

Enhanced: 2.0.0 - Add prefix namespace, use default and named args

**Note**

Changed: 3.0.0 - Removed the "versioned" variant signature

**Note**

AsKML output will not work with geometries that do not have an SRID



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

**Examples**

```
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>
```

**See Also**

[ST\\_AsSVG](#), [ST\\_AsGML](#)

**8.9.3.7 ST\_AsLatLonText**

**ST\_AsLatLonText** — Return the Degrees, Minutes, Seconds representation of the given point.

**Synopsis**

```
text ST_AsLatLonText(geometry pt, text format=');
```

**Description**

Returns the Degrees, Minutes, Seconds representation of the point.

**Note**

It is assumed the point is in a lat/lon projection. The X (lon) and Y (lat) coordinates are normalized in the output to the "normal" range (-180 to +180 for lon, -90 to +90 for lat).

The text parameter is a format string containing the format for the resulting text, similar to a date format string. Valid tokens are "D" for degrees, "M" for minutes, "S" for seconds, and "C" for cardinal direction (NSEW). DMS tokens may be repeated to indicate desired width and precision ("SS.SSSS" means "1.0023").

"M", "S", and "C" are optional. If "C" is omitted, degrees are shown with a "-" sign if south or west. If "S" is omitted, minutes will be shown as decimal with as many digits of precision as you specify. If "M" is also omitted, degrees are shown as decimal with as many digits precision as you specify.

If the format string is omitted (or zero-length) a default format will be used.

Availability: 2.0

## Examples

Default format.

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)'));
      st_aslatlon
-----
2\textdegree{}19'29.928"S 3\textdegree{}14'3.243"W
```

Providing a format (same as the default).

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)', 'D\textdegree{}M'S.SSS"C'));
      st_aslatlon
-----
2\textdegree{}19'29.928"S 3\textdegree{}14'3.243"W
```

Characters other than D, M, S, C and . are just passed through.

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)', 'D degrees, M minutes, S seconds to the C'));
      st_aslatlon
-----
2 degrees, 19 minutes, 30 seconds to the S 3 degrees, 14 minutes, 3 seconds to the W
```

Signed degrees instead of cardinal directions.

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)', 'D\textdegree{}M'S.SSS"));
      st_aslatlon
-----
-2\textdegree{}19'29.928" -3\textdegree{}14'3.243"
```

Decimal degrees.

```
SELECT (ST_AsLatLonText('POINT (-3.2342342 -2.32498)', 'D.DDDD degrees C'));
      st_aslatlon
-----
2.3250 degrees S 3.2342 degrees W
```

Excessively large values are normalized.

```
SELECT (ST_AsLatLonText('POINT (-302.2342342 -792.32498)'));
      st_aslatlon
-----
72\textdegree{}19'29.928"S 57\textdegree{}45'56.757"E
```

### 8.9.3.8 ST\_AsMVTGeom

ST\_AsMVTGeom — Transform a geometry into the coordinate space of a [Mapbox Vector Tile](#).

## Synopsis

geometry **ST\_AsMVTGeom**(geometry geom, box2d bounds, integer extent=4096, integer buffer=256, boolean clip\_geom=true);

## Description

Transform a geometry into the coordinate space of a [Mapbox Vector Tile](#) of a set of rows corresponding to a Layer. Makes best effort to keep and even correct validity and might collapse geometry into a lower dimension in the process.

`geom` is the geometry to transform.

`bounds` is the geometric bounds of the tile contents without buffer.

`extent` is the tile extent in tile coordinate space as defined by the [specification](#). If NULL it will default to 4096.

`buffer` is the buffer distance in tile coordinate space to optionally clip geometries. If NULL it will default to 256.

`clip_geom` is a boolean to control if geometries should be clipped or encoded as is. If NULL it will default to true.

Availability: 2.4.0



### 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.

## Examples

```
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)))
```

## See Also

[ST\\_AsMVT](#), [ST\\_TileEnvelope](#), [PostGIS\\_Wagyu\\_Version](#)

### 8.9.3.9 ST\_AsMVT

**ST\_AsMVT** — Aggregate function returning a Mapbox Vector Tile 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);

## Description

An aggregate function which returns a binary **Mapbox Vector Tile** representation of a set of rows corresponding to a tile layer. The rows should contain a geometry column which will be encoded as a feature geometry. The geometry should 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 `||`.



### 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.

Availability: 2.4.0

## Examples

```
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;
```

## See Also

[ST\\_AsMVTGeom](#), [ST\\_TileEnvelope](#)

### 8.9.3.10 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);
```

## Description

Return the geometry as Scalar Vector Graphics (SVG) path data. Use 1 as second argument to have the path data implemented in terms of relative moves, the default (or 0) uses absolute moves. Third argument may be used to reduce the maximum number of decimal digits used in output (defaults to 15). Point geometries will be rendered as cx/cy when 'rel' arg is 0, x/y when 'rel' is 1. Multipoint geometries are delimited by commas (","), GeometryCollection geometries are delimited by semicolons (";").



### Note

Availability: 1.2.2. Availability: 1.4.0 Changed in PostGIS 1.4.0 to include L command in absolute path to conform to <http://www.w3.org/TR/SVG/paths.html#PathDataBNF>

Changed: 2.0.0 to use default args and support named args

## Examples

```
SELECT ST_AsSVG('POLYGON((0 0,0 1,1 1,1 0,0 0))');

 st_assvg
-----
 M 0 0 L 0 -1 1 -1 1 0 Z
```

### 8.9.3.11 ST\_AsTWKB

ST\_AsTWKB — Returns the geometry as TWKB, aka "Tiny Well-Known Binary"

## Synopsis

```
bytea ST_AsTWKB(geometry g1, integer decimaldigits_xy=0, integer decimaldigits_z=0, integer decimaldigits_m=0, boolean
include_sizes=false, boolean include_bounding_boxes=false);
bytea ST_AsTWKB(geometry[] geometries, bigint[] unique_ids, integer decimaldigits_xy=0, integer decimaldigits_z=0, integer
decimaldigits_m=0, boolean include_sizes=false, boolean include_bounding_boxes=false);
```

## Description

Returns the geometry in TWKB (Tiny Well-Known Binary) format. TWKB is a **compressed binary format** with a focus on minimizing the size of the output.

The decimal digits parameters control how much precision is stored in the output. By default, values are rounded to the nearest unit before encoding. If you want to transfer more precision, increase the number. For example, a value of 1 implies that the first digit to the right of the decimal point will be preserved.

The sizes and bounding boxes parameters control whether optional information about the encoded length of the object and the bounds of the object are included in the output. By default they are not. Do not turn them on unless your client software has a use for them, as they just use up space (and saving space is the point of TWKB).

The array-input form of the function is used to convert a collection of geometries and unique identifiers into a TWKB collection that preserves the identifiers. This is useful for clients that expect to unpack a collection and then access further information about the objects inside. You can create the arrays using the **array\_agg** function. The other parameters operate the same as for the simple form of the function.

**Note**

The format specification is available online at <https://github.com/TWKB/Specification>, and code for building a JavaScript client can be found at <https://github.com/TWKB/twkb.js>.

Enhanced: 2.4.0 memory and speed improvements.

Availability: 2.2.0

**Examples**

```
SELECT ST_AsTWKB('LINESTRING(1 1,5 5)::geometry);
           st_astwkb
-----
\x0200020202020808
```

To create an aggregate TWKB object including identifiers aggregate the desired geometries and objects first, using "array\_agg()", then call the appropriate TWKB function.

```
SELECT ST_AsTWKB(array_agg(geom), array_agg(gid)) FROM mytable;
           st_astwkb
-----
\x040402020400000202
```

**See Also**

[ST\\_GeomFromTWKB](#), [ST\\_AsBinary](#), [ST\\_AsEWKB](#), [ST\\_AsEWKT](#), [ST\\_GeomFromText](#)

**8.9.3.12 ST\_AsX3D**

**ST\_AsX3D** — Returns a Geometry in X3D xml node element format: ISO-IEC-19776-1.2-X3DEncodings-XML

**Synopsis**

text **ST\_AsX3D**(geometry g1, integer maxdecimaldigits=15, integer options=0);

**Description**

Returns a geometry as an X3D xml formatted node element <http://www.web3d.org/standards/number/19776-1>. If `maxdecimaldigits` (precision) is not specified then defaults to 15.

**Note**

There are various options for translating PostGIS geometries to X3D since X3D geometry types don't map directly to PostGIS geometry types and some newer X3D types that might be better mappings we have avoided since most rendering tools don't currently support them. These are the mappings we have settled on. Feel free to post a bug ticket if you have thoughts on the idea or ways we can allow people to denote their preferred mappings.

Below is how we currently map PostGIS 2D/3D types to X3D types

The 'options' argument is a bitfield. For PostGIS 2.2+, this is used to denote whether to represent coordinates with X3D GeoCoordinates Geospatial node and also whether to flip the x/y axis. By default, `ST_AsX3D` outputs in database form (long,lat or X,Y), but X3D default of lat/lon, y/x may be preferred.



- 0: X/Y in database order (e.g. long/lat = X,Y is standard database order), default value, and non-spatial coordinates (just regular old Coordinate tag).
- 1: Flip X and Y. If used in conjunction with the GeoCoordinate option switch, then output will be default "latitude\_first" and coordinates will be flipped as well.
- 2: Output coordinates in GeoSpatial GeoCoordinates. This option will throw an error if geometries are not in WGS 84 long lat (srid: 4326). This is currently the only GeoCoordinate type supported. Refer to X3D specs specifying a spatial reference system.. Default output will be GeoCoordinate geoSystem=' "GD" "WE" "longitude\_first"' . If you prefer the X3D default of GeoCoordinate geoSystem=' "GD" "WE" "latitude\_first"' use (2 + 1) = 3

PostGIS Type	2D X3D Type	3D X3D Type
LINestring	not yet implemented - will be PolyLine2D	LineSet
MULTILINESTRING	not yet implemented - will be PolyLine2D	IndexedLineSet
MULTIPOINT	PolyPoint2D	PointSet
POINT	outputs the space delimited coordinates	outputs the space delimited coordinates
(MULTI) POLYGON, POLYHEDRALSURFACE	Invalid X3D markup	IndexedFaceSet (inner rings currently output as another faceset)
TIN	TriangleSet2D (Not Yet Implemented)	IndexedTriangleSet



**Note**

2D geometry support not yet complete. Inner rings currently just drawn as separate polygons. We are working on these.

Lots of advancements happening in 3D space particularly with [X3D Integration with HTML5](#)

There is also a nice open source X3D viewer you can use to view rendered geometries. Free Wrl <http://freewrl.sourceforge.net/> binaries available for Mac, Linux, and Windows. Use the FreeWRL\_Launcher packaged to view the geometries.

Also check out [PostGIS minimalist X3D viewer](#) that utilizes this function and [x3dDom html/js open source toolkit](#).

Availability: 2.0.0: ISO-IEC-19776-1.2-X3DEncodings-XML

Enhanced: 2.2.0: Support for GeoCoordinates and axis (x/y, long/lat) flipping. Look at options for details.

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

**Example: Create a fully functional X3D document - This will generate a cube that is viewable in FreeWrl and other X3D viewers.**

```
SELECT '<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE X3D PUBLIC "ISO//Web3D//DTD X3D 3.0//EN" "http://www.web3d.org/specifications/x3d ←
-3.0.dtd">
<X3D>
  <Scene>
    <Transform>
      <Shape>
        <Appearance>
          <Material emissiveColor='0 0 1' />
```

```

        </Appearance> ' ||
        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 1 0 1 1 0 1 0 0 0 0 1 0 1 1 0 1 0 0 0 0 0 1 0 0 ←
1 0 1 0 0 1 1 1 0 1 1 1 1 0 1 1 0 0 0 1 0 0 1 1 1 1 1 1 1 0 0 0 1 1 0 1 1 1 ←
1 0 1 1' />
        </IndexedFaceSet>
      </Shape>
    </Transform>
  </Scene>
</X3D>

```

### Example: An Octagon elevated 3 Units and decimal precision of 6

```

SELECT ST_AsX3D(
ST_Translate(
  ST_Force_3d(
    ST_Buffer(ST_Point(10,10),5, 'quad_segs=2')), 0,0,
    3)
,6) As x3dfrag;

x3dfrag
-----
<IndexedFaceSet coordIndex="0 1 2 3 4 5 6 7">
  <Coordinate point="15 10 3 13.535534 6.464466 3 10 5 3 6.464466 6.464466 3 5 10 3 ←
6.464466 13.535534 3 10 15 3 13.535534 13.535534 3 " />
</IndexedFaceSet>

```

### Example: 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>

```

### Example: Closed multilinestring (the boundary of a polygon with holes)

```

SELECT ST_AsX3D(
    ST_GeomFromEWKT('MULTILINESTRING((20 0 10,16 -12 10,0 -16 10,-12 -12 10,-20 0 ←
10,-12 16 10,0 24 10,16 16 10,20 0 10),
(12 0 10,8 8 10,0 12 10,-8 8 10,-8 0 10,-8 -4 10,0 -8 10,8 -4 10,12 0 10))')
) As x3dfrag;

x3dfrag
-----
<IndexedLineSet  coordIndex='0 1 2 3 4 5 6 7 0 -1 8 9 10 11 12 13 14 15 8'>
<Coordinate point='20 0 10 16 -12 10 0 -16 10 -12 -12 10 -20 0 10 -12 16 10 0 24 10 16 ←
16 10 12 0 10 8 8 10 0 12 10 -8 8 10 -8 0 10 -8 -4 10 0 -8 10 8 -4 10 ' />
</IndexedLineSet>

```

### 8.9.3.13 ST\_GeoHash

ST\_GeoHash — Return a GeoHash representation of the geometry.

#### Synopsis

```
text ST_GeoHash(geometry geom, integer maxchars=full_precision_of_point);
```

#### Description

Return a GeoHash representation (<http://en.wikipedia.org/wiki/Geohash>) of the geometry. A GeoHash encodes a point into a text form that is sortable and searchable based on prefixing. A shorter GeoHash is a less precise representation of a point. It can also be thought of as a box, that contains the actual point.

If no `maxchars` is specified ST\_GeoHash returns a GeoHash based on full precision of the input geometry type. Points return a GeoHash with 20 characters of precision (about enough to hold the full double precision of the input). Other types return a GeoHash with a variable amount of precision, based on the size of the feature. Larger features are represented with less precision, smaller features with more precision. The idea is that the box implied by the GeoHash will always contain the input feature.

If `maxchars` is specified ST\_GeoHash returns a GeoHash with at most that many characters so a possibly lower precision representation of the input geometry. For non-points, the starting point of the calculation is the center of the bounding box of the geometry.

Availability: 1.4.0



#### Note

ST\_GeoHash will not work with geometries that are not in geographic (lon/lat) coordinates.



This method supports Circular Strings and Curves

## Examples

```
SELECT ST_GeoHash(ST_SetSRID(ST_Point(-126,48),4326));

  st_geohash
-----
c0w3hf1s70w3hf1s70w3

SELECT ST_GeoHash(ST_SetSRID(ST_Point(-126,48),4326),5);

  st_geohash
-----
c0w3h
```

## See Also

[ST\\_GeomFromGeoHash](#)

## 8.10 Operators

### 8.10.1 Bounding Box Operators

#### 8.10.1.1 &&

**&&** — Returns TRUE if A's 2D bounding box intersects B's 2D bounding box.

#### Synopsis

```
boolean &&( geometry A , geometry B );
boolean &&( geography A , geography B );
```

#### Description

The **&&** operator returns TRUE if the 2D bounding box of geometry A intersects the 2D bounding box of geometry B.



#### Note

This operand will make use of any indexes that may be available on the geometries.

Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

Availability: 1.5.0 support for geography was introduced.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

## Examples

```
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)
```

## See Also

[ST\\_Intersects](#), [ST\\_Extent](#), [|&>](#), [&>](#), [&<](#), [&<](#), [~](#), [@](#)

### 8.10.1.2 &&(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 );`

## Description

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.

## Examples

```
SELECT ST_Point(1,1) && ST_MakeBox2D(ST_Point(0,0), ST_Point(2,2)) AS overlaps;
```

```
overlaps
-----
t
(1 row)
```

**See Also**

[&&\(box2df,geometry\)](#), [&&\(box2df,box2df\)](#), [~\(geometry,box2df\)](#), [~\(box2df,geometry\)](#), [~\(box2df,box2df\)](#), [@\(geometry,box2df\)](#), [@\(box2df,geometry\)](#), [@\(box2df,box2df\)](#)

**8.10.1.3 &&(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 );`

**Description**

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.

**Examples**

```
SELECT ST_MakeBox2D(ST_Point(0,0), ST_Point(2,2)) && ST_Point(1,1) AS overlaps;

overlaps
-----
t
(1 row)
```

**See Also**

[&&\(geometry,box2df\)](#), [&&\(box2df,box2df\)](#), [~\(geometry,box2df\)](#), [~\(box2df,geometry\)](#), [~\(box2df,box2df\)](#), [@\(geometry,box2df\)](#), [@\(box2df,geometry\)](#), [@\(box2df,box2df\)](#)

**8.10.1.4 &&(box2df,box2df)**

`&&(box2df,box2df)` — Returns `TRUE` if two 2D float precision bounding boxes (BOX2DF) intersect each other.

**Synopsis**

boolean `&&( box2df A , box2df B );`

## Description

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.

## Examples

```
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)
```

## See Also

[&&\(geometry,box2df\)](#), [&&\(box2df,geometry\)](#), [~\(geometry,box2df\)](#), [~\(box2df,geometry\)](#), [~\(box2df,box2df\)](#), [@\(geometry,box2df\)](#), [@\(box2df,geometry\)](#), [@\(box2df,box2df\)](#)

### 8.10.1.5 &&&

`&&&` — Returns `TRUE` if A's n-D bounding box intersects B's n-D bounding box.

## Synopsis

boolean `&&&( geometry A , geometry B );`

## Description

The `&&&` operator returns `TRUE` if the n-D bounding box of geometry A intersects the n-D bounding box of geometry B.



### Note

This operand will make use of any indexes that may be available on the geometries.

Availability: 2.0.0



This method supports Circular Strings and Curves

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

### Examples: 3D LineStrings

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 &&& tbl2.column2 AS overlaps_3d,
       tbl1.column2 && tbl2.column2 AS overlaps_2d
FROM ( VALUES
      (1, 'LINESTRING Z(0 0 1, 3 3 2)::geometry),
      (2, 'LINESTRING Z(1 2 0, 0 5 -1)::geometry)) AS tbl1,
     ( VALUES
      (3, 'LINESTRING Z(1 2 1, 4 6 1)::geometry)) AS tbl2;
```

column1	column1	overlaps_3d	overlaps_2d
1	3	t	t
2	3	f	t

### Examples: 3M LineStrings

```
SELECT tbl1.column1, tbl2.column1, tbl1.column2 &&& tbl2.column2 AS overlaps_3zm,
       tbl1.column2 && tbl2.column2 AS overlaps_2d
FROM ( VALUES
      (1, 'LINESTRING M(0 0 1, 3 3 2)::geometry),
      (2, 'LINESTRING M(1 2 0, 0 5 -1)::geometry)) AS tbl1,
     ( VALUES
      (3, 'LINESTRING M(1 2 1, 4 6 1)::geometry)) AS tbl2;
```

column1	column1	overlaps_3zm	overlaps_2d
1	3	t	t
2	3	f	t

### See Also

[&&](#)

#### 8.10.1.6 &&&(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 );
```



## Description

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.

## Examples

```
SELECT ST_MakePoint(1,1,1) &&& ST_3DMakeBox(ST_MakePoint(0,0,0), ST_MakePoint(2,2,2)) AS overlaps;
```

```
overlaps
-----
t
(1 row)
```

## See Also

[&&&\(gidx,geometry\)](#), [&&&\(gidx,gidx\)](#)

### 8.10.1.7 &&&(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 );`

## Description

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 INdices (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.

### Examples

```
SELECT ST_3DMakeBox(ST_MakePoint(0,0,0), ST_MakePoint(2,2,2)) &&& ST_MakePoint(1,1,1) AS ↔
    overlaps;

overlaps
-----
t
(1 row)
```

### See Also

[&&&\(geometry,gidx\)](#), [&&&\(gidx,gidx\)](#)

#### 8.10.1.8 &&&(gidx,gidx)

[&&&\(gidx,gidx\)](#) — Returns TRUE if two n-D float precision bounding boxes (GIDX) intersect each other.

### Synopsis

boolean [&&&](#)( gidx A , gidx B );

### Description

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 INdices (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.

## Examples

```
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)
```

## See Also

[&&&\(geometry,gidx\), &&&\(gidx,geometry\)](#)

### 8.10.1.9 &<

**&<** — Returns TRUE if A's bounding box overlaps or is to the left of B's.

## Synopsis

boolean **&<**( geometry A , geometry B );

## Description

The **&<** operator returns TRUE if the bounding box of geometry A overlaps or is to the left of the bounding box of geometry B, or more accurately, overlaps or is NOT to the right of the bounding box of geometry B.



### Note

This operand will make use of any indexes that may be available on the geometries.

## Examples

```
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)
```

## See Also

[&&](#), [|&>](#), [&>](#), [&<](#)

### 8.10.1.10 &<|

**&<|** — Returns TRUE if A's bounding box overlaps or is below B's.

#### Synopsis

boolean **&<|**( geometry A , geometry B );

#### Description

The **&<|** operator returns TRUE if the bounding box of geometry A overlaps or is below of the bounding box of geometry B, or more accurately, overlaps or is NOT above the bounding box of geometry B.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



#### Note

This operand will make use of any indexes that may be available on the geometries.

#### Examples

```
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)

#### See Also

[&&](#), [|&>](#), [&>](#), [&<](#)

### 8.10.1.11 &>

**&>** — Returns TRUE if A' bounding box overlaps or is to the right of B's.

#### Synopsis

boolean **&>**( geometry A , geometry B );

## Description

The `&>` operator returns `TRUE` if the bounding box of geometry A overlaps or is to the right of the bounding box of geometry B, or more accurately, overlaps or is NOT to the left of the bounding box of geometry B.



### Note

This operand will make use of any indexes that may be available on the geometries.

## Examples

```
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)
```

## See Also

[&&](#), [|&>](#), [&<](#), [&<](#)

### 8.10.1.12 <<

`<<` — Returns `TRUE` if A's bounding box is strictly to the left of B's.

## Synopsis

```
boolean <<( geometry A , geometry B );
```

## Description

The `<<` operator returns `TRUE` if the bounding box of geometry A is strictly to the left of the bounding box of geometry B.



### Note

This operand will make use of any indexes that may be available on the geometries.

## Examples

```
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)

## See Also

>>, |>>, <<|

### 8.10.1.13 <<|

<<| — Returns TRUE if A's bounding box is strictly below B's.

## Synopsis

```
boolean <<|( geometry A , geometry B );
```

## Description

The <<| operator returns TRUE if the bounding box of geometry A is strictly below the bounding box of geometry B.



### Note

This operand will make use of any indexes that may be available on the geometries.

## Examples

```
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)

**See Also**

&lt;&lt;, &gt;&gt;, |&gt;&gt;

**8.10.1.14 =**

= — 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 );
```

**Description**

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.

**Examples**

```
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
```

**See Also**

[ST\\_Equals](#), [ST\\_OrderingEquals](#), [~=](#)

**8.10.1.15 >>**

>> — Returns TRUE if A's bounding box is strictly to the right of B's.

**Synopsis**

```
boolean >>( geometry A , geometry B );
```

**Description**

The >> operator returns TRUE if the bounding box of geometry A is strictly to the right of the bounding box of geometry B.

**Note**

This operand will make use of any indexes that may be available on the geometries.

**Examples**

```
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)

```

### See Also

[<<](#), [|>>](#), [<<|](#)

#### 8.10.1.16 @

@ — Returns TRUE if A's bounding box is contained by B's.

### Synopsis

```
boolean @( geometry A , geometry B );
```

### Description

The @ operator returns TRUE if the bounding box of geometry A is completely contained by the bounding box of geometry B.



#### Note

This operand will make use of any indexes that may be available on the geometries.

### Examples

```

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)

```

### See Also

[~](#), [&&](#)

#### 8.10.1.17 @(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 );
```

**Description**

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.

**Examples**

```
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)
```

**See Also**

[&&\(geometry,box2df\)](#), [&&\(box2df,geometry\)](#), [&&\(box2df,box2df\)](#), [~\(geometry,box2df\)](#), [~\(box2df,geometry\)](#), [~\(box2df,box2df\)](#), [@\(box2df,geometry\)](#), [@\(box2df,box2df\)](#)

**8.10.1.18 @(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 );
```

**Description**

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.

### Examples

```
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)
```

### See Also

[&&\(geometry,box2df\)](#), [&&\(box2df,geometry\)](#), [&&\(box2df,box2df\)](#), [~\(geometry,box2df\)](#), [~\(box2df,geometry\)](#), [~\(box2df,box2df\)](#), [@\(geometry,box2df\)](#), [@\(box2df,box2df\)](#)

#### 8.10.1.19 @(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 );

### Description

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.

### Examples

```
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)
```

**See Also**

[&&\(geometry,box2df\)](#), [&&\(box2df,geometry\)](#), [&&\(box2df,box2df\)](#), [~\(geometry,box2df\)](#), [~\(box2df,geometry\)](#), [~\(box2df,box2df\)](#), [@\(geometry,box2df\)](#), [@\(box2df,geometry\)](#)

**8.10.1.20 |&>**

|&> — Returns TRUE if A's bounding box overlaps or is above B's.

**Synopsis**

boolean |&>( geometry A , geometry B );

**Description**

The |&> operator returns TRUE if the bounding box of geometry A overlaps or is above the bounding box of geometry B, or more accurately, overlaps or is NOT below the bounding box of geometry B.

**Note**

This operand will make use of any indexes that may be available on the geometries.

**Examples**

```
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)
```

**See Also**

[&&](#), [&>](#), [&<|](#), [&<](#)

**8.10.1.21 |>>**

|>> — Returns TRUE if A's bounding box is strictly above B's.

**Synopsis**

boolean |>>( geometry A , geometry B );

## Description

The `|>>` operator returns `TRUE` if the bounding box of geometry A is strictly above the bounding box of geometry B.



### Note

This operand will make use of any indexes that may be available on the geometries.

## Examples

```
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)
```

## See Also

[<<](#), [>>](#), [<<|](#)

### 8.10.1.22 ~

`~` — Returns `TRUE` if A's bounding box contains B's.

## Synopsis

```
boolean ~( geometry A , geometry B );
```

## Description

The `~` operator returns `TRUE` if the bounding box of geometry A completely contains the bounding box of geometry B.



### Note

This operand will make use of any indexes that may be available on the geometries.

## Examples

```
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)
```

## See Also

[@](#), [&&](#)

### 8.10.1.23 ~(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 );

## Description

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 INdices (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

## Examples

```
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)
```

**See Also**

[&&\(geometry,box2df\)](#), [&&\(box2df,geometry\)](#), [&&\(box2df,box2df\)](#), [~\(box2df,geometry\)](#), [~\(box2df,box2df\)](#), [@\(geometry,box2df\)](#), [@\(box2df,geometry\)](#), [@\(box2df,box2df\)](#)

**8.10.1.24 ~(**box2df,geometry**)**

`~(box2df,geometry)` — Returns `TRUE` if a 2D float precision bounding box (BOX2DF) contains a geometry's 2D bounding box.

**Synopsis**

```
boolean ~( box2df A , geometry B );
```

**Description**

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.

**Examples**

```
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)
```

**See Also**

[&&\(geometry,box2df\)](#), [&&\(box2df,geometry\)](#), [&&\(box2df,box2df\)](#), [~\(geometry,box2df\)](#), [~\(box2df,box2df\)](#), [@\(geometry,box2df\)](#), [@\(box2df,geometry\)](#), [@\(box2df,box2df\)](#)

**8.10.1.25 ~(**box2df,box2df**)**

`~(box2df,box2df)` — Returns `TRUE` if a 2D float precision bounding box (BOX2DF) contains another 2D float precision bounding box (BOX2DF).

**Synopsis**

```
boolean ~( box2df A , box2df B );
```

## Description

The `~` operator returns `TRUE` if the 2D bounding box A contains the 2D bounding box B, using float precision. This means that if A is a (double precision) `box2d`, it will be internally converted to a float precision 2D bounding box (`BOX2DF`)



### Note

This operand is intended to be used internally by BRIN indexes, more than by users.

Availability: 2.3.0 support for Block Range INdices (BRIN) was introduced. Requires PostgreSQL 9.5+.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.

## Examples

```
SELECT ST_MakeBox2D(ST_Point(0,0), ST_Point(5,5)) ~ ST_MakeBox2D(ST_Point(2,2), ST_Point(3,3)) AS contains;

contains
-----
t
(1 row)
```

## See Also

[&&\(geometry,box2df\)](#), [&&\(box2df,geometry\)](#), [&&\(box2df,box2df\)](#), [~\(geometry,box2df\)](#), [~\(box2df,geometry\)](#), [@\(geometry,box2df\)](#), [@\(box2df,geometry\)](#), [@\(box2df,box2df\)](#)

### 8.10.1.26 ~=

`~=` — Returns `TRUE` if A's bounding box is the same as B's.

## Synopsis

boolean `~=( geometry A , geometry B );`

## Description

The `~=` operator returns `TRUE` if the bounding box of geometry/geography A is the same as the bounding box of geometry/geography B.



### Note

This operand will make use of any indexes that may be available on the geometries.

Availability: 1.5.0 changed behavior



This function supports Polyhedral surfaces.



**Warning**

This operator has changed behavior in PostGIS 1.5 from testing for actual geometric equality to only checking for bounding box equality. To complicate things it also depends on if you have done a hard or soft upgrade which behavior your database has. To find out which behavior your database has you can run the query below. To check for true equality use [ST\\_OrderingEquals](#) or [ST\\_Equals](#).

**Examples**

```
select 'LINESTRING(0 0, 1 1)::geometry ~= 'LINESTRING(0 1, 1 0)::geometry as equality;
equality |
-----+
t       |
```

**See Also**

[ST\\_Equals](#), [ST\\_OrderingEquals](#), [=](#)

**8.10.2 Distance Operators****8.10.2.1 <->**

<-> — Returns the 2D distance between A and B.

**Synopsis**

```
double precision <->( geometry A , geometry B );
double precision <->( geography A , geography B );
```

**Description**

The <-> operator returns the 2D distance between two geometries. Used in the "ORDER BY" clause provides index-assisted nearest-neighbor result sets. For PostgreSQL below 9.5 only gives centroid distance of bounding boxes and for PostgreSQL 9.5+, does true KNN distance search giving true distance between geometries, and distance sphere for geographies.

**Note**

This operand will make use of 2D GiST indexes that may be available on the geometries. It is different from other operators that use spatial indexes in that the spatial index is only used when the operator is in the ORDER BY clause.

**Note**

Index only kicks in if one of the geometries is a constant (not in a subquery/cte). e.g. 'SRID=3005;POINT(1011102 450541)::geometry instead of a.geom

Refer to [PostGIS workshop: Nearest-Neighbor Searching](#) for a detailed example.

Enhanced: 2.2.0 -- True KNN ("K nearest neighbor") behavior for geometry and geography for PostgreSQL 9.5+. Note for geography KNN is based on sphere rather than spheroid. For PostgreSQL 9.4 and below, geography support is new but only supports centroid box.

Changed: 2.2.0 -- For PostgreSQL 9.5 users, old Hybrid syntax may be slower, so you'll want to get rid of that hack if you are running your code only on PostGIS 2.2+ 9.5+. See examples below.

Availability: 2.0.0 -- Weak KNN provides nearest neighbors based on geometry centroid distances instead of true distances. Exact results for points, inexact for all other types. Available for PostgreSQL 9.1+

### Examples

```
SELECT ST_Distance(geom, 'SRID=3005;POINT(1011102 450541)::geometry) as d,edabbr, vaabbr
FROM va2005
ORDER BY d limit 10;
```

d	edabbr	vaabbr
0	ALQ	128
5541.57712511724	ALQ	129A
5579.67450712005	ALQ	001
6083.4207708641	ALQ	131
7691.2205404848	ALQ	003
7900.75451037313	ALQ	122
8694.20710669982	ALQ	129B
9564.24289057111	ALQ	130
12089.665931705	ALQ	127
18472.5531479404	ALQ	002

(10 rows)

Then the KNN raw answer:

```
SELECT st_distance(geom, 'SRID=3005;POINT(1011102 450541)::geometry) as d,edabbr, vaabbr
FROM va2005
ORDER BY 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)

If you run "EXPLAIN ANALYZE" on the two queries you would see a performance improvement for the second.

For users running with PostgreSQL < 9.5, use a hybrid query to find the true nearest neighbors. First a CTE query using the index-assisted KNN, then an exact query to get correct ordering:

```
WITH index_query AS (
  SELECT ST_Distance(geom, 'SRID=3005;POINT(1011102 450541)::geometry) as d,edabbr, vaabbr
  FROM va2005
  ORDER BY geom <-> 'SRID=3005;POINT(1011102 450541)::geometry LIMIT 100)
SELECT *
FROM index_query
ORDER BY d limit 10;
```

d	edabbr	vaabbr
0	ALQ	128

```

5541.57712511724 | ALQ      | 129A
5579.67450712005 | ALQ      | 001
 6083.4207708641 | ALQ      | 131
 7691.2205404848 | ALQ      | 003
7900.75451037313 | ALQ      | 122
8694.20710669982 | ALQ      | 129B
9564.24289057111 | ALQ      | 130
 12089.665931705 | ALQ      | 127
18472.5531479404 | ALQ      | 002
(10 rows)

```

## See Also

[ST\\_DWithin](#), [ST\\_Distance](#), [<#>](#)

### 8.10.2.2 |=|

`|=|` — Returns the distance between A and B trajectories at their closest point of approach.

## Synopsis

```
double precision |=|( geometry A , geometry B );
```

## Description

The `|=|` operator returns the 3D distance between two trajectories (See [ST\\_IsValidTrajectory](#)). This is the same as [ST\\_DistanceCPA](#) but as an operator it can be used for doing nearest neighbor searches using an N-dimensional index (requires PostgreSQL 9.5.0 or higher).



### Note

This operand will make use of ND GiST indexes that may be available on the geometries. It is different from other operators that use spatial indexes in that the spatial index is only used when the operator is in the ORDER BY clause.



### Note

Index only kicks in if one of the geometries is a constant (not in a subquery/cte). e.g. 'SRID=3005;LINESTRINGM(0 0,0 0 1)::geometry instead of a.geom

Availability: 2.2.0. Index-supported only available for PostgreSQL 9.5+

## Examples

```

-- 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)

```

## See Also

[ST\\_DistanceCPA](#), [ST\\_ClosestPointOfApproach](#), [ST\\_IsValidTrajectory](#)

### 8.10.2.3 <#>

<#> — Returns the 2D distance between A and B bounding boxes.

## Synopsis

double precision <#>( geometry A , geometry B );

## Description

The <#> operator returns distance between two floating point bounding boxes, possibly reading them from a spatial index (PostgreSQL 9.1+ required). Useful for doing nearest neighbor **approximate** distance ordering.



#### Note

This operand will make use of any indexes that may be available on the geometries. It is different from other operators that use spatial indexes in that the spatial index is only used when the operator is in the ORDER BY clause.



#### Note

Index only kicks in if one of the geometries is a constant e.g. ORDER BY (ST\_GeomFromText('POINT(1 2)') <#> geom) instead of g1.geom <#>.

Availability: 2.0.0 -- KNN only available for PostgreSQL 9.1+

## Examples

```

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, tclid LIMIT 10;
```

tclid	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)

## See Also

[ST\\_DWithin](#), [ST\\_Distance](#), [<->](#)

### 8.10.2.4 <<->

<<-> — Returns the n-D distance between the centroids of A and B bounding boxes.

## Synopsis

```
double precision <<->( geometry A , geometry B );
```

## Description

The <<-> operator returns the n-D (euclidean) distance between the centroids of the bounding boxes of two geometries. Useful for doing nearest neighbor **approximate** distance ordering.



### Note

This operand will make use of n-D GiST indexes that may be available on the geometries. It is different from other operators that use spatial indexes in that the spatial index is only used when the operator is in the ORDER BY clause.



### Note

Index only kicks in if one of the geometries is a constant (not in a subquery/cte). e.g. 'SRID=3005;POINT(1011102 450541)>::geometry instead of a.geom

Availability: 2.2.0 -- KNN only available for PostgreSQL 9.1+

## See Also

[<<#>>](#), [<->](#)

### 8.10.2.5 <<#>>

<<#>> — Returns the n-D distance between A and B bounding boxes.

**Synopsis**

double precision `<<#>>( geometry A , geometry B );`

**Description**

The `<<#>>` operator returns distance between two floating point bounding boxes, possibly reading them from a spatial index (PostgreSQL 9.1+ required). Useful for doing nearest neighbor **approximate** distance ordering.

**Note**

This operand will make use of any indexes that may be available on the geometries. It is different from other operators that use spatial indexes in that the spatial index is only used when the operator is in the ORDER BY clause.

**Note**

Index only kicks in if one of the geometries is a constant e.g. `ORDER BY (ST_GeomFromText('POINT(1 2)') <<#>> geom)` instead of `g1.geom <<#>>`.

Availability: 2.2.0 -- KNN only available for PostgreSQL 9.1+

**See Also**

`<<->>`, `<#>`

## 8.11 Spatial Relationships

### 8.11.1 Topological Relationships

#### 8.11.1.1 ST\_3DIntersects

`ST_3DIntersects` — Returns true if two geometries spatially intersect in 3D - only for points, linestrings, polygons, polyhedral surface (area).

**Synopsis**

boolean `ST_3DIntersects( geometry geomA , geometry geomB );`

**Description**

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.

Changed: 3.0.0 SFCGAL backend removed, GEOS backend supports TINs.

Availability: 2.0.0



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



This function supports Polyhedral surfaces.



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



This method is also provided by SFCGAL backend.



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

### Geometry Examples

```
SELECT ST_3DIntersects(pt, line), ST_Intersects(pt, line)
FROM (SELECT 'POINT(0 0 2)::geometry As pt, 'LINESTRING (0 0 1, 0 2 3)::geometry As ←
      line) As foo;
st_3dintersects | st_intersects
-----+-----
f                | t
(1 row)
```

### TIN Examples

```
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
```

### See Also

[ST\\_Intersects](#)

#### 8.11.1.2 ST\_Contains

**ST\_Contains** — Returns true if no points of B lie in the exterior of A, and A and B have at least one interior point in common.

### Synopsis

boolean **ST\_Contains**(geometry geomA, geometry geomB);

### Description

Returns TRUE if geometry B is completely inside geometry A. A contains B if and only if no points of B lie in the exterior of A, and at least one point of the interior of B lies in the interior of A.

A subtlety of the definition is that a geometry does not contain its boundary. This implies that polygons and lines do *not* contain lines and points lying in their boundary. For further details see [Subtleties of OGC Covers, Contains, Within](#). (The [ST\\_Covers](#) predicate provides a more inclusive relationship.) However, a geometry does contain itself. (In contrast, in the [ST\\_ContainsProperly](#) predicate a geometry does *not* properly contain itself.)

**ST\_Contains** is the inverse of [ST\\_Within](#). So, `ST_Contains(A, B) = ST_Within(B, A)`.

**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`.

Performed by the GEOS module

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.



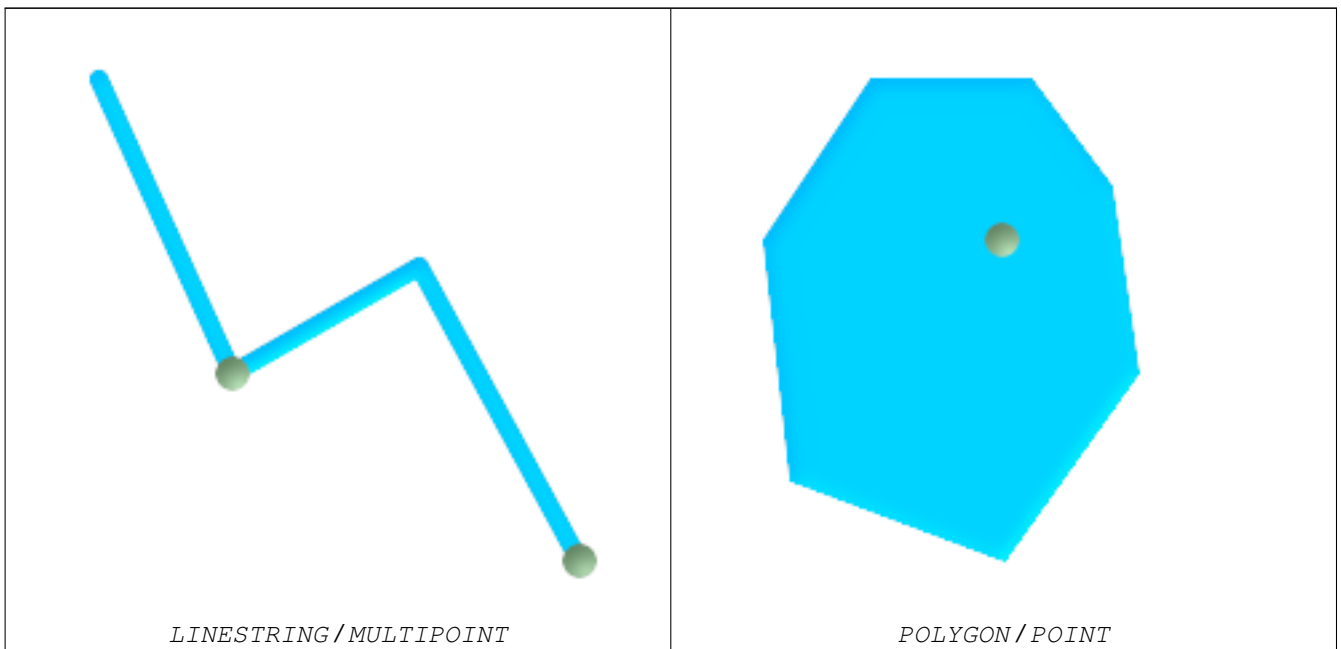
This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.2 // s2.1.13.3 - same as `within(geometry B, geometry A)`



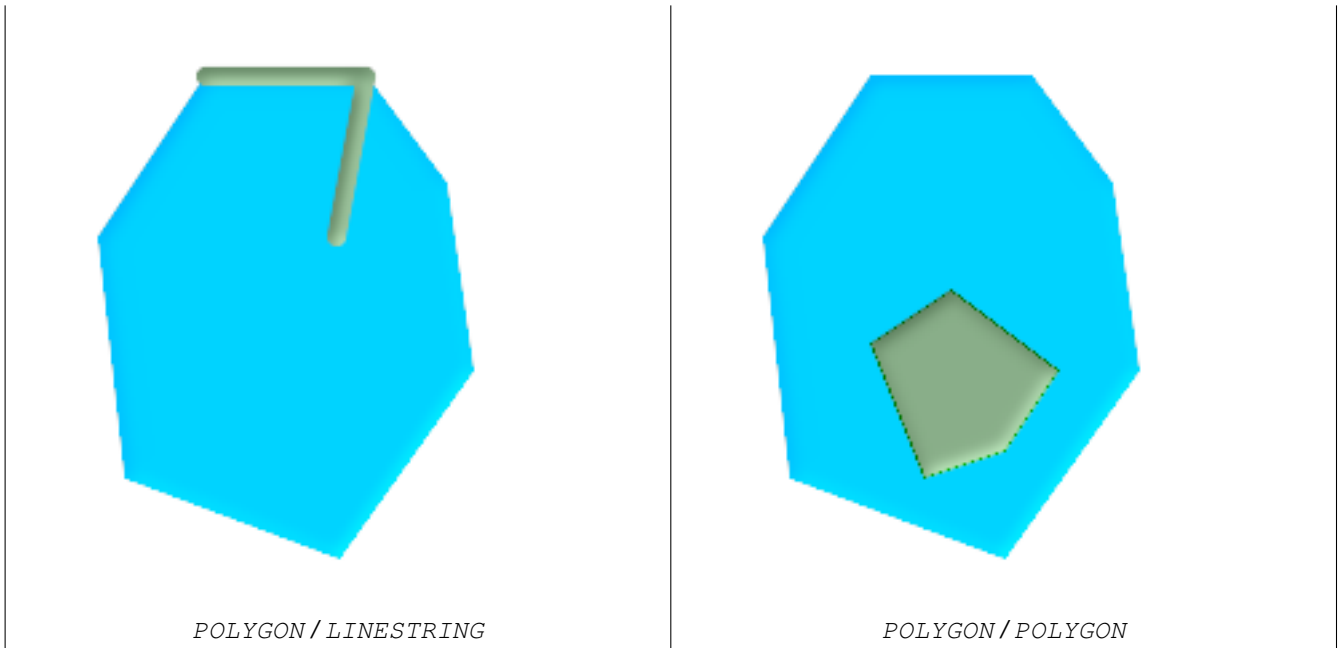
This method implements the SQL/MM specification. SQL-MM 3: 5.1.31

**Examples**

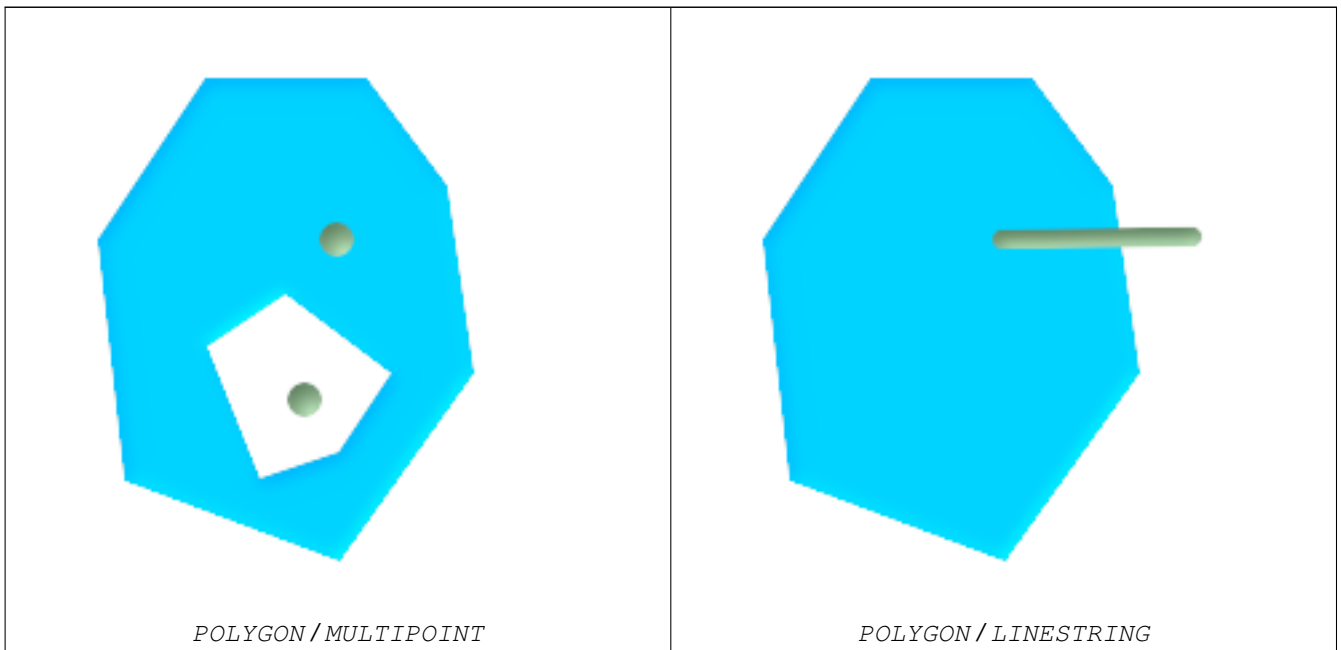
The `ST_Contains` predicate returns `TRUE` in all the following illustrations.







The ST\_Contains predicate returns FALSE in all the following illustrations.



```

-- A circle within a circle
SELECT ST_Contains(smallc, bigc) As smallcontainsbig,
       ST_Contains(bigc, smallc) As bigcontainssmall,
       ST_Contains(bigc, ST_Union(smallc, bigc)) as bigcontainsunion,
       ST_Equals(bigc, ST_Union(smallc, bigc)) as bigisunion,
       ST_Covers(bigc, ST_ExteriorRing(bigc)) As bigcoversexterior,
       ST_Contains(bigc, ST_ExteriorRing(bigc)) As bigcontainsexterior
FROM (SELECT ST_Buffer(ST_GeomFromText('POINT(1 2)'), 10) As smallc,
          ST_Buffer(ST_GeomFromText('POINT(1 2)'), 20) As bigc) As foo;

-- Result
smallcontainsbig | bigcontainssmall | bigcontainsunion | bigisunion | bigcoversexterior | bigcontainsexterior | ←

```

```

-----+-----+-----+-----+-----+-----+-----+
f           | t           | t           | t           | t           | f
-- Example demonstrating difference between contains and contains properly
SELECT ST_GeometryType(geomA) As geomtype, ST_Contains(geomA,geomA) AS acontainsa, ↔
       ST_ContainsProperly(geomA, geomA) AS acontainspropa,
       ST_Contains(geomA, ST_Boundary(geomA)) As acontainsba, ST_ContainsProperly(geomA, ↔
       ST_Boundary(geomA)) As acontainspropba
FROM (VALUES ( ST_Buffer(ST_Point(1,1), 5,1) ),
            ( ST_MakeLine(ST_Point(1,1), ST_Point(-1,-1) ) ),
            ( ST_Point(1,1) )
      ) As foo(geomA);

```

geomtype	acontainsa	acontainspropa	acontainsba	acontainspropba
ST_Polygon	t	f	f	f
ST_LineString	t	f	f	f
ST_Point	t	t	f	f

### See Also

[ST\\_Boundary](#), [ST\\_ContainsProperly](#), [ST\\_Covers](#), [ST\\_CoveredBy](#), [ST\\_Equals](#), [ST\\_Within](#)

#### 8.11.1.3 ST\_ContainsProperly

`ST_ContainsProperly` — Returns true if B intersects the interior of A but not the boundary or exterior.

### Synopsis

boolean `ST_ContainsProperly`(geometry geomA, geometry geomB);

### Description

Returns true if B intersects the interior of A but not the boundary or exterior.

A does not properly contain itself, but does contain itself.

Every point of the other geometry is a point of this geometry's interior. The DE-9IM Intersection Matrix for the two geometries matches [T\*\*FF\*FF\*] used in [ST\\_Relate](#)

An example use case for this predicate is computing the intersections of a set of geometries with a large polygonal geometry. Since intersection is a fairly slow operation, it can be more efficient to use `containsProperly` to filter out test geometries which lie wholly inside the area. In these cases the intersection is known a priori to be exactly the original test geometry.



#### 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.

Performed by the GEOS module.

Availability: 1.4.0



**Important**

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION



**Important**

Do not use this function with invalid geometries. You will get unexpected results.

**Examples**

```
--a circle within a circle
SELECT ST_ContainsProperly(smallc, bigc) As smallcontainsprobig,
ST_ContainsProperly(bigc,smallc) As bigcontainsprosmall,
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
smallcontainsprobig | bigcontainsprosmall | bigcontainspropunion | bigisunion | ↔
bigcoversexterior | bigcontainsexterior
```

f		t		f		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

**See Also**

[ST\\_GeometryType](#), [ST\\_Boundary](#), [ST\\_Contains](#), [ST\\_Covers](#), [ST\\_CoveredBy](#), [ST\\_Equals](#), [ST\\_Relate](#), [ST\\_Within](#)

**8.11.1.4 ST\_CoveredBy**

**ST\_CoveredBy** — Returns true if no point in A is outside B

## Synopsis

```
boolean ST_CoveredBy(geometry geomA, geometry geomB);
boolean ST_CoveredBy(geography geogA, geography geogB);
```

## Description

Returns `true` if no point in Geometry/Geography A lies outside Geometry/Geography B. Equivalently, tests if every point of geometry A is inside (i.e. intersects the interior or boundary of) geometry 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_CoveredBy`.



### Important

Enhanced: 3.0.0 enabled support for `GEOMETRYCOLLECTION`



### Important

Do not use this function with invalid geometries. You will get unexpected results.

Performed by the GEOS module

Availability: 1.2.2

NOTE: this is the "allowable" version that returns a boolean, not an integer.

Not an OGC standard, but Oracle has it too.

## Examples

```
--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)
```

## See Also

[ST\\_Contains](#), [ST\\_Covers](#), [ST\\_ExteriorRing](#), [ST\\_Within](#)

### 8.11.1.5 ST\_Covers

`ST_Covers` — Returns true if no point in B is outside A

## Synopsis

```
boolean ST_Covers(geometry geomA, geometry geomB);
boolean ST_Covers(geography geogpolyA, geography geogpointB);
```

## Description

Returns `true` if no point in Geometry/Geography B is outside Geometry/Geography A. Equivalently, tests if every point of geometry B is inside (i.e. intersects the interior or boundary of) geometry A.



### 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.

Performed by the GEOS module

Enhanced: 2.4.0 Support for polygon in polygon and line in polygon added for geography type

Enhanced: 2.3.0 Enhancement to PIP short-circuit for geometry extended to support MultiPoints with few points. Prior versions only supported point in polygon.

Availability: 1.5 - support for geography was introduced.

Availability: 1.2.2

NOTE: this is the "allowable" version that returns a boolean, not an integer.

Not an OGC standard, but Oracle has it too.

## Examples

### Geometry example

```
--a circle covering a circle
SELECT ST_Covers(smallc,smallc) As smallinsmall,
       ST_Covers(smallc, bigc) As smallcoversbig,
       ST_Covers(bigc, ST_ExteriorRing(bigc)) As bigcoversexterior,
       ST_Contains(bigc, ST_ExteriorRing(bigc)) As bigcontainsexterior
FROM (SELECT ST_Buffer(ST_GeomFromText('POINT(1 2)'), 10) As smallc,
       ST_Buffer(ST_GeomFromText('POINT(1 2)'), 20) As bigc) As foo;
--Result
smallinsmall | smallcoversbig | bigcoversexterior | bigcontainsexterior
-----+-----+-----+-----
t             | f               | t                 | f
(1 row)
```

## Geography Example

```
-- a point with a 300 meter buffer compared to a point, a point and its 10 meter buffer
SELECT ST_Covers(geog_poly, geog_pt) As poly_covers_pt,
       ST_Covers(ST_Buffer(geog_pt,10), geog_pt) As buff_10m_covers_cent
FROM (SELECT ST_Buffer(ST_GeogFromText('SRID=4326;POINT(-99.327 31.4821)'), 300) As ←
      geog_poly,
      ST_GeogFromText('SRID=4326;POINT(-99.33 31.483)') As geog_pt ) As foo;
```

poly_covers_pt	buff_10m_covers_cent
f	t

## See Also

[ST\\_Contains](#), [ST\\_CoveredBy](#), [ST\\_Within](#)

### 8.11.1.6 ST\_Crosses

**ST\_Crosses** — Returns true if two geometries have some, but not all, interior points in common.

## Synopsis

boolean **ST\_Crosses**(geometry g1, geometry g2);

## Description

**ST\_Crosses** takes two geometry objects and returns `true` if their intersection "spatially cross", that is, the geometries have some, but not all interior points in common. The intersection of the interiors of the geometries must not be the empty set and must have a dimensionality less than the maximum dimension of the two input geometries. Additionally, the intersection of the two geometries must not equal either of the source geometries. Otherwise, it returns `false`.

In mathematical terms, this is expressed as:

$$a.Crosses(b) \Leftrightarrow (dim(I(a) \cap I(b)) < max(dim(I(a)), dim(I(b)))) \wedge (a \cap b \neq a) \wedge (a \cap b \neq b)$$

The DE-9IM Intersection Matrix for the two geometries is:

- T\*T\*\*\*\*\* (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)

For any other combination of dimensions this predicate returns false.

The OpenGIS Simple Features Specification defines this predicate only for Point/Line, Point/Area, Line/Line, and Line/Area situations. JTS / GEOS extends the definition to apply to Line/Point, Area/Point and Area/Line situations as well. This makes the relation symmetric.



### 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



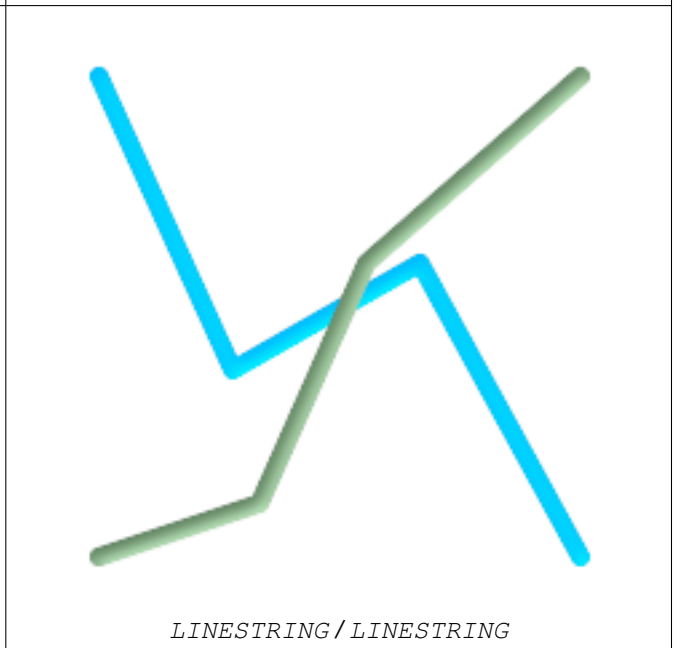
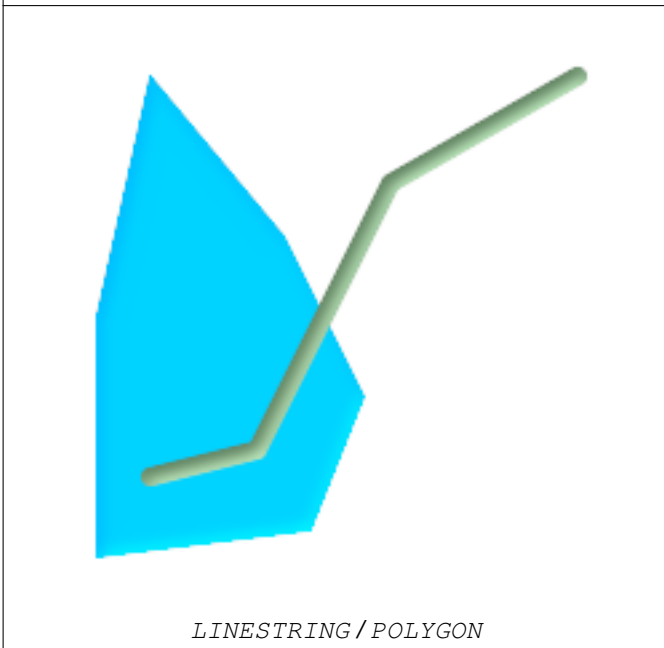
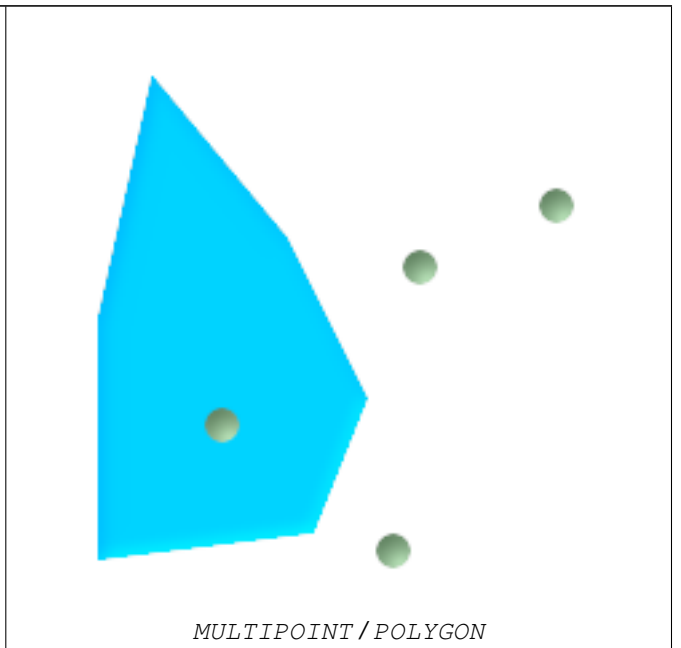
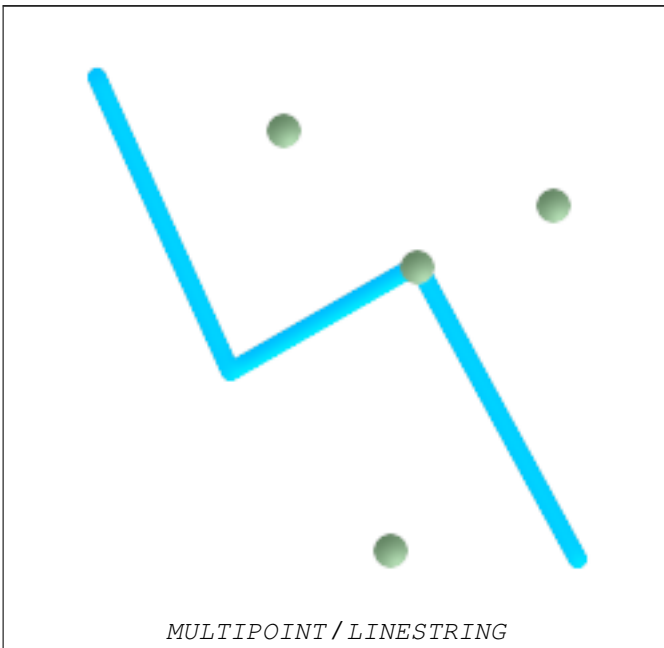
This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). s2.1.13.3



This method implements the SQL/MM specification. SQL-MM 3: 5.1.29

**Examples**

The following illustrations all return TRUE.



Consider a situation where a user has two tables: a table of roads and a table of highways.

```
CREATE TABLE roads (  
  id serial NOT NULL,  
  geom geometry,  
  CONSTRAINT roads_pkey PRIMARY KEY ( ↵  
    road_id)  
);
```

```
CREATE TABLE highways (  
  id serial NOT NULL,  
  the_geom geometry,  
  CONSTRAINT roads_pkey PRIMARY KEY ( ↵  
    road_id)  
);
```

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);
```

### 8.11.1.7 ST\_LineCrossingDirection

**ST\_LineCrossingDirection** — Returns a number indicating the crossing behavior of two LineStrings.

#### Synopsis

integer **ST\_LineCrossingDirection**(geometry linestringA, geometry linestringB);

#### Description

Given 2 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:

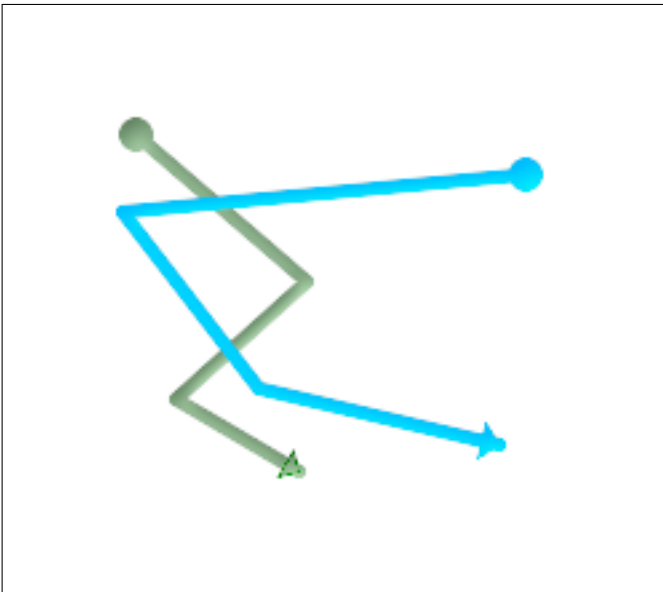
- 0: LINE NO CROSS
- -1: LINE CROSS LEFT
- 1: LINE CROSS RIGHT
- -2: LINE MULTICROSS END LEFT
- 2: LINE MULTICROSS END RIGHT
- -3: LINE MULTICROSS END SAME FIRST LEFT
- 3: LINE MULTICROSS END SAME FIRST RIGHT

Availability: 1.4

#### Examples

---

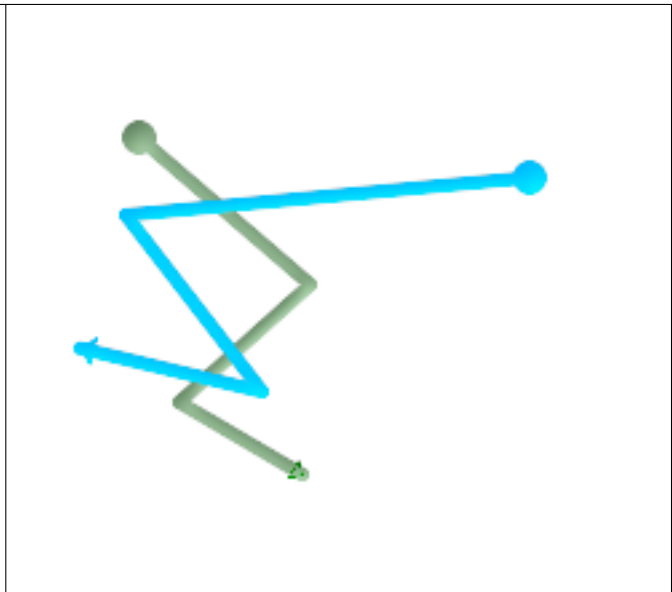




Line 1 (green), Line 2 ball is start point, triangle are end points. Query below.

```
SELECT ST_LineCrossingDirection(foo.line1 ↔
, foo.line2) As l1_cross_l2 ,
ST_LineCrossingDirection(foo.line2, ↔
foo.line1) As l2_cross_l1
FROM (
SELECT
ST_GeomFromText ('LINESTRING(25 169,89 ↔
114,40 70,86 43)') As line1,
ST_GeomFromText ('LINESTRING(171 154,20 ↔
140,71 74,161 53)') As line2
) As foo;
```

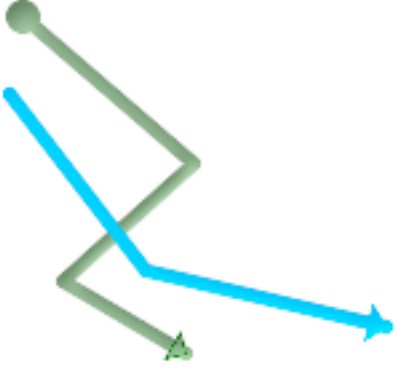
l1_cross_l2	l2_cross_l1
3	-3



Line 1 (green), Line 2 (blue) ball is start point, triangle are end points. Query below.

```
SELECT ST_LineCrossingDirection(foo.line1 ↔
, foo.line2) As l1_cross_l2 ,
ST_LineCrossingDirection(foo.line2, ↔
foo.line1) As l2_cross_l1
FROM (
SELECT
ST_GeomFromText ('LINESTRING(25 169,89 ↔
114,40 70,86 43)') As line1,
ST_GeomFromText ('LINESTRING (171 154, ↔
20 140, 71 74, 2.99 90.16)') As line2
) As foo;
```

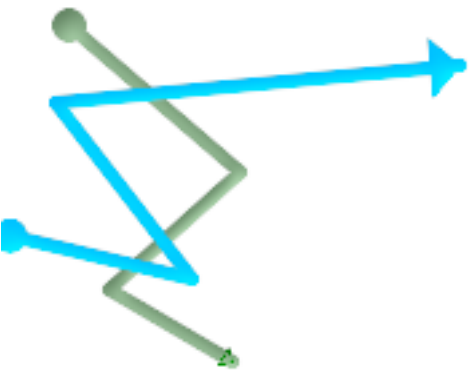
l1_cross_l2	l2_cross_l1
2	-2



*Line 1 (green), Line 2 (blue) ball is start point, triangle are end points. Query below.*

```
SELECT
  ST_LineCrossingDirection(foo.line1, foo ↔
    .line2) As l1_cross_l2 ,
  ST_LineCrossingDirection(foo.line2, foo ↔
    .line1) As l2_cross_l1
FROM (
  SELECT
    ST_GeomFromText ('LINESTRING(25 169,89 ↔
      114,40 70,86 43)') As line1,
    ST_GeomFromText ('LINESTRING (20 140, 71 ↔
      74, 161 53)') As line2
  ) As foo;
```

l1_cross_l2	l2_cross_l1
-1	1



*Line 1 (green), Line 2 (blue) ball is start point, triangle are end points. Query below.*

```
SELECT ST_LineCrossingDirection(foo.line1 ↔
  , foo.line2) As l1_cross_l2 ,
  ST_LineCrossingDirection(foo.line2, ↔
  foo.line1) As l2_cross_l1
FROM (SELECT
  ST_GeomFromText ('LINESTRING(25 169,89 ↔
    114,40 70,86 43)') As line1,
  ST_GeomFromText ('LINESTRING(2.99 ↔
    90.16,71 74,20 140,171 154)') As line2
  ) As foo;
```

l1_cross_l2	l2_cross_l1
-2	2

```
SELECT s1.gid, s2.gid, ST_LineCrossingDirection(s1.geom, s2.geom)
  FROM streets s1 CROSS JOIN streets s2 ON (s1.gid != s2.gid AND s1.geom && s2.geom )
 WHERE ST_CrossingDirection(s1.geom, s2.geom) > 0;
```

**See Also**

[ST\\_Crosses](#)

**8.11.1.8 ST\_Disjoint**

ST\_Disjoint — Returns true if two geometries do not intersect (they have no point in common).

**Synopsis**

boolean **ST\_Disjoint**( geometry A , geometry B );

## Description

Overlaps, Touches, Within all imply geometries are not spatially disjoint. If any of the aforementioned returns true, then the geometries are not spatially disjoint. Disjoint implies false for spatial intersection.



### Important

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION

Performed by the GEOS module



### Note

This function call does not use indexes



### Note

NOTE: this is the "allowable" version that returns a boolean, not an integer.



This method implements the [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

## Examples

```
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)
```

## See Also

[ST\\_Intersects](#)

### 8.11.1.9 ST\_Equals

ST\_Equals — Returns true if two geometries include the same set of points.

## Synopsis

boolean **ST\_Equals**(geometry A, geometry B);

## Description

Returns TRUE if the given Geometries are "spatially equal". Use this for a 'better' answer than '='. Note by spatially equal we mean `ST_Within(A,B) = true` and `ST_Within(B,A) = true` and also mean ordering of points can be different but represent the same geometry structure. To verify the order of points is consistent, use `ST_OrderingEquals` (it must be noted `ST_OrderingEquals` is a little more stringent than simply verifying order of points are the same).



### Important

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

## Examples

```
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)
```

## See Also

[ST\\_IsValid](#), [ST\\_OrderingEquals](#), [ST\\_Reverse](#), [ST\\_Within](#)

### 8.11.1.10 ST\_Intersects

`ST_Intersects` — Returns true 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 );
```

## Description

If a geometry or geography shares any portion of space then they intersect. For geography -- tolerance is 0.00001 meters (so any points that are close are considered to intersect)

`ST_Overlaps`, `ST_Touches`, `ST_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.

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).

**Geometry Examples**

```
SELECT ST_Intersects('POINT(0 0)::geometry, 'LINESTRING ( 2 0, 0 2 ) '::geometry);
st_intersects
-----
f
(1 row)
SELECT ST_Intersects('POINT(0 0)::geometry, 'LINESTRING ( 0 0, 0 2 ) '::geometry);
st_intersects
-----
t
(1 row)

-- 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)
```

## Geography Examples

```
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
```

## See Also

[&&](#), [ST\\_3DIntersects](#), [ST\\_Disjoint](#)

### 8.11.1.11 ST\_OrderingEquals

`ST_OrderingEquals` — Returns true if two geometries represent the same geometry and have points in the same directional order.

## Synopsis

boolean `ST_OrderingEquals`(geometry A, geometry B);

## Description

`ST_OrderingEquals` compares two geometries and returns t (TRUE) if the geometries are equal and the coordinates are in the same order; otherwise it returns f (FALSE).



### Note

This function is implemented as per the ArcSDE SQL specification rather than SQL-MM. [http://edndoc.esri.com/arcscde/9.1/sql\\_api/sqlapi3.htm#ST\\_OrderingEquals](http://edndoc.esri.com/arcscde/9.1/sql_api/sqlapi3.htm#ST_OrderingEquals)



This method implements the SQL/MM specification. SQL-MM 3: 5.1.43

## Examples

```
SELECT ST_OrderingEquals(ST_GeomFromText('LINESTRING(0 0, 10 10)'),
  ST_GeomFromText('LINESTRING(0 0, 5 5, 10 10)'));
st_orderingequals
-----
f
(1 row)

SELECT ST_OrderingEquals(ST_GeomFromText('LINESTRING(0 0, 10 10)'),
  ST_GeomFromText('LINESTRING(0 0, 0 0, 10 10)'));
st_orderingequals
-----
t
(1 row)

SELECT ST_OrderingEquals(ST_Reverse(ST_GeomFromText('LINESTRING(0 0, 10 10)'),
  ST_GeomFromText('LINESTRING(0 0, 0 0, 10 10)'));
st_orderingequals
```

```
-----  
f  
(1 row)
```

## See Also

[&&](#), [ST\\_Equals](#), [ST\\_Reverse](#)

### 8.11.1.12 ST\_Overlaps

`ST_Overlaps` — Returns true if two geometries intersect and have the same dimension, but are not completely contained by each other.

## Synopsis

boolean `ST_Overlaps`(geometry A, geometry B);

## Description

Returns TRUE if the Geometries "spatially overlap". By that we mean they intersect, but one does not completely contain another.



### 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`.

Performed by the GEOS module



### Important

Enhanced: 3.0.0 enabled support for `GEOMETRYCOLLECTION`

NOTE: this is the "allowable" version that returns a boolean, not an integer.



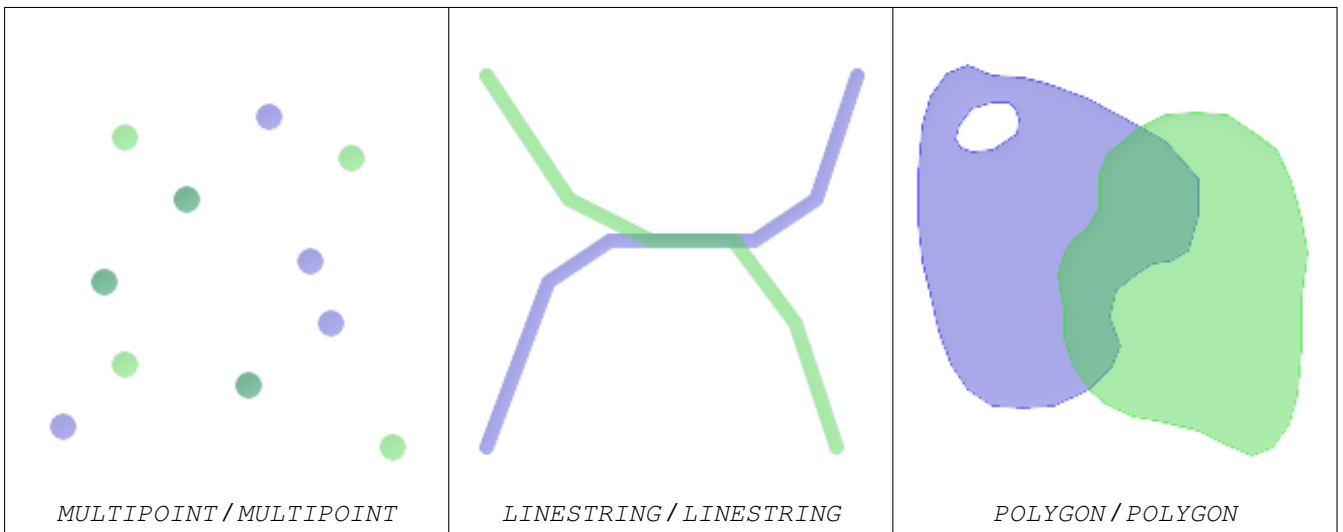
This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.2 // s2.1.13.3



This method implements the SQL/MM specification. SQL-MM 3: 5.1.32

## Examples

The following illustrations all return TRUE.



```

--a point on a line is contained by the line and is of a lower dimension, and therefore ←
  does not overlap the line
  nor crosses

SELECT ST_Overlaps(a,b) As a_overlap_b,
  ST_Crosses(a,b) As a_crosses_b,
  ST_Intersects(a, b) As a_intersects_b, ST_Contains(b,a) As b_contains_a
FROM (SELECT ST_GeomFromText('POINT(1 0.5)') As a, ST_GeomFromText('LINESTRING(1 0, 1 1, 3 ←
5)') As b)
As foo

a_overlap_b | a_crosses_b | a_intersects_b | b_contains_a
-----+-----+-----+-----
f          | f          | t          | t

--a line that is partly contained by circle, but not fully is defined as intersecting and ←
  crossing,
-- but since of different dimension it does not overlap
SELECT ST_Overlaps(a,b) As a_overlap_b, ST_Crosses(a,b) As a_crosses_b,
  ST_Intersects(a, b) As a_intersects_b,
  ST_Contains(a,b) As a_contains_b
FROM (SELECT ST_Buffer(ST_GeomFromText('POINT(1 0.5)'), 3) As a, ST_GeomFromText(' ←
LINESTRING(1 0, 1 1, 3 5)') As b)
As foo;

a_overlap_b | a_crosses_b | a_intersects_b | a_contains_b
-----+-----+-----+-----
f          | t          | t          | f

-- a 2-dimensional bent hot dog (aka buffered line string) that intersects a circle,
-- but is not fully contained by the circle is defined as overlapping since they are of ←
  the same dimension,
-- but it does not cross, because the intersection of the 2 is of the same dimension
-- as the maximum dimension of the 2

SELECT ST_Overlaps(a,b) As a_overlap_b, ST_Crosses(a,b) As a_crosses_b, ST_Intersects(a, b) ←
  As a_intersects_b,
ST_Contains(b,a) As b_contains_a,
ST_Dimension(a) As dim_a, ST_Dimension(b) as dim_b, ST_Dimension(ST_Intersection(a,b)) As ←
  dima_intersection_b
FROM (SELECT ST_Buffer(ST_GeomFromText('POINT(1 0.5)'), 3) As a,
  ST_Buffer(ST_GeomFromText('LINESTRING(1 0, 1 1, 3 5)'),0.5) As b)

```



As foo;								
a_overlap_b		a_crosses_b		a_intersects_b		b_contains_a		dim_a   dim_b   ↔
				-----+-----+-----+-----+-----+-----+-----				
dim_a_intersection_b								
t		f		t		f		2   2   2

**See Also**

[ST\\_Contains](#), [ST\\_Crosses](#), [ST\\_Dimension](#), [ST\\_Intersects](#)

**8.11.1.13 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);
```

**Description**

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 relationships is evaluated by comparing the intersection matrix to an *intersection matrix pattern*. A pattern can include the additional symbols 'T' and '\*'. Common spatial relationships are provided by the named functions [ST\\_Contains](#), [ST\\_ContainsProperly](#), [ST\\_Covers](#), [ST\\_CoveredBy](#), [ST\\_Crosses](#), [ST\\_Disjoint](#), [ST\\_Equals](#), [ST\\_Intersects](#), [ST\\_Overlaps](#), [ST\\_Touches](#), and [ST\\_Within](#). Using an explicit pattern allows testing multiple conditions of intersects, crosses, etc in one step. It also allows testing spatial relationships which do not have a named spatial relationship function. For example, the relationship "Interior-Intersects" has the DE-9IM pattern T\*\*\*\*\*, which is not evaluated by any named predicate.

For more information refer to [Section 5.1](#).

**Variant 1:** Tests if two geometries are spatially related according to the given `intersectionMatrixPattern`.



**Note** Unlike most of the named spatial relationship predicates, this does NOT automatically include an index call. The reason is that some relationships are true for geometries which do NOT intersect (e.g. Disjoint). If you are using a relationship pattern that requires intersection, then include the && index call.



**Note** It is better to use a named relationship function if available, since they automatically use a spatial index where one exists. Also, they may implement performance optimizations which are not available with full relate evaluation.

**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 geometry boundary points are considered to lie in the DE-9IM Interior or Boundary. The `boundaryNodeRule` code is: 1: OGC/MOD2, 2: Endpoint, 3: MultivalentEndpoint, 4: MonovalentEndpoint.

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

Performed by the GEOS module

Enhanced: 2.0.0 - added support for specifying boundary node rule.



### Important

Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION

## Examples

Using the boolean-valued function to test spatial relationships.

```
SELECT ST_Relate('POINT(1 2)', ST_Buffer( 'POINT(1 2)', 2), '0FFFFFF212');
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));
st_relate
-----
0FFFFFF212

SELECT ST_Relate( 'LINESTRING(1 2, 3 4)',
                  'LINESTRING(5 6, 7 8)' );
st_relate
-----
FF1FF0102
```

**See Also**

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](#)

**8.11.1.14 ST\_RelateMatch**

`ST_RelateMatch` — Tests if a DE-9IM Intersection Matrix matches an Intersection Matrix pattern

**Synopsis**

boolean `ST_RelateMatch`(text intersectionMatrix, text intersectionMatrixPattern);

**Description**

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.

Performed by the GEOS module

Availability: 2.0.0

**Examples**

```
SELECT ST_RelateMatch('101202FFF', 'TTTTTFFF') ;
-- result --
t
```

Patterns for common spatial relationships matched against intersection matrix values, for a line in various positions relative to a polygon

```
SELECT pat.name AS relationship, pat.val AS pattern,
       mat.name AS position, mat.val AS matrix,
       ST_RelateMatch(mat.val, pat.val) AS match
FROM (VALUES ( 'Equality', 'T1FF1FFF1' ),
          ( 'Overlaps', 'T*T**T**' ),
          ( 'Within', 'T*F**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

**See Also**

Section [5.1](#), [ST\\_Relate](#)

**8.11.1.15 ST\_Touches**

`ST_Touches` — Returns true if two geometries have at least one point in common, but their interiors do not intersect.

**Synopsis**

boolean `ST_Touches`(geometry A, geometry B);

**Description**

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 the intersection of their boundaries. For Point/Point inputs the relationship is always `FALSE`, since points do not have a boundary.

In mathematical terms, this relationship is expressed as:

$$a.Touches(b) \Leftrightarrow (I(a) \cap I(b) = \emptyset) \wedge (a \cap b) \neq \emptyset$$

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

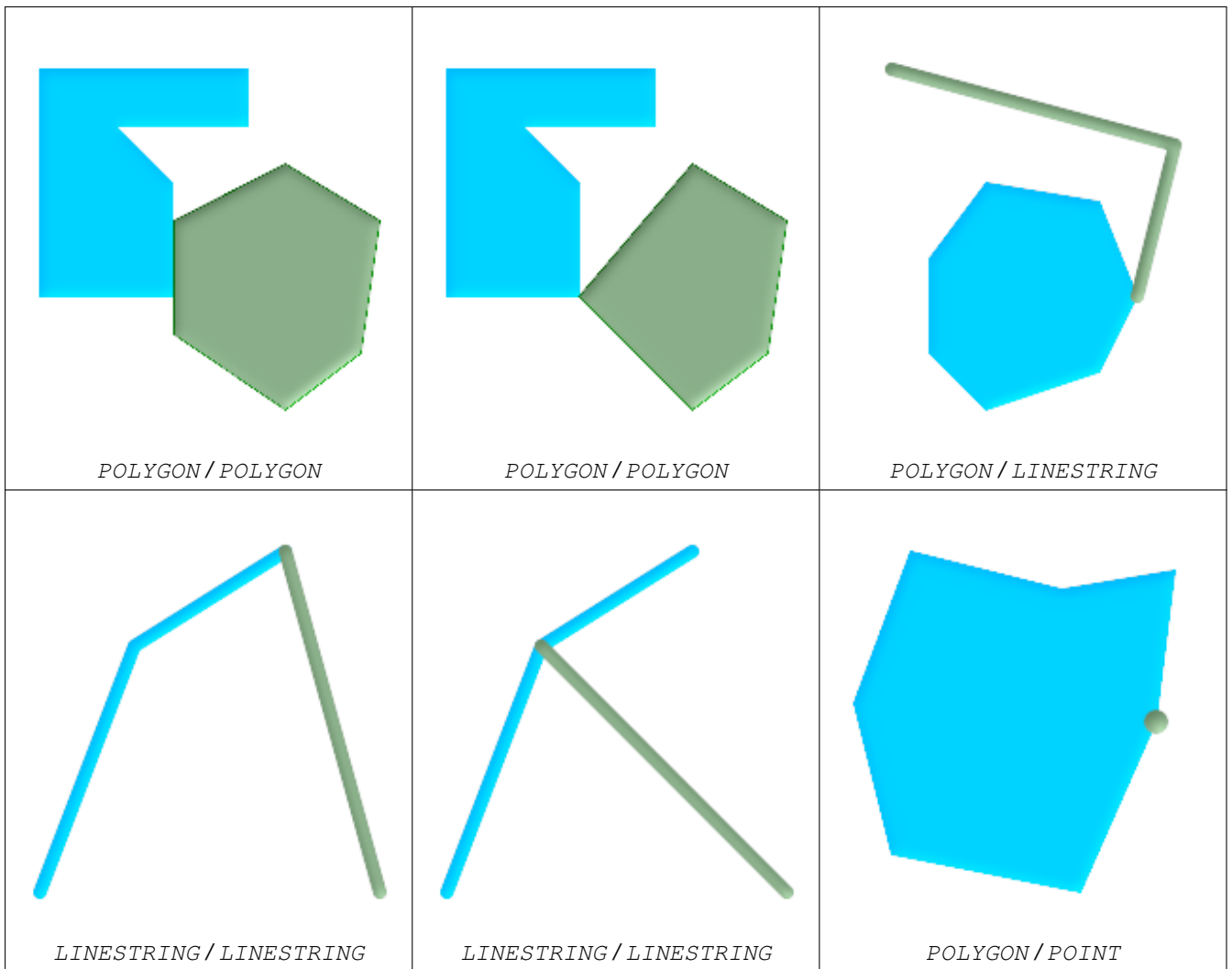
**Examples**

The `ST_Touches` predicate returns `TRUE` in all the following illustrations.

---



---



```
SELECT ST_Touches('LINESTRING(0 0, 1 1, 0 2)::geometry, 'POINT(1 1)::geometry');
st_touches
-----
f
(1 row)

SELECT ST_Touches('LINESTRING(0 0, 1 1, 0 2)::geometry, 'POINT(0 2)::geometry');
st_touches
-----
t
(1 row)
```

### 8.11.1.16 ST\_Within

**ST\_Within** — Returns true if no points of A lie in the exterior of B, and A and B have at least one interior point in common.

#### Synopsis

boolean **ST\_Within**(geometry A, geometry B);

## Description

Returns TRUE if geometry A is completely inside geometry B. For this function to make sense, the source geometries must both be of the same coordinate projection, having the same SRID. It is a given that if `ST_Within(A,B)` is true and `ST_Within(B,A)` is true, then the two geometries are considered spatially equal.

A subtlety of this definition is that the boundary of a geometry is not within the geometry. This means that lines and points lying in the boundary of a polygon or line are *not* within the geometry. For further details see [Subtleties of OGC Covers, Contains, Within](#). (The `ST_CoveredBy` predicate provides a more inclusive relationship).

`ST_Within` is the inverse of `ST_Contains`. So, `ST_Within(A,B) = ST_Contains(B,A)`.



### 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`.

Performed by the GEOS module

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.



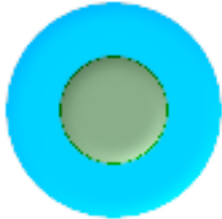
This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.2 // s2.1.13.3 - a.Relate(b, 'T\*\*F\*\*F\*\*\*')



This method implements the SQL/MM specification. SQL-MM 3: 5.1.30

## Examples

```
--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 biginunion,
       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 | biginunion | bigisunion
-----+-----+-----+-----+-----+-----
t            | t          | f          | t          | t          | t
(1 row)
```



### See Also

[ST\\_Contains](#), [ST\\_CoveredBy](#), [ST\\_Equals](#), [ST\\_IsValid](#)

## 8.11.2 Distance Relationships

### 8.11.2.1 ST\_3DDWithin

`ST_3DDWithin` — Returns true if two 3D geometries are within a given 3D distance

### Synopsis

boolean `ST_3DDWithin`(geometry g1, geometry g2, double precision distance\_of\_srid);

### Description

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 ?

Availability: 2.0.0

## Examples

```
-- 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
```

## See Also

[ST\\_3DDFullyWithin](#), [ST\\_DWithin](#), [ST\\_DFullyWithin](#), [ST\\_3DDDistance](#), [ST\\_Distance](#), [ST\\_3DMaxDistance](#), [ST\\_Transform](#)

### 8.11.2.2 ST\_3DDFullyWithin

**ST\_3DDFullyWithin** — Returns true if two 3D geometries are entirely within a given 3D distance

## Synopsis

boolean **ST\_3DDFullyWithin**(geometry g1, geometry g2, double precision distance);

## Description

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.

Availability: 2.0.0



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



This function supports Polyhedral surfaces.



**Examples**

```
-- 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
```

**See Also**

[ST\\_3DDWithin](#), [ST\\_DWithin](#), [ST\\_DFullyWithin](#), [ST\\_3DMaxDistance](#)

**8.11.2.3 ST\_DFullyWithin**

ST\_DFullyWithin — Returns true if two geometries are entirely within a given distance

**Synopsis**

boolean **ST\_DFullyWithin**(geometry g1, geometry g2, double precision distance);

**Description**

Returns true if the geometries are entirely 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.

Availability: 1.5.0

**Examples**

```
postgis=# SELECT ST_DFullyWithin(geom_a, geom_b, 10) as DFullyWithin10, ST_DWithin(geom_a,
  geom_b, 10) as DWithin10, ST_DFullyWithin(geom_a, geom_b, 20) as DFullyWithin20 from
  (select ST_GeomFromText('POINT(1 1)') as geom_a, ST_GeomFromText('LINESTRING(1 5, 2 7, 1
    9, 14 12)') as geom_b) t1;
-----+-----+-----+
DFullyWithin10 | DWithin10 | DFullyWithin20 |
-----+-----+-----+
f                | t           | t               |
```

**See Also**

[ST\\_MaxDistance](#), [ST\\_DWithin](#), [ST\\_3DDWithin](#), [ST\\_3DDFullyWithin](#)

**8.11.2.4 ST\_DWithin**

`ST_DWithin` — Returns true 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);
```

**Description**

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.

**Examples**

```
-- 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);

```

## See Also

[ST\\_Distance](#), [ST\\_3DDWithin](#)

### 8.11.2.5 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);

#### Description

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`

#### Examples

```

SELECT ST_PointInsideCircle(ST_Point(1,2), 0.5, 2, 3);
 st_pointinsidecircle
-----
t

```

**See Also**[ST\\_DWithin](#)

## 8.12 Measurement Functions

### 8.12.1 ST\_Area

ST\_Area — Returns the area of a polygonal geometry.

**Synopsis**

```
float ST_Area(geometry g1);
float ST_Area(geography geog, boolean use_spheroid=true);
```

**Description**

Returns the area of a polygonal geometry. For geometry types a 2D Cartesian (planar) area is computed, with units specified by the SRID. For geography types by default area is determined on a spheroid with units in square meters. To compute the area using the faster but less accurate spherical model use `ST_Area(geog, false)`.

Enhanced: 2.0.0 - support for 2D polyhedral surfaces was introduced.

Enhanced: 2.2.0 - measurement on spheroid performed with GeographicLib for improved accuracy and robustness. Requires PROJ  $\geq$  4.9.0 to take advantage of the new feature.

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**

For polyhedral surfaces, only supports 2D polyhedral surfaces (not 2.5D). For 2.5D, may give a non-zero answer, but only for the faces that sit completely in XY plane.

**Examples**

Return area in square feet for a plot of Massachusetts land and multiply by conversion to get square meters. Note this is in square feet because EPSG:2249 is Massachusetts State Plane Feet

```
select ST_Area(geom) sqft,
       ST_Area(geom) * 0.3048 ^ 2 sqm
from (
  select 'SRID=2249;POLYGON((743238 2967416,743238 2967450,
    743265 2967450,743265.625 2967416,743238 2967416))' :: geometry geom
) subquery;
```

Return area square feet and transform to Massachusetts state plane meters (EPSG:26986) to get square meters. Note this is in square feet because 2249 is Massachusetts State Plane Feet and transformed area is in square meters since EPSG:26986 is state plane Massachusetts meters

```
select ST_Area(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;
928.625 sqft 86.272430607008 sqm
928.625 86.272430607008
```

Return area square feet and square meters using geography data type. Note that we transform to our geometry to geography (before you can do that make sure your geometry is in WGS 84 long lat 4326). Geography always measures in meters. This is just for demonstration to compare. Normally your table will be stored in geography data type already.

```
select ST_Area(geog) / 0.3048 ^ 2 sqft_spheroid,
       ST_Area(geog, false) / 0.3048 ^ 2 sqft_sphere,
       ST_Area(geog) sqm_spheroid
from (
  select ST_Transform(
    'SRID=2249;POLYGON((743238 2967416,743238 2967450,743265 ←
    2967450,743265.625 2967416,743238 2967416))'::geometry,
    4326
  ) :: geography geog
  ) as subquery;
928.684405784452 sqft_spheroid 927.049336105925 sqft_sphere 86.2776044979692 sqm_spheroid
```

If your data is in geography already:

```
select ST_Area(geog) / 0.3048 ^ 2 sqft,
       ST_Area(the_geog) sqm
from somegeogtable;
```

## See Also

[ST\\_3DArea](#), [ST\\_GeomFromText](#), [ST\\_GeographyFromText](#), [ST\\_SetSRID](#), [ST\\_Transform](#)

## 8.12.2 ST\_Azimuth

**ST\_Azimuth** — Returns the north-based azimuth of a line between two points.

### Synopsis

```
float ST_Azimuth(geometry pointA, geometry pointB);
float ST_Azimuth(geography pointA, geography pointB);
```

## Description

Returns the azimuth in radians of the line segment defined by the given point geometries, or NULL if the two points are coincident. The azimuth angle is referenced from north (the positive Y axis), and is positive clockwise: North = 0; Northeast =  $\pi/4$ ; East =  $\pi/2$ ; Southeast =  $3\pi/4$ ; South =  $\pi$ ; Southwest  $5\pi/4$ ; West =  $3\pi/2$ ; Northwest =  $7\pi/4$ .

For the geography type, the azimuth solution is known as the [inverse geodesic problem](#).

The azimuth is a mathematical concept defined as the angle between a reference plane and a point, with angular units in radians. The result value in radians can be converted to degrees using the PostgreSQL function `degrees()`.

Azimuth can be used in conjunction with `ST_Translate` to shift an object along its perpendicular axis. See the `upgis_lineshift()` function in the [PostGIS wiki](#) for an implementation of this.

Availability: 1.1.0

Enhanced: 2.0.0 support for geography was introduced.

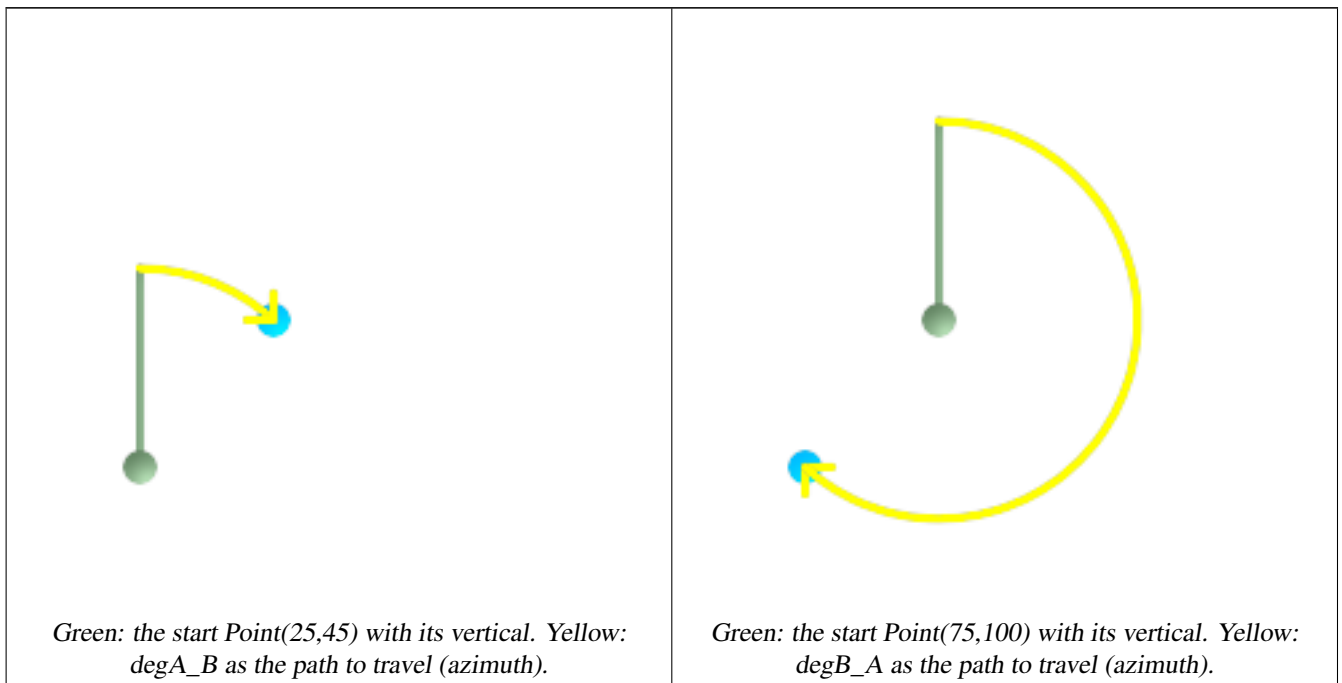
Enhanced: 2.2.0 measurement on spheroid performed with GeographicLib for improved accuracy and robustness. Requires PROJ  $\geq$  4.9.0 to take advantage of the new feature.

## Examples

### Geometry Azimuth in degrees

```
SELECT degrees(ST_Azimuth( ST_Point(25, 45), ST_Point(75, 100))) AS degA_B,
       degrees(ST_Azimuth( ST_Point(75, 100), ST_Point(25, 45) )) AS degB_A;
```

degA_B	degB_A
42.2736890060937	222.273689006094



## See Also

[ST\\_Angle](#), [ST\\_Point](#), [ST\\_Translate](#), [ST\\_Project](#), [PostgreSQL Math Functions](#)

### 8.12.3 ST\_Angle

ST\_Angle — Returns the angle between two vectors defined by 3 or 4 points, or 2 lines.

#### Synopsis

```
float ST_Angle(geometry point1, geometry point2, geometry point3, geometry point4);
float ST_Angle(geometry line1, geometry line2);
```

#### Description

Computes the clockwise angle between two vectors.

**Variante 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

**Variante 2:** computes the angle between two vectors S1-E1 and S2-E2, defined by the start and end points of the input lines

The result is a positive angle between 0 and  $2\pi$  radians. The radian result can be converted to degrees using the PostgreSQL function `degrees()`.

Note that `ST_Angle(P1, P2, P3) = ST_Angle(P2, P1, P2, P3)`.

Availability: 2.5.0

#### Examples

Angle between three points

```
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
-----
269.99999999999999
```

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
```

#### See Also

[ST\\_Azimuth](#)

## 8.12.4 ST\_ClosestPoint

ST\_ClosestPoint — Returns the 2D point on g1 that is closest to g2. This is the first point of the shortest line.

### Synopsis

```
geometry ST_ClosestPoint(geometry g1, geometry g2);
```

### Description

Returns the 2-dimensional point on g1 that is closest to g2. This is the first point of the shortest line.



#### Note

If you have a 3D Geometry, you may prefer to use [ST\\_3DClosestPoint](#).

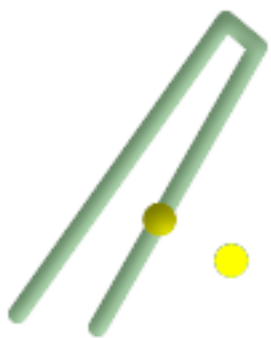
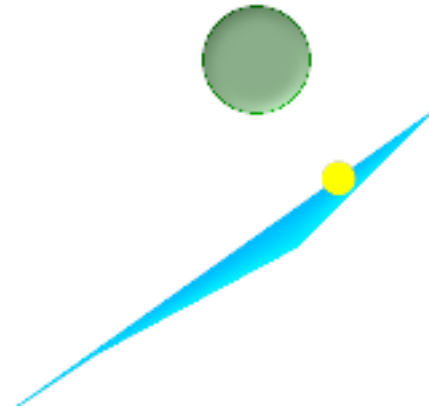
---

Availability: 1.5.0

### Examples

---



	
<p><i>Closest between point and linestring is the point itself, but closest point between a linestring and point is the point on line string that is closest.</i></p>	<p><i>closest point on polygon A to polygon B</i></p>
<pre>SELECT ST_AsText(ST_ClosestPoint(pt,line) ↔            ) AS cp_pt_line,        ST_AsText(ST_ClosestPoint(line,pt ↔            )) As cp_line_pt FROM (SELECT 'POINT(100 100)::geometry ↔        As pt,        'LINESTRING (20 80, 98 ↔        190, 110 180, 50 75 )::geometry As line        ) As foo;</pre>	<pre>SELECT ST_AsText (            ST_ClosestPoint (                ST_GeomFromText (' ↔                POLYGON((175 150, 20 40, 50 60, 125 1                ST_Buffer( ↔                ST_GeomFromText ('POINT(110 170)' ), 20                )            ) As ptwkt;</pre>
<pre>cp_pt_line   ↔            cp_line_pt -----+-----</pre>	<pre>-----+----- POINT(140.752120669087 125.695053378061) ↔</pre>
<pre>POINT(100 100)   POINT(73.0769230769231 ↔                 115.384615384615)</pre>	

**See Also**

[ST\\_3DClosestPoint](#), [ST\\_Distance](#), [ST\\_LongestLine](#), [ST\\_ShortestLine](#), [ST\\_MaxDistance](#)

**8.12.5 ST\_3DClosestPoint**



ST\_3DClosestPoint — Returns the 3D point on g1 that is closest to g2. This is the first point of the 3D shortest line.

**Synopsis**

geometry **ST\_3DClosestPoint**(geometry g1, geometry g2);

**Description**

Returns the 3-dimensional point on g1 that is closest to g2. This is the first point of the 3D shortest line. The 3D length of the 3D shortest line is the 3D distance.

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

Availability: 2.0.0

Changed: 2.2.0 - if 2 2D geometries are input, a 2D point is returned (instead of old behavior assuming 0 for missing Z). In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.

**Examples**

```

linestring and point -- both 3d and 2d closest point

SELECT ST_AsEWKT(ST_3DClosestPoint(line,pt)) AS cp3d_line_pt,
       ST_AsEWKT(ST_ClosestPoint(line,pt)) As cp2d_line_pt
FROM (SELECT 'POINT(100 100 30)::geometry As pt,
            'LINESTRING (20 80 20, 98 190 1, 110 180 3, 50 75 1000)::':: ←
       geometry As line
       ) As foo;

cp3d_line_pt | cp2d_line_pt
-----+-----
POINT(54.69937988867619 128.935022917228 11.5475869506606) | POINT(73.0769230769231 ←
115.384615384615)

linestring and multipoint -- both 3d and 2d closest point

SELECT ST_AsEWKT(ST_3DClosestPoint(line,pt)) AS cp3d_line_pt,
       ST_AsEWKT(ST_ClosestPoint(line,pt)) As cp2d_line_pt
FROM (SELECT 'MULTIPOINT(100 100 30, 50 74 1000)::geometry As pt,
            'LINESTRING (20 80 20, 98 190 1, 110 180 3, 50 75 900)::':: ←
       geometry As line
       ) As foo;

cp3d_line_pt | cp2d_line_pt
-----+-----
POINT(54.69937988867619 128.935022917228 11.5475869506606) | POINT(50 75)

Multilinestring and polygon both 3d and 2d closest point

SELECT ST_AsEWKT(ST_3DClosestPoint(poly, mline)) As cp3d,
       ST_AsEWKT(ST_ClosestPoint(poly, mline)) As cp2d
FROM (SELECT ST_GeomFromEWKT('POLYGON((175 150 5, 20 40 5, 35 45 5, 50 60 5, ←
100 100 5, 175 150 5))') As poly,
       ST_GeomFromEWKT('MULTILINESTRING((175 155 2, 20 40 20, 50 60 -2, 125 ←
100 1, 175 155 1),
       (1 10 2, 5 20 1))') As mline ) As foo;
cp3d | cp2d
-----+-----
POINT(39.993580415989 54.1889925532825 5) | POINT(20 40)
    
```

**See Also**

[ST\\_AsEWKT](#), [ST\\_ClosestPoint](#), [ST\\_3DDistance](#), [ST\\_3DShortestLine](#)

**8.12.6 ST\_Distance**

`ST_Distance` — Returns the distance between two geometry or geography values.

**Synopsis**

```
float ST_Distance(geometry g1, geometry g2);
float ST_Distance(geography geog1, geography geog2, boolean use_spheroid=true);
```

**Description**

For **geometry** types returns the minimum 2D Cartesian (planar) distance between two geometries, in projected units (spatial ref units).

For **geography** types defaults to return the minimum geodesic distance between two geographies in meters, compute on the spheroid determined by the SRID. If `use_spheroid` is false, a faster spherical calculation is used.



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



This method implements the SQL/MM specification. SQL-MM 3: 5.1.23



This method supports Circular Strings and Curves

Availability: 1.5.0 geography support was introduced in 1.5. Speed improvements for planar to better handle large or many vertex geometries

Enhanced: 2.1.0 improved speed for geography. See [Making Geography faster](#) for details.

Enhanced: 2.1.0 - support for curved geometries was introduced.

Enhanced: 2.2.0 - measurement on spheroid performed with GeographicLib for improved accuracy and robustness. Requires PROJ >= 4.9.0 to take advantage of the new feature.

Changed: 3.0.0 - does not depend on SFCGAL anymore.

**Basic Geometry Examples**

Geometry example - units in planar degrees 4326 is WGS 84 long lat, units are degrees.

```
SELECT ST_Distance(
  'SRID=4326;POINT(-72.1235 42.3521)::geometry,
  'SRID=4326;LINESTRING(-72.1260 42.45, -72.123 42.1546)::geometry
);
st_distance
-----
0.00150567726382282
```

Geometry example - units in meters (SRID: 3857, proportional to pixels on popular web maps). Although the value is off, nearby ones can be compared correctly, which makes it a good choice for algorithms like KNN or KMeans.

```
SELECT ST_Distance(
  ST_Transform('SRID=4326;POINT(-72.1235 42.3521)::geometry, 3857),
  ST_Transform('SRID=4326;LINESTRING(-72.1260 42.45, -72.123 42.1546)::geometry, 3857)
);
st_distance
-----
167.441410065196
```

Geometry example - units in meters (SRID: 3857 as above, but corrected by  $\cos(\text{lat})$  to account for distortion)

```
SELECT ST_Distance(
    ST_Transform('SRID=4326;POINT(-72.1235 42.3521)::geometry, 3857),
    ST_Transform('SRID=4326;LINESTRING(-72.1260 42.45, -72.123 42.1546)::geometry, 3857)
) * cosd(42.3521);
st_distance
-----
123.742351254151
```

Geometry example - units in meters (SRID: 26986 Massachusetts state plane meters) (most accurate for Massachusetts)

```
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)
);
st_distance
-----
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)
);

st_distance
-----
126.664256056812
```

## Geography Examples

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
```

## See Also

[ST\\_3DDistance](#), [ST\\_DWithin](#), [ST\\_DistanceSphere](#), [ST\\_DistanceSpheroid](#), [ST\\_MaxDistance](#), [ST\\_HausdorffDistance](#), [ST\\_FrechetDistance](#), [ST\\_Transform](#)

### 8.12.7 ST\_3DDistance

**ST\_3DDistance** — Returns the 3D cartesian minimum distance (based on spatial ref) between two geometries in projected units.

#### Synopsis

```
float ST_3DDistance(geometry g1, geometry g2);
```

**Description**

Returns the 3-dimensional minimum cartesian distance between two geometries in projected units (spatial ref units).



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



This function supports Polyhedral surfaces.



This method implements the SQL/MM specification. SQL-MM ?

Availability: 2.0.0

Changed: 2.2.0 - In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.

Changed: 3.0.0 - SFCGAL version removed

**Examples**

```
-- 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 42.1546) '::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
```

**See Also**

[ST\\_Distance](#), [ST\\_3DClosestPoint](#), [ST\\_3DDWithin](#), [ST\\_3DMaxDistance](#), [ST\\_3DShortestLine](#), [ST\\_Transform](#)

**8.12.8 ST\_DistanceSphere**

`ST_DistanceSphere` — Returns minimum distance in meters between two lon/lat geometries using a spherical earth model.

**Synopsis**

```
float ST_DistanceSphere(geometry geomlonlatA, geometry geomlonlatB);
```

**Description**

Returns minimum distance in meters between two lon/lat points. Uses a spherical earth and radius derived from the spheroid defined by the SRID. Faster than [ST\\_DistanceSpheroid](#), but less accurate. PostGIS Versions prior to 1.5 only implemented for points.

Availability: 1.5 - support for other geometry types besides points was introduced. Prior versions only work with points.

Changed: 2.2.0 In prior versions this used to be called `ST_Distance_Sphere`

**Examples**

```
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
```

**See Also**

[ST\\_Distance](#), [ST\\_DistanceSpheroid](#)

**8.12.9 ST\_DistanceSpheroid**

`ST_DistanceSpheroid` — Returns the minimum distance between two lon/lat geometries using a spheroidal earth model.

**Synopsis**

```
float ST_DistanceSpheroid(geometry geomlonlatA, geometry geomlonlatB, spheroid measurement_spheroid);
```

**Description**

Returns minimum distance in meters between two lon/lat geometries given a particular spheroid. See the explanation of spheroids given for [ST\\_LengthSpheroid](#).

**Note**

This function does not look at the SRID of the geometry. It assumes the geometry coordinates are based on the provided spheroid.

Availability: 1.5 - support for other geometry types besides points was introduced. Prior versions only work with points.

Changed: 2.2.0 In prior versions this was called `ST_Distance_Spheroid`

## Examples

```
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
```

## See Also

[ST\\_Distance](#), [ST\\_DistanceSphere](#)

### 8.12.10 ST\_FrechetDistance

`ST_FrechetDistance` — Returns the Fréchet distance between two geometries.

#### Synopsis

```
float ST_FrechetDistance(geometry g1, geometry g2, float densifyFrac = -1);
```

#### Description

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

The current implementation supports only vertices as the discrete locations. This could be extended to allow an arbitrary density of points to be used.

**Note**

The smaller `densifyFrac` we specify, the more accurate Fréchet distance we get. But, the computation time and the memory usage increase with the square of the number of subsegments.

Performed by the GEOS module.

Availability: 2.4.0 - requires GEOS  $\geq$  3.7.0

**Examples**

```
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)
```

**See Also**

[ST\\_HausdorffDistance](#)

**8.12.11 ST\_HausdorffDistance**

`ST_HausdorffDistance` — Returns the Hausdorff distance between two geometries.

**Synopsis**

```
float ST_HausdorffDistance(geometry g1, geometry g2);
float ST_HausdorffDistance(geometry g1, geometry g2, float densifyFrac);
```

**Description**

Returns the Hausdorff distance between two geometries, a measure of how similar or dissimilar 2 geometries are.

Implements algorithm for computing a distance metric which can be thought of as the "Discrete Hausdorff Distance". This is the Hausdorff distance restricted to discrete points for one of the geometries. [Wikipedia article on Hausdorff distance](#) [Martin Davis note on how Hausdorff Distance calculation was used to prove correctness of the CascadePolygonUnion approach](#).

When `densifyFrac` is specified, this function performs a segment densification before computing the discrete hausdorff distance. The `densifyFrac` parameter sets the fraction by which to densify each segment. Each segment will be split into a number of equal-length subsegments, whose fraction of the total length is closest to the given fraction.

Units are in the units of the spatial reference system of the geometries.



**Note**

The current implementation supports only vertices as the discrete locations. This could be extended to allow an arbitrary density of points to be used.

**Note**

This algorithm is NOT equivalent to the standard Hausdorff distance. However, it computes an approximation that is correct for a large subset of useful cases. One important part of this subset is Linestrings that are roughly parallel to each other, and roughly equal in length. This is a useful metric for line matching.

Availability: 1.5.0

**Examples**

For each building, find the parcel that best represents it. First we require the parcel intersect with the geometry. `DISTINCT ON` guarantees we get each building listed only once, the `ORDER BY .. ST_HausdorffDistance` gives us a preference of parcel that is most similar to the building.

```
SELECT DISTINCT ON(buildings.gid) buildings.gid, parcels.parcel_id
FROM buildings INNER JOIN parcels ON ST_Intersects(buildings.geom, parcels.geom)
ORDER BY buildings.gid, ST_HausdorffDistance(buildings.geom, parcels.geom);
```

```
postgis=# SELECT ST_HausdorffDistance(
        'LINESTRING (0 0, 2 0)::geometry,
        'MULTIPOINT (0 1, 1 0, 2 1)::geometry);
st_hausdorffdistance
-----
                1
(1 row)
```

```
postgis=# SELECT st_hausdorffdistance('LINESTRING (130 0, 0 0, 0 150)::geometry, ' ↔
        LINESTRING (10 10, 10 150, 130 10)::geometry, 0.5);
st_hausdorffdistance
-----
                70
(1 row)
```

**See Also**

[ST\\_FrechetDistance](#)

**8.12.12 ST\_Length**

`ST_Length` — Returns the 2D length of a linear geometry.

**Synopsis**

```
float ST_Length(geometry a_2dlinestring);
float ST_Length(geography geog, boolean use_spheroid=true);
```

## Description

For geometry types: returns the 2D Cartesian length of the geometry if it is a LineString, MultiLineString, ST\_Curve, ST\_MultiCurve. For areal geometries 0 is returned; use [ST\\_Perimeter](#) instead. The units of length is determined by the spatial reference system of the geometry.

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.

Currently for geometry this is an alias for ST\_Length2D, but this may change to support higher dimensions.



### Warning

Changed: 2.0.0 Breaking change -- in prior versions applying this to a MULTI/POLYGON of type geography would give you the perimeter of the POLYGON/MULTIPOLYGON. In 2.0.0 this was changed to return 0 to be in line with geometry behavior. Please use [ST\\_Perimeter](#) if you want the perimeter of a polygon



### Note

For geography the calculation defaults to using a spheroidal model. To use the faster but less accurate spherical calculation use `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

Availability: 1.5.0 geography support was introduced in 1.5.



This method is also provided by SFCGAL backend.

## Geometry Examples

Return length in feet for line string. Note this is in feet because EPSG:2249 is Massachusetts State Plane Feet

```
SELECT ST_Length(ST_GeomFromText('LINESTRING(743238 2967416,743238 2967450,743265 2967450,743265.625 2967416,743238 2967416)',2249));
```

```
st_length
-----
122.630744000095
```

```
--Transforming WGS 84 LineString to Massachusetts state plane meters
```

```
SELECT ST_Length(
  ST_Transform(
    ST_GeomFromEWKT('SRID=4326;LINESTRING(-72.1260 42.45, -72.1240 42.45666, -72.123 42.1546)'),
    26986
  )
);
```

```
st_length
-----
34309.4563576191
```

## Geography Examples

Return length of WGS 84 geography line

```
-- 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

### See Also

[ST\\_GeographyFromText](#), [ST\\_GeomFromEWKT](#), [ST\\_LengthSpheroid](#), [ST\\_Perimeter](#), [ST\\_Transform](#)

### 8.12.13 ST\_Length2D

`ST_Length2D` — Returns the 2D length of a linear geometry. Alias for `ST_Length`

#### Synopsis

```
float ST_Length2D(geometry a_2dlinestring);
```

#### Description

Returns the 2D length of the geometry if it is a linestring or multi-linestring. This is an alias for `ST_Length`

### See Also

[ST\\_Length](#), [ST\\_3DLength](#)

### 8.12.14 ST\_3DLength

`ST_3DLength` — Returns the 3D length of a linear geometry.

#### Synopsis

```
float ST_3DLength(geometry a_3dlinestring);
```

#### Description

Returns the 3-dimensional or 2-dimensional length of the geometry if it is a `LineString` or `MultiLineString`. For 2-d lines it will just return the 2-d length (same as `ST_Length` and `ST_Length2D`)



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

Changed: 2.0.0 In prior versions this used to be called `ST_Length3D`

## Examples

Return length in feet for a 3D cable. Note this is in feet because EPSG:2249 is Massachusetts State Plane Feet

```
SELECT ST_3DLength(ST_GeomFromText('LINESTRING(743238 2967416 1,743238 2967450 1,743265  ←
    2967450 3,
743265.625 2967416 3,743238 2967416 3)',2249));
ST_3DLength
-----
122.704716741457
```

## See Also

[ST\\_Length](#), [ST\\_Length2D](#)

### 8.12.15 ST\_LengthSpheroid

`ST_LengthSpheroid` — Returns the 2D or 3D length/perimeter of a lon/lat geometry on a spheroid.

#### Synopsis

```
float ST_LengthSpheroid(geometry a_geometry, spheroid a_spheroid);
```

#### Description

Calculates the length or perimeter of a geometry on an ellipsoid. This is useful if the coordinates of the geometry are in longitude/latitude and a length is desired without reprojection. The spheroid is specified by a text value as follows:

```
SPHEROID [<NAME>, <SEMI-MAJOR AXIS>, <INVERSE FLATTENING>]
```

For example:

```
SPHEROID["GRS_1980",6378137,298.257222101]
```

Availability: 1.2.2

Changed: 2.2.0 In prior versions this was called `ST_Length_Spheroid` and had the alias `ST_3DLength_Spheroid`



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

## Examples

```
SELECT ST_LengthSpheroid( geometry_column,
    'SPHEROID["GRS_1980",6378137,298.257222101]' )
FROM geometry_table;

SELECT ST_LengthSpheroid( geom, sph_m ) As tot_len,
ST_LengthSpheroid(ST_GeometryN(geom,1), sph_m) As len_line1,
ST_LengthSpheroid(ST_GeometryN(geom,2), sph_m) As len_line2
    FROM (SELECT ST_GeomFromText('MULTILINESTRING((-118.584 38.374,-118.583 38.5),
    (-71.05957 42.3589 , -71.061 43))') As geom,
CAST('SPHEROID["GRS_1980",6378137,298.257222101]' As spheroid) As sph_m) as foo;
tot_len      | len_line1      | len_line2
-----+-----+-----
85204.5207562955 | 13986.8725229309 | 71217.6482333646
```

```
--3D
SELECT ST_LengthSpheroid( geom, sph_m ) As tot_len,
ST_LengthSpheroid(ST_GeometryN(geom,1), sph_m) As len_line1,
ST_LengthSpheroid(ST_GeometryN(geom,2), sph_m) As len_line2
  FROM (SELECT ST_GeomFromEWKT('MULTILINESTRING((-118.584 38.374 20,-118.583 38.5 30) ←
      /
      (-71.05957 42.3589 75, -71.061 43 90))') As geom,
CAST('SPHEROID["GRS_1980",6378137,298.257222101]' As spheroid) As sph_m) as foo;

  tot_len      |   len_line1   |   len_line2
-----+-----+-----
85204.5259107402 | 13986.876097711 | 71217.6498130292
```

**See Also**

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

**8.12.16 ST\_LongestLine**

`ST_LongestLine` — Returns the 2D longest line between two geometries.

**Synopsis**

```
geometry ST_LongestLine(geometry g1, geometry g2);
```

**Description**

Returns the 2-dimensional longest line between the points of two geometries.

The function returns the first longest line if more than one is found. The line returned starts on g1 and ends on g2. The length of the line is equal to the distance returned by [ST\\_MaxDistance](#).

Availability: 1.5.0

**Examples**

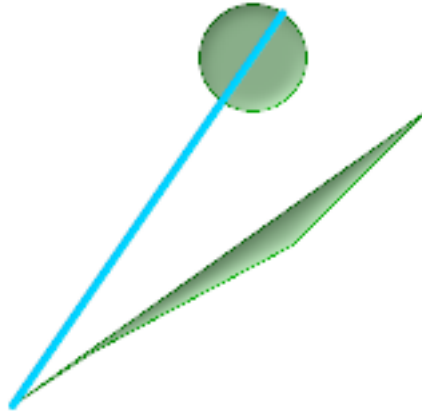


*Longest line between a point and a line*

```
SELECT ST_AsText (
  ST_LongestLine('POINT(100 100)::geometry',
    'LINESTRING (20 80, 98 190, 110 180, 50 75 ) '::geometry)
) As lline;
```

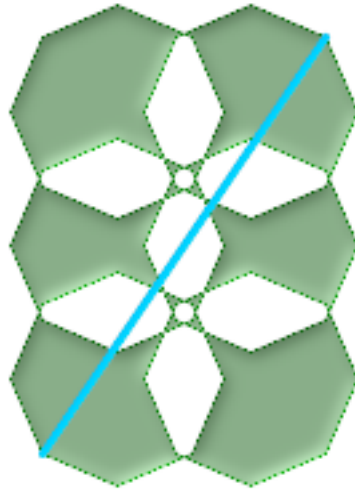
lline

-----  
LINESTRING(100 100,98 190)



*Longest line between two polygons*

```
SELECT ST_AsText(  
  ST_LongestLine(  
    ST_GeomFromText('POLYGON((175 150, 20 40,  
      50 60, 125 100, 175 150))'),  
    ST_Buffer(ST_GeomFromText('POINT(110 170)'), 20)  
  ) As llinewkt;  
  
  lline  
-----  
LINESTRING(20 40,121.111404660392 186.629392246051)
```



*Longest straight distance to travel from one part of a city to another. Note that the maximum distance is equal to the length of the line.*

```
SELECT ST_AsText( ST_LongestLine(c.geom, c.geom) AS llinewkt,
                ST_MaxDistance( c.geom,c.geom) AS max_dist,
                ST_Length( ST_LongestLine(c.geom, c.geom) AS lenll
FROM (SELECT ST_MakeValid( ST_Collect(geom)) AS geom
      FROM (SELECT ST_Translate( ST_SnapToGrid(
                ST_Buffer(
                    ST_Point(50 ,generate_series(50,190, 50)),
                    40, 'quad_segs=2'),1), x, 0) AS geom
              FROM generate_series(1,100,50) As x) AS foo
      ) AS c;
```

llinewkt	max_dist	lenll
LINESTRING(23 22,129 178)	188.605408193933	188.605408193933

### See Also

[ST\\_MaxDistance](#), [ST\\_MakeValid](#), [ST\\_ShortestLine](#), [ST\\_3DLongestLine](#)

### 8.12.17 ST\_3DLongestLine

`ST_3DLongestLine` — Returns the 3D longest line between two geometries

#### Synopsis

```
geometry ST_3DLongestLine(geometry g1, geometry g2);
```

#### Description

Returns the 3-dimensional longest line between two geometries. The function returns the first longest line if more than one. The line returned starts in g1 and ends in g2. The 3D length of the line is equal to the distance returned by [ST\\_3DMaxDistance](#).



Availability: 2.0.0

Changed: 2.2.0 - if 2 2D geometries are input, a 2D point is returned (instead of old behavior assuming 0 for missing Z). In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.



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



This function supports Polyhedral surfaces.

## Examples

### linestring and point -- both 3d and 2d longest line

```
SELECT ST_AsEWKT(ST_3DLongestLine(line,pt)) AS lol3d_line_pt,
       ST_AsEWKT(ST_LongestLine(line,pt)) As lol2d_line_pt
FROM (SELECT 'POINT(100 100 30)::geometry As pt,
            'LINESTRING (20 80 20, 98 190 1, 110 180 3, 50 75 1000)::' ←
       geometry As line
       ) As foo;
```

```
lol3d_line_pt      | lol2d_line_pt
-----+-----
LINESTRING(50 75 1000,100 100 30) | LINESTRING(98 190,100 100)
```

### linestring and multipoint -- both 3d and 2d longest line

```
SELECT ST_AsEWKT(ST_3DLongestLine(line,pt)) AS lol3d_line_pt,
       ST_AsEWKT(ST_LongestLine(line,pt)) As lol2d_line_pt
FROM (SELECT 'MULTIPOINT(100 100 30, 50 74 1000)::geometry As pt,
            'LINESTRING (20 80 20, 98 190 1, 110 180 3, 50 75 900)::' ←
       geometry As line
       ) As foo;
```

```
lol3d_line_pt      | lol2d_line_pt
-----+-----
LINESTRING(98 190 1,50 74 1000) | LINESTRING(98 190,50 74)
```

### MultiLineString and Polygon both 3d and 2d longest line

```
SELECT ST_AsEWKT(ST_3DLongestLine(poly, mline)) As lol3d,
       ST_AsEWKT(ST_LongestLine(poly, mline)) As lol2d
FROM (SELECT ST_GeomFromEWKT('POLYGON((175 150 5, 20 40 5, 35 45 5, 50 60 5, ←
100 100 5, 175 150 5))') As poly,
       ST_GeomFromEWKT('MULTILINESTRING((175 155 2, 20 40 20, 50 60 -2, 125 ←
100 1, 175 155 1),
       (1 10 2, 5 20 1))') As mline ) As foo;
```

```
lol3d      | lol2d
-----+-----
LINESTRING(175 150 5,1 10 2) | LINESTRING(175 150,1 10)
```

## See Also

[ST\\_3DClosestPoint](#), [ST\\_3DDistance](#), [ST\\_LongestLine](#), [ST\\_3DShortestLine](#), [ST\\_3DMaxDistance](#)

### 8.12.18 ST\_MaxDistance

ST\_MaxDistance — Returns the 2D largest distance between two geometries in projected units.

#### Synopsis

```
float ST_MaxDistance(geometry g1, geometry g2);
```

#### Description

Returns the 2-dimensional maximum distance between two geometries, in projected units. The maximum distance always occurs between two vertices. This is the length of the line returned by [ST\\_LongestLine](#).

If g1 and g2 are the same geometry, returns the distance between the two vertices farthest apart in that geometry.

Availability: 1.5.0

#### Examples

Maximum distance between a point and lines.

```
postgis=# SELECT ST_MaxDistance('POINT(0 0)::geometry, 'LINESTRING ( 2 0, 0 2 )'::geometry ←
);
 st_maxdistance
-----
2

postgis=# SELECT ST_MaxDistance('POINT(0 0)::geometry, 'LINESTRING ( 2 2, 2 2 )'::geometry ←
);
 st_maxdistance
-----
2.82842712474619
```

Maximum distance between vertices of a geometry.

```
SELECT ST_MaxDistance('POLYGON ((10 10, 10 0, 0 0, 10 10))'::geometry,
                      'POLYGON ((10 10, 10 0, 0 0, 10 10))'::geometry);
 st_maxdistance
-----
14.142135623730951
```

#### See Also

[ST\\_Distance](#), [ST\\_LongestLine](#), [ST\\_DFullyWithin](#)

### 8.12.19 ST\_3DMaxDistance

ST\_3DMaxDistance — Returns the 3D cartesian maximum distance (based on spatial ref) between two geometries in projected units.

#### Synopsis

```
float ST_3DMaxDistance(geometry g1, geometry g2);
```

**Description**

Returns the 3-dimensional maximum cartesian distance between two geometries in projected units (spatial ref units).



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



This function supports Polyhedral surfaces.

Availability: 2.0.0

Changed: 2.2.0 - In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.

**Examples**

```
-- 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
```

**See Also**

[ST\\_Distance](#), [ST\\_3DDWithin](#), [ST\\_3DMaxDistance](#), [ST\\_Transform](#)

**8.12.20 ST\_MinimumClearance**

`ST_MinimumClearance` — Returns the minimum clearance of a geometry, a measure of a geometry's robustness.

**Synopsis**

```
float ST_MinimumClearance(geometry g);
```

**Description**

It is possible for a geometry to meet the criteria for validity according to [ST\\_IsValid](#) (polygons) or [ST\\_IsSimple](#) (lines), but to become invalid if one of its vertices is moved by a small distance. This can happen due to loss of precision during conversion to text formats (such as WKT, KML, GML, GeoJSON), or binary formats that do not use double-precision floating point coordinates (e.g. MapInfo TAB).

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.

If a geometry has a minimum clearance of  $\epsilon$ , then:

- No two distinct vertices in the geometry are closer than the distance  $\epsilon$ .
- No vertex is closer than  $\epsilon$  to a line segment of which it is not an endpoint.

If no minimum clearance exists for a geometry (e.g. a single point, or a MultiPoint whose points are identical), the return value is `Infinity`.

To avoid validity issues caused by precision loss, [ST\\_ReducePrecision](#) can reduce coordinate precision while ensuring that polygonal geometry remains valid.

Availability: 2.3.0

### Examples

```
SELECT ST_MinimumClearance('POLYGON ((0 0, 1 0, 1 1, 0.5 3.2e-4, 0 0))');
st_minimumclearance
-----
0.00032
```

### See Also

[ST\\_MinimumClearanceLine](#), [ST\\_IsSimple](#), [ST\\_IsValid](#), [ST\\_ReducePrecision](#)

## 8.12.21 ST\_MinimumClearanceLine

`ST_MinimumClearanceLine` — Returns the two-point `LineString` spanning a geometry's minimum clearance.

### Synopsis

Geometry `ST_MinimumClearanceLine`(geometry g);

### Description

Returns the two-point `LineString` spanning a geometry's minimum clearance. If the geometry does not have a minimum clearance, `LINestring EMPTY` will be returned.

Performed by the GEOS module.

Availability: 2.3.0 - requires GEOS >= 3.6.0

### Examples

```
SELECT ST_AsText(ST_MinimumClearanceLine('POLYGON ((0 0, 1 0, 1 1, 0.5 3.2e-4, 0 0))'));
st_astext
-----
LINestring(0.5 0.00032,0.5 0)
```

### See Also

[ST\\_MinimumClearance](#)

## 8.12.22 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);
```

## Description

Returns the 2D perimeter of the geometry/geography if it is a ST\_Surface, ST\_MultiSurface (Polygon, MultiPolygon). 0 is returned for non-areal geometries. For linear geometries use [ST\\_Length](#). For geometry types, units for perimeter measures are specified by the spatial reference system of the geometry.

For geography types, the calculations are performed using the inverse geodesic problem, where perimeter units are in meters. If PostGIS is compiled with PROJ version 4.8.0 or later, the spheroid is specified by the SRID, otherwise it is exclusive to WGS84. If `use_spheroid=false`, then calculations will approximate a sphere instead of a spheroid.

Currently this is an alias for `ST_Perimeter2D`, but this may change to support higher dimensions.



This method implements the [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

Availability 2.0.0: Support for geography was introduced

## Examples: Geometry

Return perimeter in feet for Polygon and MultiPolygon. Note this is in feet because EPSG:2249 is Massachusetts State Plane Feet

```
SELECT ST_Perimeter(ST_GeomFromText('POLYGON((743238 2967416,743238 2967450,743265 2967450,
743265.625 2967416,743238 2967416))', 2249));
st_perimeter
-----
 122.630744000095
(1 row)
```

```
SELECT ST_Perimeter(ST_GeomFromText('MULTIPOLYGON(((763104.471273676 2949418.44119003,
763104.477769673 2949418.42538203,
763104.189609677 2949418.22343004,763104.471273676 2949418.44119003)),
((763104.471273676 2949418.44119003,763095.804579742 2949436.33850239,
763086.132105649 2949451.46730207,763078.452329651 2949462.11549407,
763075.354136904 2949466.17407812,763064.362142565 2949477.64291974,
763059.953961626 2949481.28983009,762994.637609571 2949532.04103014,
762990.568508415 2949535.06640477,762986.710889563 2949539.61421415,
763117.237897679 2949709.50493431,763235.236617789 2949617.95619822,
763287.718121842 2949562.20592617,763111.553321674 2949423.91664605,
763104.471273676 2949418.44119003)))', 2249));
st_perimeter
-----
 845.227713366825
(1 row)
```

## Examples: Geography

Return perimeter in meters and feet for Polygon and MultiPolygon. Note this is geography (WGS 84 long lat)

```
SELECT ST_Perimeter(geog) As per_meters, ST_Perimeter(geog)/0.3048 As per_ft
FROM ST_GeogFromText('POLYGON((-71.1776848522251 42.3902896512902,-71.1776843766326 ↔
42.3903829478009,
```

```

-71.1775844305465 42.3903826677917,-71.1775825927231 42.3902893647987,-71.1776848522251  ←
  42.3902896512902))') As geog;

  per_meters      |      per_ft
-----+-----
37.3790462565251 | 122.634666195949

-- MultiPolygon example --
SELECT  ST_Perimeter(geog) As per_meters, ST_Perimeter(geog,false) As per_sphere_meters,  ←
        ST_Perimeter(geog)/0.3048 As per_ft
FROM    ST_GeogFromText('MULTIPOLYGON((( -71.1044543107478 42.340674480411,-71.1044542869917  ←
        42.3406744369506,
-71.1044553562977 42.340673886454,-71.1044543107478 42.340674480411)),
((-71.1044543107478 42.340674480411,-71.1044860600303 42.3407237015564,-71.1045215770124  ←
        42.3407653385914,
-71.1045498002983 42.3407946553165,-71.1045611902745 42.3408058316308,-71.1046016507427  ←
        42.340837442371,
-71.104617893173 42.3408475056957,-71.1048586153981 42.3409875993595,-71.1048736143677  ←
        42.3409959528211,
-71.1048878050242 42.3410084812078,-71.1044020965803 42.3414730072048,
-71.1039672113619 42.3412202916693,-71.1037740497748 42.3410666421308,
-71.1044280218456 42.3406894151355,-71.1044543107478 42.340674480411)))') As geog;

  per_meters      | per_sphere_meters |      per_ft
-----+-----+-----
257.634283683311 | 257.412311446337 | 845.256836231335

```

**See Also**

[ST\\_GeogFromText](#), [ST\\_GeomFromText](#), [ST\\_Length](#)

**8.12.23 ST\_Perimeter2D**

`ST_Perimeter2D` — Returns the 2D perimeter of a polygonal geometry. Alias for `ST_Perimeter`.

**Synopsis**

```
float ST_Perimeter2D(geometry geomA);
```

**Description**

Returns the 2-dimensional perimeter of a polygonal geometry.

**Note**

This is currently an alias for `ST_Perimeter`. In future versions `ST_Perimeter` may return the highest dimension perimeter for a geometry. This is still under consideration

**See Also**

[ST\\_Perimeter](#)

### 8.12.24 ST\_3DPerimeter

ST\_3DPerimeter — Returns the 3D perimeter of a polygonal geometry.

#### Synopsis

```
float ST_3DPerimeter(geometry geomA);
```

#### Description

Returns the 3-dimensional perimeter of the geometry, if it is a polygon or multi-polygon. If the geometry is 2-dimensional, then the 2-dimensional perimeter is returned.



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

Changed: 2.0.0 In prior versions this used to be called ST\_Perimeter3D

#### Examples

Perimeter of a slightly elevated polygon in the air in Massachusetts state plane feet

```
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

#### See Also

[ST\\_GeomFromEWKT](#), [ST\\_Perimeter](#), [ST\\_Perimeter2D](#)

### 8.12.25 ST\_Project

ST\_Project — Returns a point projected from a start point by a distance and bearing (azimuth).

#### Synopsis

```
geography ST_Project(geography g1, float distance, float azimuth);
```

#### Description

Returns a point projected from a start point along a geodesic using a given distance and azimuth (bearing). This is known as the direct geodesic problem.

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 (azimuth zero). 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.

Availability: 2.0.0

Enhanced: 2.4.0 Allow negative distance and non-normalized 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)));

          st_astext
-----
POINT(0.635231029125537 0.639472334729198)
(1 row)
```

**See Also**

[ST\\_Azimuth](#), [ST\\_Distance](#), [PostgreSQL function radians\(\)](#)

**8.12.26 ST\_ShortestLine**

`ST_ShortestLine` — Returns the 2D shortest line between two geometries

**Synopsis**

geometry **ST\_ShortestLine**(geometry g1, geometry g2);

**Description**


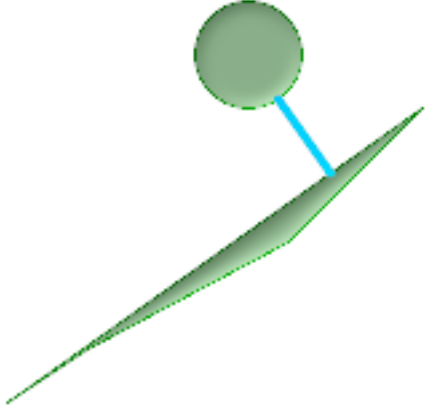
Returns the 2-dimensional shortest line between two geometries. The function will only return the first shortest line if more than one, that the function finds. If g1 and g2 intersects in just one point the function will return a line with both start and end in that intersection-point. If g1 and g2 are intersecting with more than one point the function will return a line with start and end in the same point but it can be any of the intersecting points. The line returned will always start in g1 and end in g2. The length of the line this function returns will always be the same as `ST_Distance` returns for g1 and g2.

Availability: 1.5.0

**Examples**

---



 <p><i>Shortest line between point and linestring</i></p> <pre>SELECT ST_AsText (   ST_ShortestLine('POINT(100 100) ←   '::geometry,   'LINESTRING (20 80, 98 ←   190, 110 180, 50 75 )'::geometry)   ) As sline;  sline ----- LINESTRING(100 100,73.0769230769231 ←   115.384615384615)</pre>	 <p><i>shortest line between polygon and polygon</i></p> <pre>SELECT ST_AsText (   ST_ShortestLine(     ST_GeomFromText(' ←     POLYGON((175 150, 20 40, 50 60, 125 100, 175 150) ←     ST_Buffer( ←     ST_GeomFromText('POINT(110 170)'), 20)     )   ) As slinewkt;  LINESTRING(140.752120669087 ←   125.695053378061,121.111404660392 153.3706077539)</pre>
---	---

**See Also**

[ST\\_ClosestPoint](#), [ST\\_Distance](#), [ST\\_LongestLine](#), [ST\\_MaxDistance](#)

**8.12.27 ST\_3DShortestLine**

`ST_3DShortestLine` — Returns the 3D shortest line between two geometries

**Synopsis**



geometry `ST_3DShortestLine`(geometry g1, geometry g2);

**Description**

Returns the 3-dimensional shortest line between two geometries. The function will only return the first shortest line if more than one, that the function finds. If g1 and g2 intersects in just one point the function will return a line with both start and end in that intersection-point. If g1 and g2 are intersecting with more than one point the function will return a line with start and end in the same point but it can be any of the intersecting points. The line returned will always start in g1 and end in g2. The 3D length of the line this function returns will always be the same as `ST_3DDistance` returns for g1 and g2.

Availability: 2.0.0

Changed: 2.2.0 - if 2 2D geometries are input, a 2D point is returned (instead of old behavior assuming 0 for missing Z). In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.

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

**Examples**

```

linestring and point -- both 3d and 2d shortest line

SELECT ST_AsEWKT(ST_3DShortestLine(line,pt)) AS shl3d_line_pt,
       ST_AsEWKT(ST_ShortestLine(line,pt)) As shl2d_line_pt
FROM (SELECT 'POINT(100 100 30)>:::geometry As pt,
            'LINESTRING (20 80 20, 98 190 1, 110 180 3, 50 75 1000)>::: ←
      geometry As line
      ) As foo;

shl3d_line_pt                                     | ←
-----
shl2d_line_pt                                     | ←
-----
LINESTRING(54.6993798867619 128.935022917228 11.5475869506606,100 100 30) | ←
LINESTRING(73.0769230769231 115.384615384615,100 100)

linestring and multipoint -- both 3d and 2d shortest line

SELECT ST_AsEWKT(ST_3DShortestLine(line,pt)) AS shl3d_line_pt,
       ST_AsEWKT(ST_ShortestLine(line,pt)) As shl2d_line_pt
FROM (SELECT 'MULTIPOINT(100 100 30, 50 74 1000)>:::geometry As pt,
            'LINESTRING (20 80 20, 98 190 1, 110 180 3, 50 75 900)>::: ←
      geometry As line
      ) As foo;

shl2d_line_pt                                     | ←
shl3d_line_pt                                     | ←
-----
LINESTRING(54.6993798867619 128.935022917228 11.5475869506606,100 100 30) | LINESTRING ←
(50 75,50 74)

MultiLineString and polygon both 3d and 2d shortest line

SELECT ST_AsEWKT(ST_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)
    
```

**See Also**

[ST\\_3DClosestPoint](#), [ST\\_3DDistance](#), [ST\\_LongestLine](#), [ST\\_ShortestLine](#), [ST\\_3DMaxDistance](#)

## 8.13 Overlay Functions

### 8.13.1 ST\_ClipByBox2D

`ST_ClipByBox2D` — Computes the portion of a geometry falling within a rectangle.

**Synopsis**

```
geometry ST_ClipByBox2D(geometry geom, box2d box);
```

**Description**

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).

Performed by the GEOS module.

Availability: 2.2.0

**Examples**

```
-- Rely on implicit cast from geometry to box2d for the second parameter
SELECT ST_ClipByBox2D(geom, ST_MakeEnvelope(0,0,10,10)) FROM mytab;
```

**See Also**

[ST\\_Intersection](#), [ST\\_MakeBox2D](#), [ST\\_MakeEnvelope](#)

### 8.13.2 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);
```

**Description**

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.

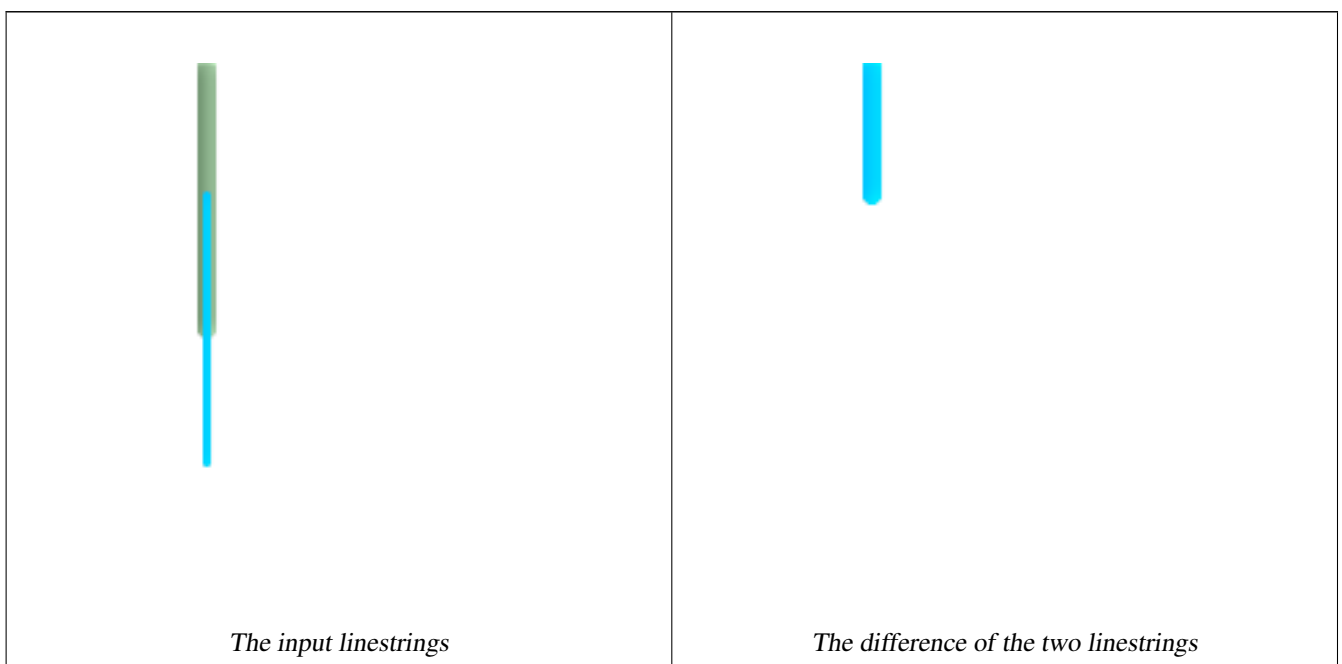
If the optional `gridSize` argument is provided, the inputs are snapped to a grid of the given size, and the result vertices are computed on that same grid. (Requires GEOS-3.9.0 or higher)

Performed by the GEOS module

Enhanced: 3.1.0 accept a `gridSize` parameter - requires GEOS  $\geq$  3.9.0

-  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 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.

## Examples



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)
```

### See Also

[ST\\_SymDifference](#), [ST\\_Intersection](#), [ST\\_Union](#)

### 8.13.3 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 );
```

#### Description

Returns a geometry representing the point-set intersection of two geometries. In other words, that portion of geometry A and geometry B that is shared between the two geometries.

If the geometries have no points in common (i.e. are disjoint) then an empty atomic geometry of appropriate type is returned.

If the optional `gridSize` argument is provided, the inputs are snapped to a grid of the given size, and the result vertices are computed on that same grid. (Requires GEOS-3.9.0 or higher)

`ST_Intersection` in conjunction with [ST\\_Intersects](#) is useful for clipping geometries such as in bounding box, buffer, or region queries where you only require the portion of a geometry that is inside a country or region of interest.

---

#### Note



Geography: For geography this is really a thin wrapper around the geometry implementation. It first determines the best SRID that fits the bounding box of the 2 geography objects (if geography objects are within one half zone UTM but not same UTM will pick one of those) (favoring UTM or Lambert Azimuthal Equal Area (LAEA) north/south pole, and falling back on mercator in worst case scenario) and then intersection in that best fit planar spatial ref and retransforms back to WGS84 geography.



#### Warning

This function will drop the M coordinate values if present.



#### Warning

If working with 3D geometries, you may want to use SFGCAL based [ST\\_3DIntersection](#) which does a proper 3D intersection for 3D geometries. Although this function works with Z-coordinate, it does an averaging of Z-Coordinate.

---

Performed by the GEOS module

Enhanced: 3.1.0 accept a `gridSize` parameter - requires GEOS >= 3.9.0

---

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.

### Examples

```
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)

```

**See Also**

[ST\\_3DIntersection](#), [ST\\_Difference](#), [ST\\_Union](#), [ST\\_Dimension](#), [ST\\_Dump](#), [ST\\_Force2D](#), [ST\\_SymDifference](#), [ST\\_Intersects](#), [ST\\_Multi](#)

**8.13.4 ST\_MemUnion**

`ST_MemUnion` — Aggregate function which unions geometries in a memory-efficient but slower way

**Synopsis**

geometry **ST\_MemUnion**(geometry set geomfield);

**Description**

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.

**Examples**

```

SELECT id,
       ST_MemUnion(geom) as singlegeom
FROM sometable f
GROUP BY id;

```

**See Also**

[ST\\_Union](#)

**8.13.5 ST\_Node**

`ST_Node` — Nodes a collection of lines.

## Synopsis

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

## Description

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](#).



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

Performed by the GEOS module.

Availability: 2.0.0

Changed: 2.4.0 this function uses GEOSNode internally instead of GEOSUnaryUnion. This may cause the resulting linestrings to have a different order and direction compared to PostGIS < 2.4.

## Examples

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;
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;
output
-----
MULTILINESTRING((2 5,2 3),(2 3,2 1,4 1),(4 1,2 3),(4 1,6 1),(6 1,7 1))
```

## See Also

[ST\\_UnaryUnion](#)

### 8.13.6 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);



## Description

The function supports splitting a `LineString` by a `(Multi)Point`, `(Multi)LineString` or `(Multi)Polygon` boundary, or a `(Multi)Polygon` by a `LineString`. 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).

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.



### Note

To improve the robustness of `ST_Split` it may be convenient to `ST_Snap` the input to the blade in advance using a very low tolerance. Otherwise the internally used coordinate grid may cause tolerance problems, where coordinates of input and blade do not fall onto each other and the input is not being split correctly (see [#2192](#)).

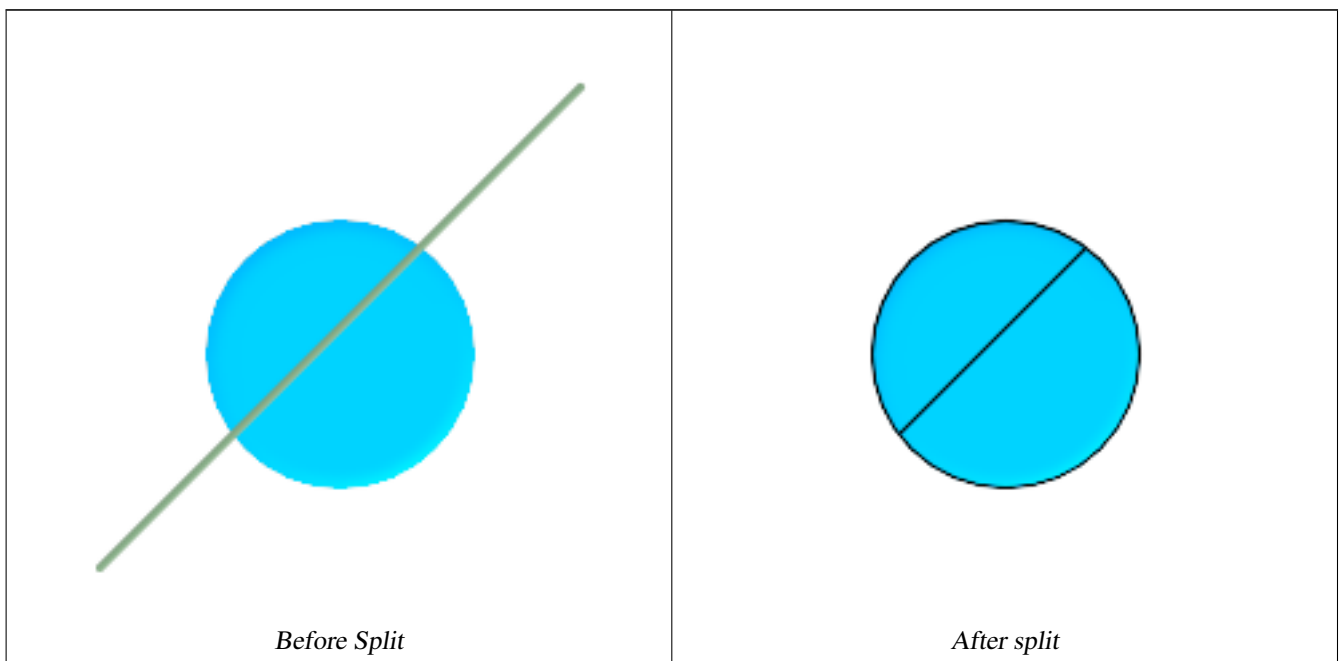


### Note

When a `(Multi)Polygon` is passed as as the blade, its linear components (the boundary) are used for cutting the input.

## Examples

### Polygon Cut by Line



```
-- this creates a geometry collection consisting of the 2 halves of the polygon
-- this is similar to the example we demonstrated in ST_BuildArea
SELECT ST_Split(circle, line)
FROM (SELECT
  ST_MakeLine(ST_Point(10, 10),ST_Point(190, 190)) As line,
  ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50) As circle) As foo;
```

```

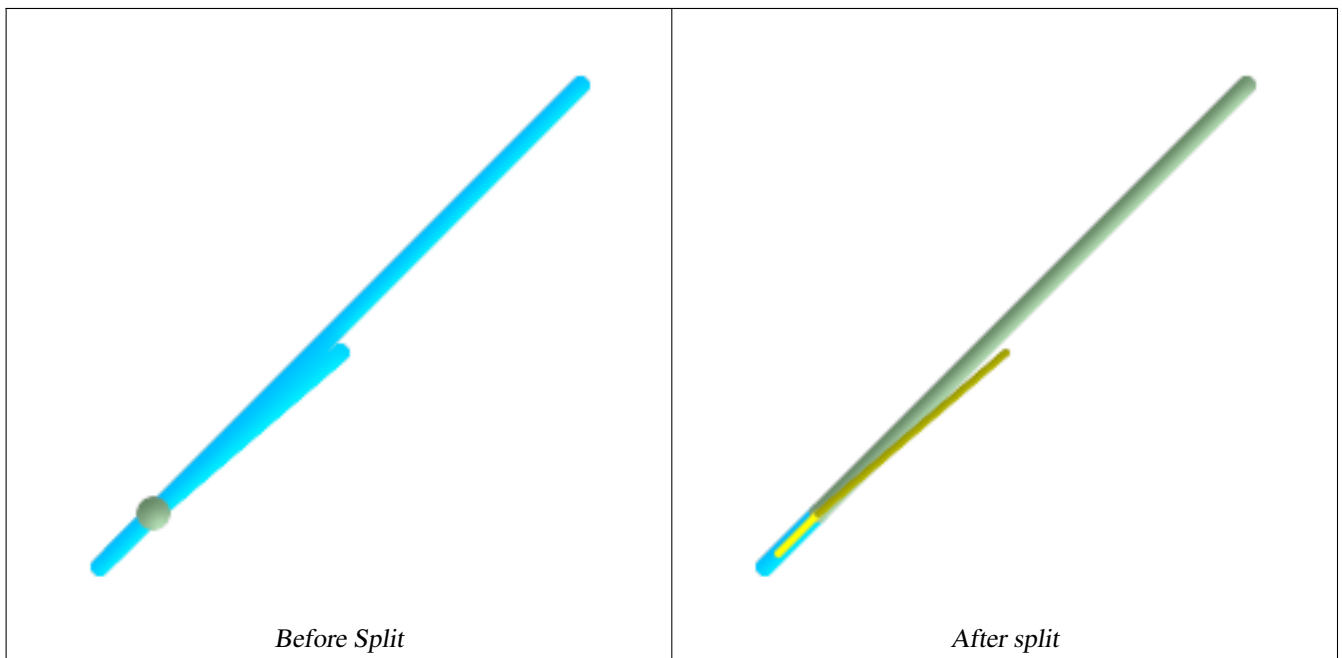
-- result --
GEOMETRYCOLLECTION(POLYGON((150 90,149.039264020162 80.2454838991936,146.193976625564 ←
  70.8658283817455,..), POLYGON(..))

-- To convert to individual polygons, you can use ST_Dump or ST_GeometryN
SELECT ST_AsText((ST_Dump(ST_Split(circle, line))).geom) As wkt
FROM (SELECT
  ST_MakeLine(ST_Point(10, 10),ST_Point(190, 190)) As line,
  ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50) As circle) As foo;

-- result --
wkt
-----
POLYGON((150 90,149.039264020162 80.2454838991936,..))
POLYGON((60.1371179574584 60.1371179574584,58.4265193848728 ←
  62.2214883490198,53.8060233744357 ..))

```

### Multilinestring Cut by point



```

SELECT ST_AsText(ST_Split(mline, pt)) As wktcut
FROM (SELECT
  ST_GeomFromText('MULTILINESTRING((10 10, 190 190), (15 15, 30 30, 100 90))') As mline,
  ST_Point(30,30) As pt) As foo;

wktcut
-----
GEOMETRYCOLLECTION(
  LINestring(10 10,30 30),
  LINestring(30 30,190 190),
  LINestring(15 15,30 30),
  LINestring(30 30,100 90)
)

```

**See Also**

[ST\\_AsText](#), [ST\\_BuildArea](#), [ST\\_CollectionExtract](#), [ST\\_Dump](#), [ST\\_GeometryN](#), [ST\\_Subdivide](#), [ST\\_Union](#)

**8.13.7 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);

**Description**

Divides geometry into parts using rectilinear lines, until each part can be represented using no more than `max_vertices`. Point-in-polygon and other spatial operations are normally faster for indexed subdivided dataset: "miss" cases are faster to check as boxes for all parts typically cover smaller area than original geometry box, "hit" cases are faster because recheck operates on less points. `max_vertices` must be 5 or more, as 5 points are needed to represent a closed box. `gridSize` can be specified to have clipping work in fixed-precision space (requires GEOS-3.9.0+).

Performed by the GEOS module.

Availability: 2.2.0

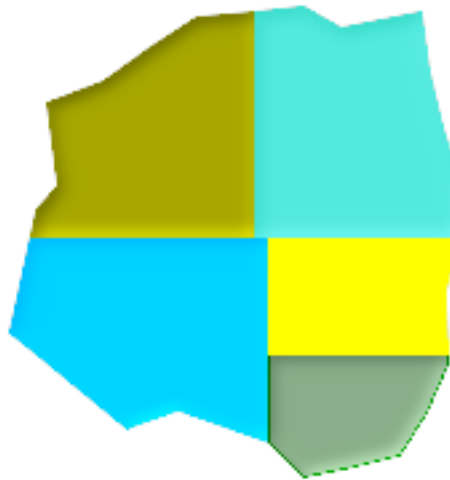
Enhanced: 2.5.0 reuses existing points on polygon split, vertex count is lowered from 8 to 5.

Enhanced: 3.1.0 accept a `gridSize` parameter, requires GEOS >= 3.9.0 to use this new feature.

**Examples**

```
-- Subdivide complex geometries in table, in place
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;
```

```
-- Create a new subdivided table suitable for joining to the original
CREATE TABLE subdivided_geoms AS
SELECT pkey, ST_Subdivide(geom) AS geom
FROM original_geoms;
```



*Subdivide max 10 vertices*

```
SELECT row_number() OVER() As rn, ST_AsText(geom) As wkt
FROM ( SELECT ST_SubDivide('POLYGON((132 10,119 23,85 35,68 29,66 28,49 42,32 56,22
    64,32 110,40 119,36 150,
    57 158,75 171,92 182,114 184,132 186,146 178,176 184,179 162,184 141,190 122,
    190 100,185 79,186 56,186 52,178 34,168 18,147 13,132 10))'::geometry,10)) As f(geom);
```

rn	wkt
1	POLYGON((119 23,85 35,68 29,66 28,32 56,22 64,29.8260869565217 100,119 100,119 23))
2	POLYGON((132 10,119 23,119 56,186 56,186 52,178 34,168 18,147 13,132 10))
3	POLYGON((119 56,119 100,190 100,185 79,186 56,119 56))
4	POLYGON((29.8260869565217 100,32 110,40 119,36 150,57 158,75 171,92 182,114 184,114 100,29.8260869565217 100))
5	POLYGON((114 184,132 186,146 178,176 184,179 162,184 141,190 122,190 100,114 100,114 184))



*Useful in conjunction with `ST_Segmentize(geometry)` to create additional vertices that can then be used for splitting.*

```
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)
```

## See Also

[ST\\_AsText](#), [ST\\_ClipByBox2D](#), [ST\\_Segmentize](#), [ST\\_Split](#), [ST\\_NPoints](#)

## 8.13.8 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);
```

### Description

Returns a geometry representing the portions of geometries A and B that do not intersect. This is equivalent to `ST_Union(A,B) - ST_Intersection(A,B)`. It is called a symmetric difference because `ST_SymDifference(A,B) = ST_SymDifference(B,A)`.

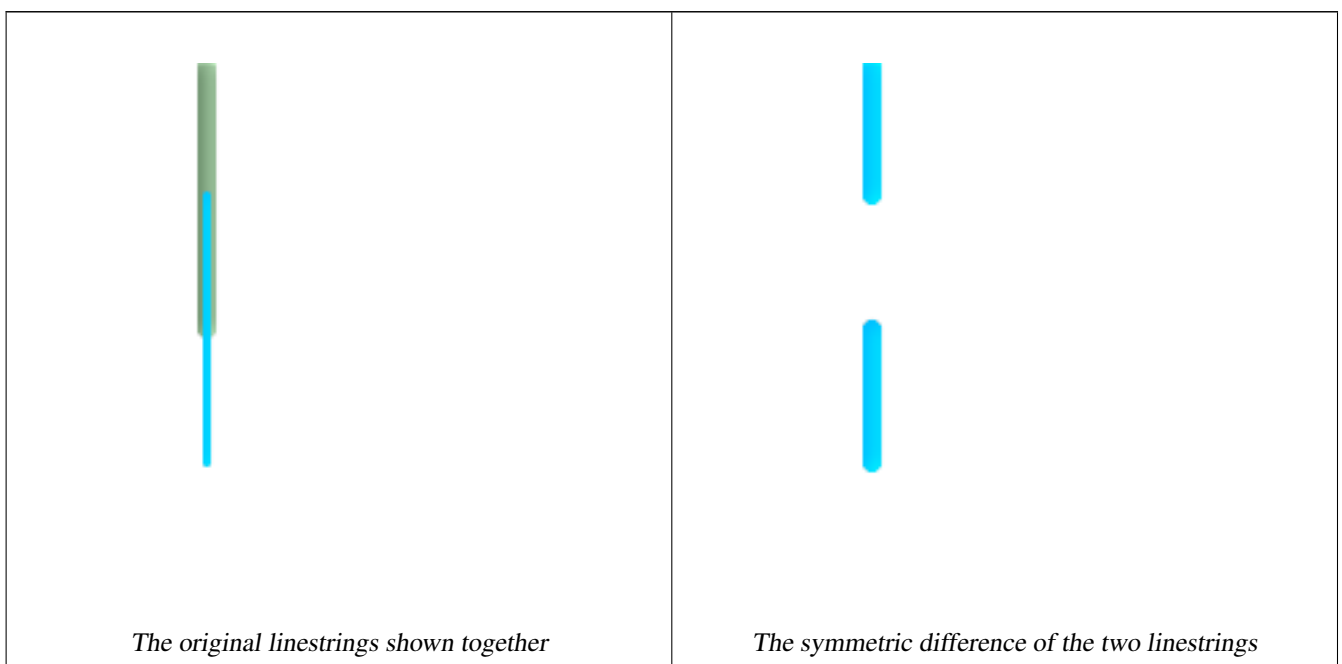
If the optional `gridSize` argument is provided, the inputs are snapped to a grid of the given size, and the result vertices are computed on that same grid. (Requires GEOS-3.9.0 or higher)

Performed by the GEOS module

Enhanced: 3.1.0 accept a `gridSize` parameter - requires GEOS  $\geq$  3.9.0

- ✔ 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 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.

## Examples



```
--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))
```

**See Also**

[ST\\_Difference](#), [ST\\_Intersection](#), [ST\\_Union](#)

### 8.13.9 ST\_UnaryUnion

ST\_UnaryUnion — Computes the union of the components of a single geometry.

**Synopsis**

```
geometry ST_UnaryUnion(geometry geom, float8 gridSize = -1);
```

**Description**

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 components of the input. This allow using this function 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.)

Another use of this function is to node and dissolve a collection of linestrings. (This can also be done with [ST\\_Node](#).)

It is possible to mix ST\_UnaryUnion with [ST\\_Collect](#) to fine-tune how many geometries are be unioned at once. This allows trading off between memory usage and compute time, striking a balance between ST\_Union and [ST\\_MemUnion](#).

If the optional `gridSize` argument is provided, the inputs are snapped to a grid of the given size, and the result vertices are computed on that same grid. (Requires GEOS-3.9.0 or higher)



This function supports 3d and will not drop the z-index. However, the result is computed using XY only. The result Z values are copied, averaged or interpolated.

Enhanced: 3.1.0 accept a `gridSize` parameter - requires GEOS >= 3.9.0

Availability: 2.0.0

**See Also**

[ST\\_Union](#), [ST\\_MemUnion](#), [ST\\_Collect](#), [ST\\_Node](#)

### 8.13.10 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);
```

## Description

Unions the input geometries, merging geometry to produce a result geometry with no overlaps. The output may be an atomic geometry, a MultiGeometry, or a Geometry Collection. Comes in several variants:

**Two-input variant:** returns a geometry that is the union of two input geometries. If either input is NULL, then NULL is returned.

**Array variant:** returns a geometry that is the union of an array of geometries.

**Aggregate variant:** returns a geometry that is the union of a rowset of geometries. The ST\_Union() function is an "aggregate" function in the terminology of PostgreSQL. That means that it operates on rows of data, in the same way the SUM() and AVG() functions do and like most aggregates, it also ignores NULL geometries.

See [ST\\_UnaryUnion](#) for a non-aggregate, single-input variant.

The ST\_Union array and set variants use the fast Cascaded Union algorithm described in <http://blog.cleverelephant.ca/2009/01/must-faster-unions-in-postgis-14.html>

A `gridSize` can be specified to work in fixed-precision space. The inputs are snapped to a grid of the given size, and the result vertices are computed on that same grid. (Requires GEOS-3.9.0 or higher)



### Note

[ST\\_Collect](#) may sometimes be used in place of ST\_Union, if the result is not required to be non-overlapping. ST\_Collect is usually faster than ST\_Union because it performs no processing on the collected geometries.

Performed by the GEOS module.

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  $\geq$  3.9.0

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.

## Examples

### 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))
```

**See Also**

[ST\\_Collect](#), [ST\\_UnaryUnion](#), [ST\\_MemUnion](#), [ST\\_Intersection](#), [ST\\_Difference](#), [ST\\_SymDifference](#)

## 8.14 Geometry Processing

### 8.14.1 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);
```

**Description**

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 wrapper around the geometry implementation. It determines a planar spatial reference system that best fits the bounding box of the geography object (trying UTM, Lambert Azimuthal Equal Area (LAEA) North/South pole, and finally Mercator). The buffer is computed in the planar space, and then transformed back to WGS84. This may not produce the desired behavior if the input object is much larger than a UTM zone or crosses the dateline

**Note**

Buffer output is always a valid polygonal geometry. Buffer can handle invalid inputs, so buffering by distance 0 is sometimes used as a way of repairing invalid polygons. [ST\\_MakeValid](#) can also be used for this purpose.

**Note**

Buffering is sometimes used to perform a within-distance search. For this use case it is more efficient to use [ST\\_DWithin](#).

**Note**

This function ignores the Z dimension. It always gives a 2D result even when used on a 3D geometry.

Enhanced: 2.5.0 - `ST_Buffer` geometry support was enhanced to allow for side buffering specification `side=both|left|right`.

Availability: 1.5 - `ST_Buffer` was enhanced to support different endcaps and join types. These are useful for example to convert road linestrings into polygon roads with flat or square edges instead of rounded edges. Thin wrapper for geography was added.

Performed by the GEOS module.



This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#). s2.1.1.3

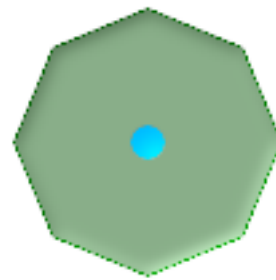


This method implements the SQL/MM specification. SQL-MM 3: 5.1.17

**Examples**

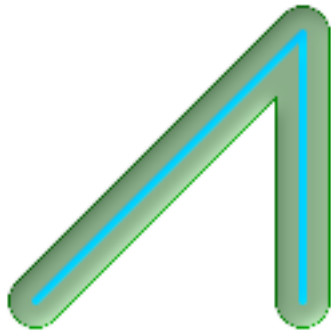
*quad\_segs=8 (default)*

```
SELECT ST_Buffer(
  ST_GeomFromText('POINT(100 90)'),
  50, 'quad_segs=8');
```



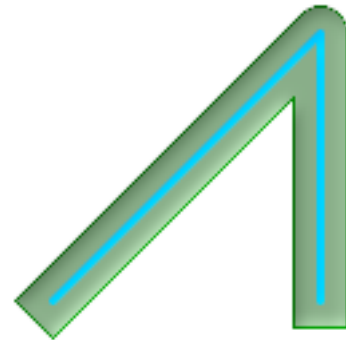
*quad\_segs=2 (lame)*

```
SELECT ST_Buffer(
  ST_GeomFromText('POINT(100 90)'),
  50, 'quad_segs=2');
```



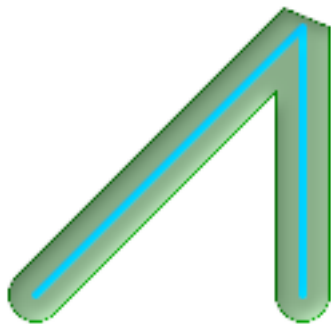
*endcap=round join=round (default)*

```
SELECT ST_Buffer(
  ST_GeomFromText(
    'LINESTRING(50 50,150 150,150 50)'
  ), 10, 'endcap=round join=round');
```



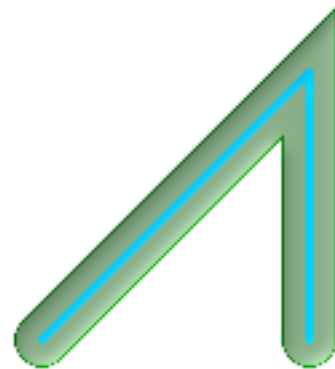
*endcap=square*

```
SELECT ST_Buffer(
  ST_GeomFromText(
    'LINESTRING(50 50,150 150,150 50)'
  ), 10, 'endcap=square join=round');
```



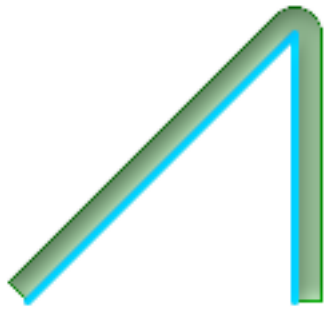
*join=bevel*

```
SELECT ST_Buffer(
  ST_GeomFromText(
    'LINESTRING(50 50,150 150,150 50)'
  ), 10, 'join=bevel');
```



*join=mitre mitre\_limit=5.0 (default mitre limit)*

```
SELECT ST_Buffer(
  ST_GeomFromText(
    'LINESTRING(50 50,150 150,150 50)'
  ), 10, 'join=mitre mitre_limit=5.0');
```



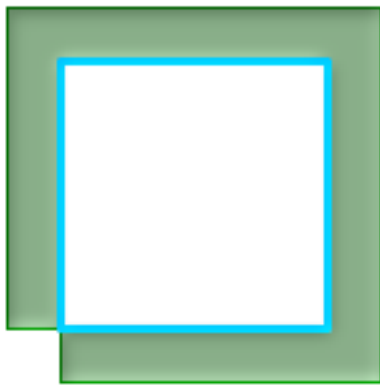
*side=left*

```
SELECT ST_Buffer(
  ST_GeomFromText(
    'LINESTRING(50 50,150 150,150 50)'
  ), 10, 'side=left');
```



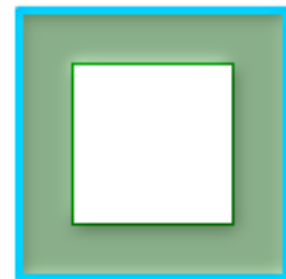
*side=right*

```
SELECT ST_Buffer(
  ST_GeomFromText(
    'LINESTRING(50 50,150 150,150 50)'
  ), 10, 'side=right');
```



*right-hand-winding, polygon boundary side=left*

```
SELECT ST_Buffer(
  ST_ForceRHR(
    ST_Boundary(
      ST_GeomFromText(
        'POLYGON ((50 50, 50 150, 150 150, 150 50, 50 50))'
      )
    ), 20, 'side=left');
```



*right-hand-winding, polygon boundary side=right*

```
SELECT ST_Buffer(
  ST_ForceRHR(
    ST_Boundary(
      ST_GeomFromText(
        'POLYGON ((50 50, 50 150, 150 150, 150 50, 50 50))'
      )
    ), 20, 'side=right');
```

--A buffered point approximates a circle  
 -- A buffered point forcing approximation of (see diagram)

```

-- 2 points per quarter circle is poly with 8 sides (see diagram)
SELECT ST_NPoints(ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50)) As ←
    promisingcircle_pcount,
ST_NPoints(ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50, 2)) As lamecircle_pcount;

promisingcircle_pcount | lamecircle_pcount
-----+-----
                33 |                9

--A lighter but lamer circle
-- only 2 points per quarter circle is an octagon
--Below is a 100 meter octagon
-- Note coordinates are in NAD 83 long lat which we transform
to Mass state plane meter and then buffer to get measurements in meters;
SELECT ST_AsText(ST_Buffer(
ST_Transform(
ST_SetSRID(ST_Point(-71.063526, 42.35785), 4269), 26986)
,100,2)) As octagon;
-----
POLYGON((236057.59057465 900908.759918696,236028.301252769 900838.049240578,235
957.59057465 900808.759918696,235886.879896532 900838.049240578,235857.59057465
900908.759918696,235886.879896532 900979.470596815,235957.59057465 901008.759918
696,236028.301252769 900979.470596815,236057.59057465 900908.759918696))

```

**See Also**

[ST\\_Collect](#), [ST\\_DWithin](#), [ST\\_SetSRID](#), [ST\\_Transform](#), [ST\\_Union](#), [ST\\_MakeValid](#)

**8.14.2 ST\_BuildArea**

**ST\_BuildArea** — Creates a polygonal geometry formed by the linework of a geometry.

**Synopsis**

```
geometry ST_BuildArea(geometry geom);
```

**Description**

Creates an areal geometry formed by the constituent linework of the input geometry. The input can be **LINESTRINGS**, **MULTILINESTRINGS**, **POLYGONS**, **MULTIPOLYGONS**, and **GeometryCollections**. The result is a **Polygon** or **MultiPolygon**, depending on input. If the input linework does not form polygons, **NULL** is returned.

This function assumes all inner geometries represent holes

**Note**

Input linework must be correctly noded for this function to work properly

Availability: 1.1.0

## Examples



*These will create a donut*

```
--using polygons
SELECT ST_BuildArea(ST_Collect(smallc,bigc))
FROM (SELECT
  ST_Buffer(
    ST_GeomFromText('POINT(100 90)'), 25) As smallc,
    ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50) As bigc) As foo;

--using linestrings
SELECT ST_BuildArea(ST_Collect(smallc,bigc))
FROM (SELECT
  ST_ExteriorRing(ST_Buffer(
    ST_GeomFromText('POINT(100 90)'), 25)) As smallc,
  ST_ExteriorRing(ST_Buffer(ST_GeomFromText('POINT(100 90)'), 50)) As bigc) As foo;
```

## See Also

[ST\\_Node](#), [ST\\_MakePolygon](#), [ST\\_MakeValid](#), [ST\\_BdPolyFromText](#), [ST\\_BdMPolyFromText](#) (wrappers to this function with standard OGC interface)

### 8.14.3 ST\_Centroid

`ST_Centroid` — Returns the geometric center of a geometry.

#### Synopsis

```
geometry ST_Centroid(geometry g1);
geography ST_Centroid(geography g1, boolean use_spheroid=true);
```

#### Description

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](#).

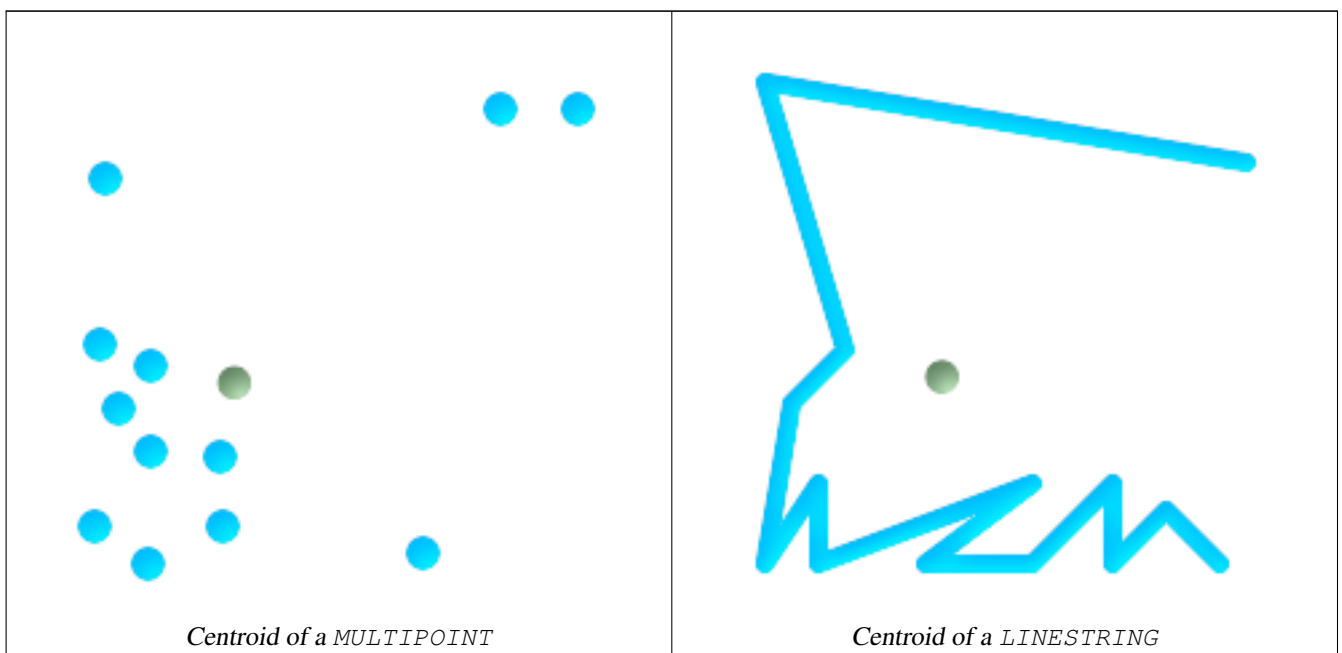
New in 2.3.0 : supports CIRCULARSTRING and COMPOUNDCURVE (using CurveToLine)

Availability: 2.4.0 support for geography was introduced.

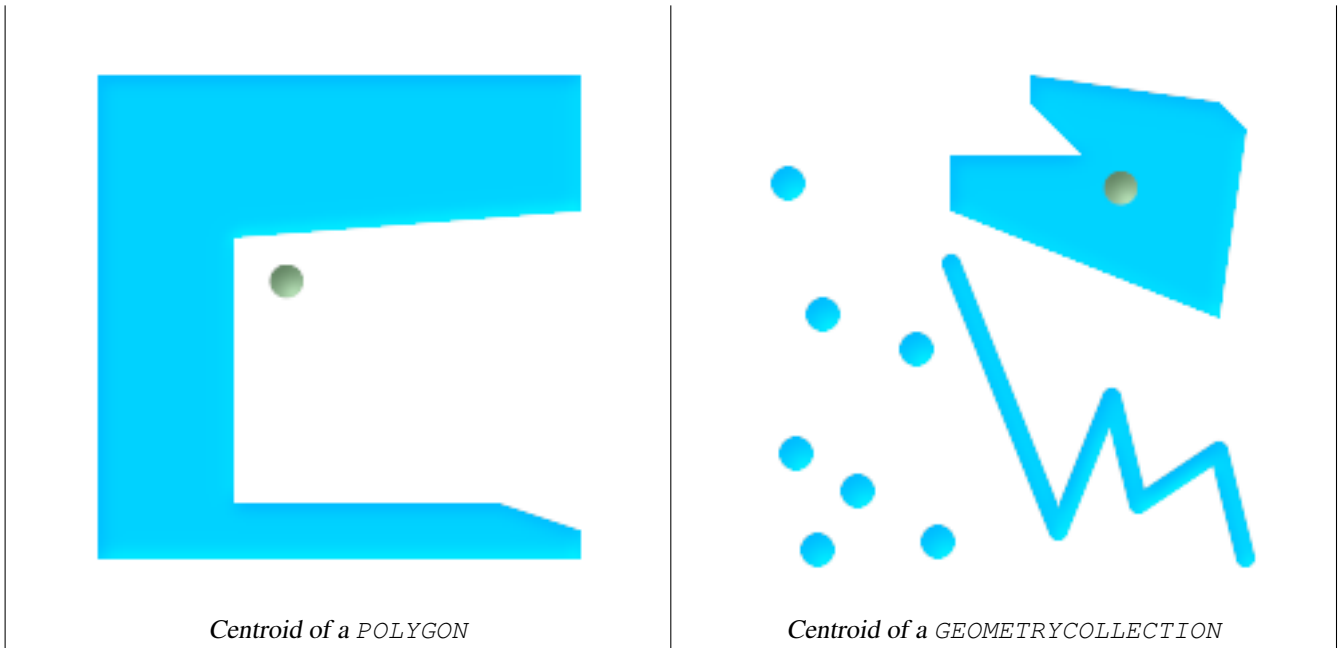
- ✔ This method implements the [OGC Simple Features Implementation Specification for SQL 1.1](#).
- ✔ This method implements the SQL/MM specification. SQL-MM 3: 8.1.4, 9.5.5

## Examples

In the following illustrations the green dot is the centroid of the source geometry.







```

SELECT ST_AsText(ST_Centroid('MULTIPOINT ( -1 0, -1 2, -1 3, -1 4, -1 7, 0 1, 0 3, 1 1, 2 0, 6 0, 7 8, 9 8, 10 6 )'));
          st_astext
-----
POINT(2.30769230769231 3.30769230769231)
(1 row)

SELECT ST_AsText(ST_Centroid(g))
FROM   ST_GeomFromText ('CIRCULARSTRING(0 2, -1 1,0 0, 0.5 0, 1 0, 2 1, 1 2, 0.5 2, 0 2)') AS g ;
-----
POINT(0.5 1)

SELECT ST_AsText(ST_Centroid(g))
FROM   ST_GeomFromText ('COMPOUNDCURVE(CIRCULARSTRING(0 2, -1 1,0 0),(0 0, 0.5 0, 1 0), CIRCULARSTRING( 1 0, 2 1, 1 2),(1 2, 0.5 2, 0 2))' ) AS g;
-----
POINT(0.5 1)

```

#### See Also

[ST\\_PointOnSurface](#), [ST\\_GeometricMedian](#)

#### 8.14.4 ST\_ConcaveHull

`ST_ConcaveHull` — Computes a possibly concave geometry that encloses all input geometry vertices

#### Synopsis

geometry `ST_ConcaveHull`(geometry geom, float target\_percent, boolean allow\_holes = false);

## Description

A concave hull of a geometry represents a possibly concave geometry that encloses the input geometry. The result is a single polygon, line or point. It will not contain holes unless the optional `allow_holes` argument is specified as true.

One can think of a concave hull as a geometry obtained by "shrink-wrapping" a set of geometries. This is different to the convex hull, which is more like wrapping a rubber band around the geometries. It is slower to compute than the convex hull but generally has a smaller area and represents a more natural boundary for the input geometry.

The `target_percent` is the percentage of area of the convex hull the solution tries to approach. A `target_percent` of 1 gives the same result as the convex hull. A `target_percent` between 0 and 0.99 produces a result that should have a smaller area than the convex hull.

---

### Note



The smaller the target percent, the longer it takes to process the concave hull, and the more likely to run into topological exceptions. Also the more floating points and number of points you accrue. First try 0.99 which does a single pass, is usually very fast, sometimes as fast as computing the convex hull, and usually gives much better than 99% of shrink since it almost always overshoots. Second hope of 0.98 is slower, others get slower usually quadratically. To reduce precision and float points, use `ST_SimplifyPreserveTopology` or `ST_SnapToGrid` after `ST_ConcaveHull`. `ST_SnapToGrid` is a bit faster, but could result in invalid geometries whereas `ST_SimplifyPreserveTopology` almost always preserves the validity of the geometry.

---

This is not an aggregate function. To compute the concave hull of a set of geometries, use with `ST_Collect` or `ST_Union` (e.g. `ST_ConcaveHull(ST_Collect(somepointfield), 0.80)`).



### Note

For use with sets of points or linestrings use `ST_Collect`. Use `ST_Union` for polygons, since it may fail with invalid geometries.

---

More real world examples and brief explanation of the technique are shown [http://www.bostongis.com/postgis\\_concavehull.snippet](http://www.bostongis.com/postgis_concavehull.snippet)

Also check out Simon Greener's article on demonstrating `ConcaveHull` introduced in Oracle 11G R2. [http://www.spatialdbadvisor.com/oracle\\_spatial\\_tips\\_tricks/172/concave-hull-geometries-in-oracle-11gr2](http://www.spatialdbadvisor.com/oracle_spatial_tips_tricks/172/concave-hull-geometries-in-oracle-11gr2). The solution we get at 0.75 target percent of convex hull is similar to the shape Simon gets with Oracle `SDO_CONCAVEHULL_BOUNDARY`.

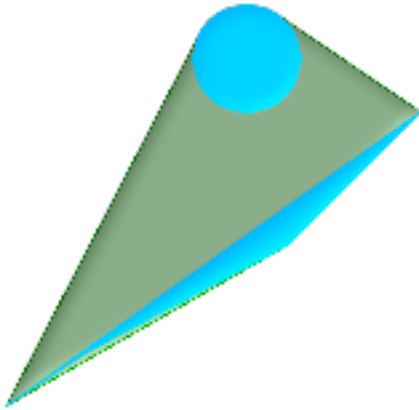
Performed by the GEOS module

Availability: 2.0.0

## Examples

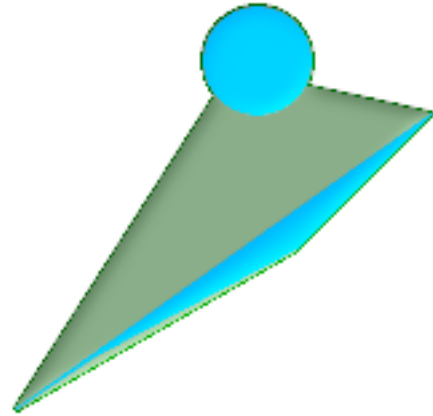
```
--Get estimate of infected area based on point observations
SELECT d.disease_type,
       ST_ConcaveHull(ST_Collect(d.pnt_geom), 0.99) As geom
FROM disease_obs As d
GROUP BY d.disease_type;
```

---



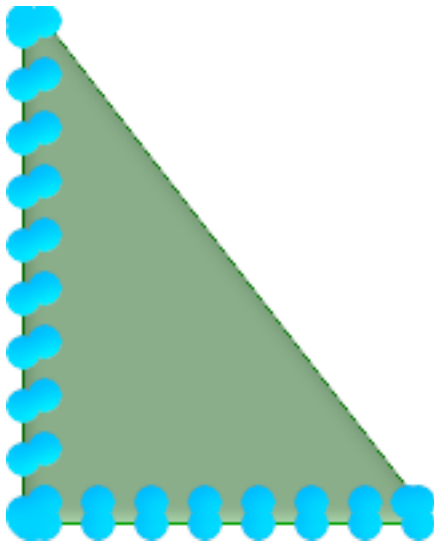
*ST\_ConcaveHull of 2 polygons encased in target 100% shrink concave hull*

```
-- geometries overlaid with concavehull
-- at target 100% shrink (this is the ←
    same as convex hull - since no shrink)
SELECT
  ST_ConcaveHull(
    ST_Union(ST_GeomFromText('POLYGON ←
      ((175 150, 20 40,
        50 60, 125 100, 175 150))'),
    ST_Buffer(ST_GeomFromText('POINT ←
      (110 170)'), 20)
    ), 1)
  As convexhull;
```



*-- geometries overlaid with concavehull at target 90% of convex hull area*

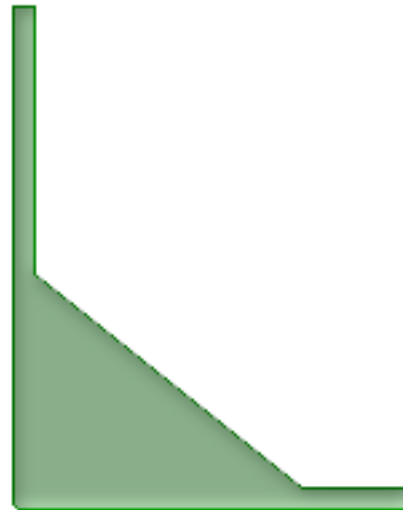
```
-- geometries overlaid with concavehull ←
    at target 90% shrink
SELECT
  ST_ConcaveHull(
    ST_Union(ST_GeomFromText('POLYGON ←
      ((175 150, 20 40,
        50 60, 125 100, 175 150))'),
    ST_Buffer(ST_GeomFromText('POINT ←
      (110 170)'), 20)
    ), 0.9)
  As target_90;
```



*L Shape points overlaid with convex hull*

```
-- this produces a table of 42 points ←
    that form an L shape
SELECT (ST_DumpPoints(ST_GeomFromText(
'MULTIPOINT(14 14,34 14,54 14,74 14,94 ←
    14,114 14,134 14,
150 14,154 14,154 6,134 6,114 6,94 6,74 ←
    6,54 6,34 6,
14 6,10 6,8 6,7 7,6 8,6 10,6 30,6 50,6 ←
    70,6 90,6 110,6 130,
6 150,6 170,6 190,6 194,14 194,14 174,14 ←
    154,14 134,14 114,
14 94,14 74,14 54,14 34,14 14)'))).geom
    INTO TABLE l_shape;

SELECT ST_ConvexHull(ST_Collect(geom))
FROM l_shape;
```



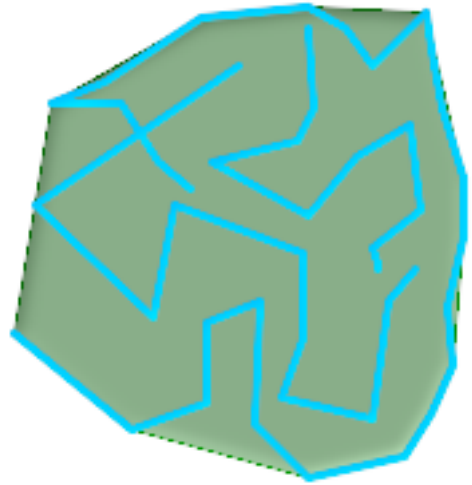
*ST\_ConcaveHull of L points at target 99% of convex hull*

```
SELECT ST_ConcaveHull(ST_Collect(geom), ←
    0.99)
FROM l_shape;
```

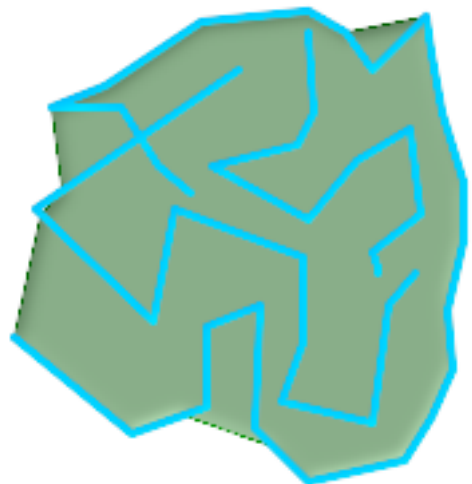


*Concave Hull of L points at target 80% convex hull area*

```
-- Concave Hull L shape points
-- at target 80% of convexhull
SELECT ST_ConcaveHull(ST_Collect(geom ↵
), 0.80)
FROM l_shape;
```



*multilinestring overlaid with Convex hull*



*multilinestring with overlaid with Concave hull of linestrings at 99% target -- first hop*

```
SELECT ST_ConcaveHull(ST_GeomFromText(' ↵
MULTILINESTRING((106 164,30 112,74 70,82 112
130 62,122 40,156 32,162 76,172 88),
(132 178,134 148,128 136,96 128,132 ↵
108,150 130,
170 142,174 110,156 96,158 90,158 88),
(22 64,66 28,94 38,94 68,114 76,112 30,
132 10,168 18,178 34,186 52,184 74,190 ↵
100,
190 122,182 148,178 170,176 184,156 ↵
164,146 178,
132 186,92 182,56 158,36 150,62 150,76 ↵
128,88 118))'),0.99)
```

**See Also**

[ST\\_Collect](#), [ST\\_ConvexHull](#), [ST\\_SimplifyPreserveTopology](#), [ST\\_SnapToGrid](#)

**8.14.5 ST\_ConvexHull**

`ST_ConvexHull` — Computes the convex hull of a geometry.

**Synopsis**

```
geometry ST_ConvexHull(geometry geomA);
```

**Description**

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))`).

Performed by the GEOS module



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: 5.1.16



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

**Examples**

*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;
```

### See Also

[ST\\_Collect](#), [ST\\_ConcaveHull](#), [ST\\_MinimumBoundingCircle](#)

## 8.14.6 ST\_DelaunayTriangles

`ST_DelaunayTriangles` — Returns the Delaunay triangulation of the vertices of a geometry.

### Synopsis

geometry `ST_DelaunayTriangles`(geometry g1, float tolerance, int4 flags);

### Description

Return the [Delaunay triangulation](#) of the vertices of the input geometry. Output is a `COLLECTION` of polygons (for flags=0) or a `MULTILINESTRING` (for flags=1) or `TIN` (for flags=2). The tolerance, if any, is used to snap input vertices together.

Performed by the GEOS module.

Availability: 2.1.0



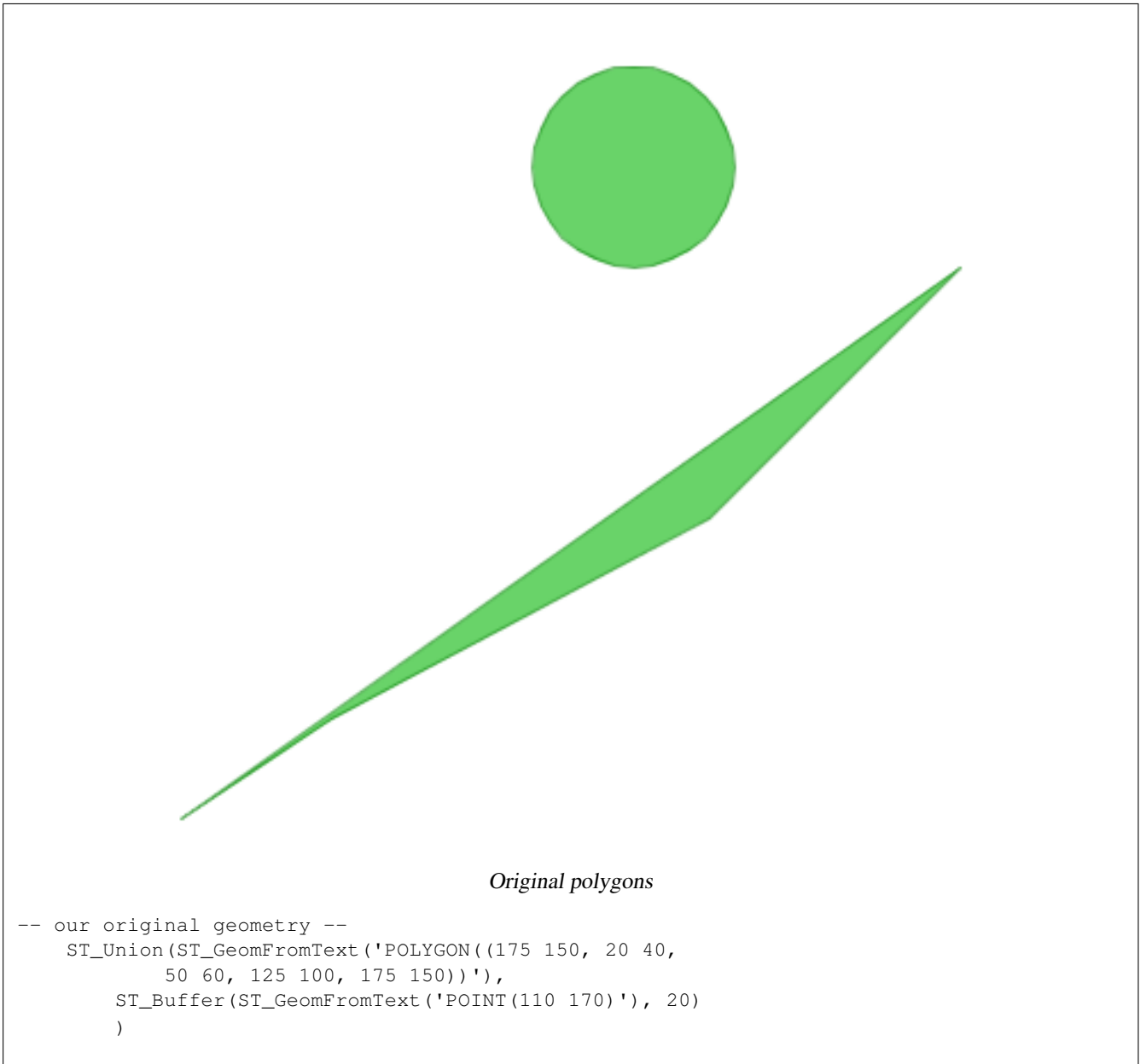
This function supports 3d and will not drop the z-index.



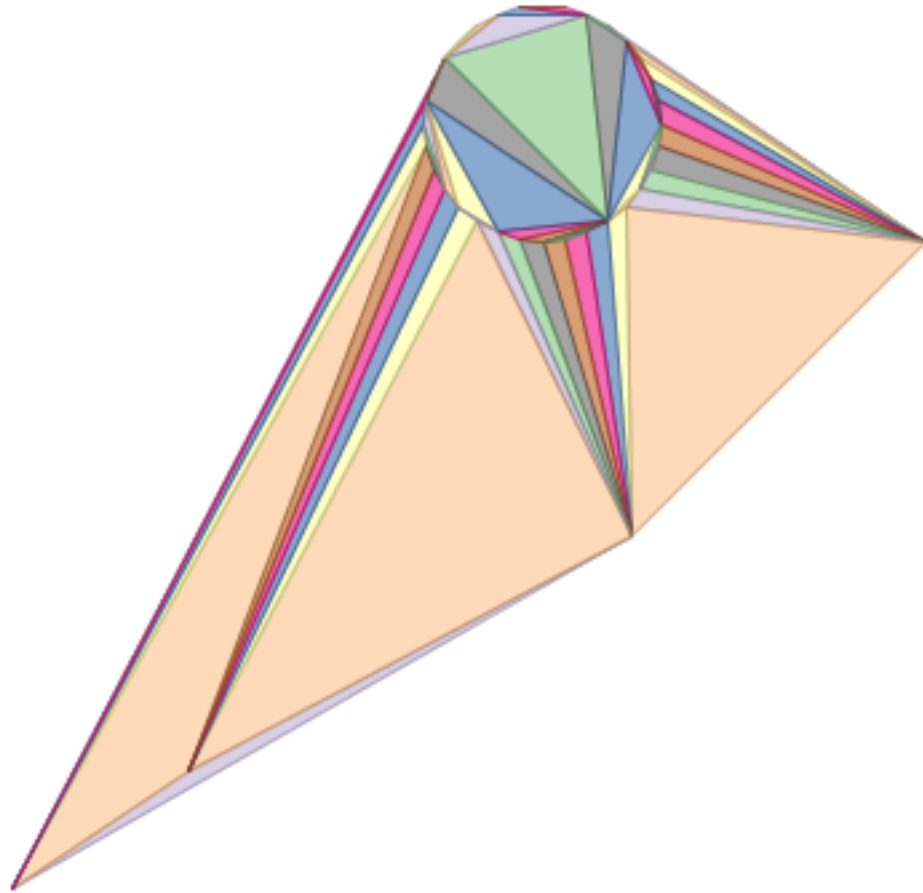
This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

### 2D Examples

---

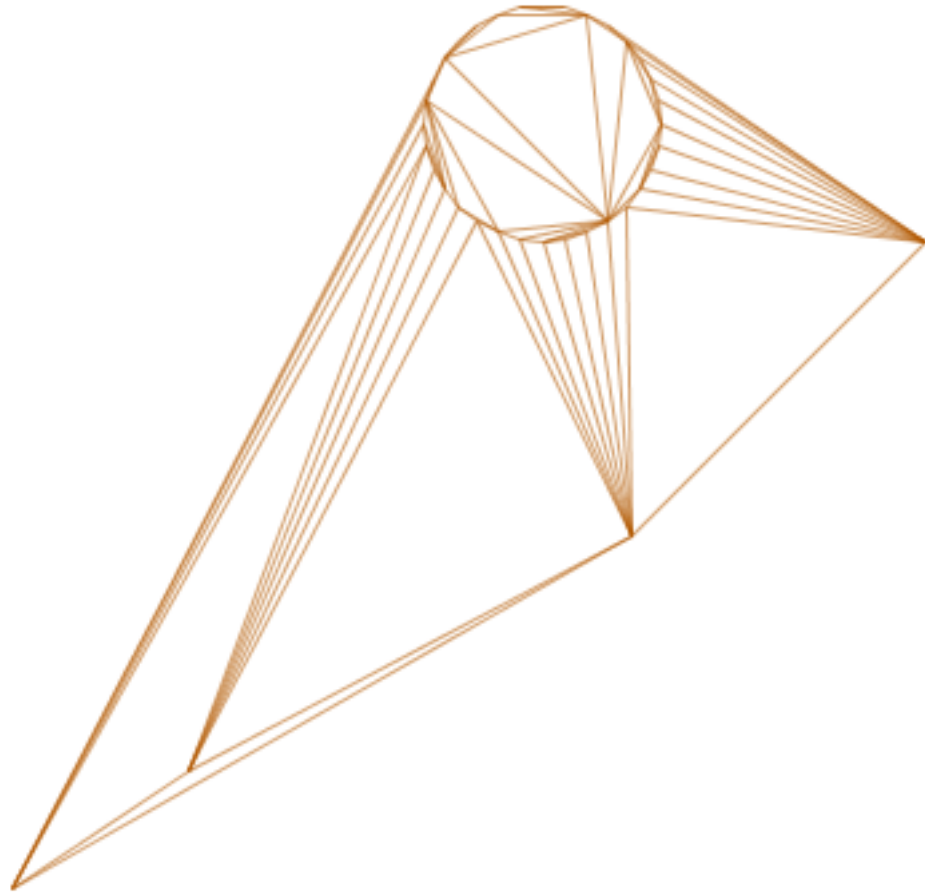






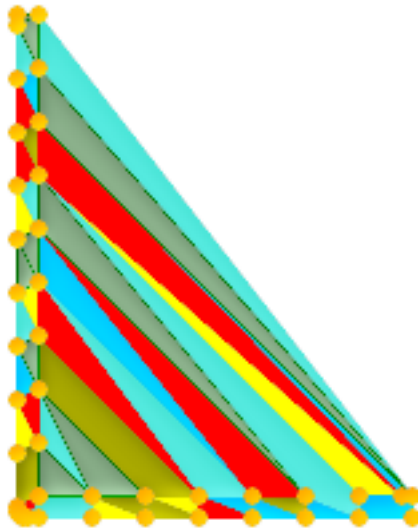
*ST\_DelaunayTriangles of 2 polygons: delaunay triangle polygons each triangle themed in different color*

```
-- 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;
```



*-- delaunay triangles as multilinestring*

```
SELECT
  ST_DelaunayTriangles(
    ST_Union(ST_GeomFromText('POLYGON((175 150, 20 40,
      50 60, 125 100, 175 150))'),
    ST_Buffer(ST_GeomFromText('POINT(110 170)'), 20)
  ),0.001,1)
  As dtriag;
```



*-- delaunay triangles of 45 points as 55 triangle polygons*

```
-- this produces a table of 42 points that form an L shape
SELECT (ST_DumpPoints(ST_GeomFromText(
'MULTIPOINT(14 14,34 14,54 14,74 14,94 14,114 14,134 14,
150 14,154 14,154 6,134 6,114 6,94 6,74 6,54 6,34 6,
14 6,10 6,8 6,7 7,6 8,6 10,6 30,6 50,6 70,6 90,6 110,6 130,
6 150,6 170,6 190,6 194,14 194,14 174,14 154,14 134,14 114,
14 94,14 74,14 54,14 34,14 14)'))).geom
    INTO TABLE l_shape;
-- output as individual polygon triangles
SELECT ST_AsText((ST_Dump(geom)).geom) As wkt
FROM ( SELECT ST_DelaunayTriangles(ST_Collect(geom)) As geom
FROM l_shape) As foo;

---wkt ---
POLYGON((6 194,6 190,14 194,6 194))
POLYGON((14 194,6 190,14 174,14 194))
POLYGON((14 194,14 174,154 14,14 194))
POLYGON((154 14,14 174,14 154,154 14))
POLYGON((154 14,14 154,150 14,154 14))
POLYGON((154 14,150 14,154 6,154 14))
:
:
```

### 3D Examples

```
-- 3D multipoint --
SELECT ST_AsText(ST_DelaunayTriangles(ST_GeomFromText(
'MULTIPOINT Z(14 14 10,
150 14 100,34 6 25, 20 10 150)')))) As wkt;

-----wkt-----
GEOMETRYCOLLECTION Z (POLYGON Z ((14 14 10,20 10 150,34 6 25,14 14 10))
,POLYGON Z ((14 14 10,34 6 25,150 14 100,14 14 10))
```

**See Also**

[ST\\_ConstrainedDelaunayTriangles](#), [ST\\_ConcaveHull](#), [ST\\_Dump](#), [ST\\_Tessellate](#)

**8.14.7 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);
```

**Description**

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

**Examples**

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)
```

**See Also**

[ST\\_SetEffectiveArea](#), [ST\\_SimplifyVW](#)

**8.14.8 ST\_GeneratePoints**

`ST_GeneratePoints` — Generates random points contained in a Polygon or MultiPolygon.

**Synopsis**

```
geometry ST_GeneratePoints( g geometry , npoints integer );
geometry ST_GeneratePoints( geometry g , integer npoints , integer seed );
```


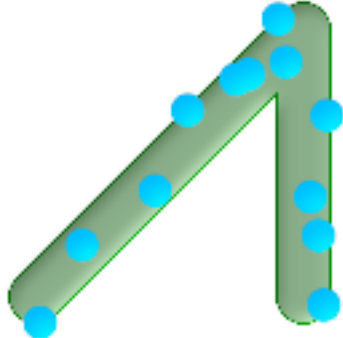
**Description**

`ST_GeneratePoints` generates 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.

Availability: 2.3.0

Enhanced: 3.0.0, added seed parameter

**Examples**

 <p style="text-align: center;"><i>Original Polygon</i></p>	 <p style="text-align: center;"><i>Generated 12 Points overlaid on top of original polygon using a random seed value 1996</i></p> <pre>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;</pre>
--	---

### 8.14.9 ST\_GeometricMedian

ST\_GeometricMedian — Returns the geometric median of a MultiPoint.

#### Synopsis

```
geometry ST_GeometricMedian ( geometry geom, float8 tolerance = NULL, int max_iter = 10000, boolean fail_if_not_converged = false);
```

#### Description

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.

Availability: 2.3.0

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.

#### Examples



*Comparison of the centroid (turquoise point) and geometric median (red point) of a four-point MultiPoint (yellow points).*

```
WITH test AS (
SELECT 'MULTIPOINT((0 0), (1 1), (2 2), (200 200))'::geometry geom)
SELECT
  ST_AsText(ST_Centroid(geom)) centroid,
  ST_AsText(ST_GeometricMedian(geom)) median
```

```

FROM test;
  centroid | median
-----+-----
 POINT(50.75 50.75) | POINT(1.9761550281255 1.9761550281255)
(1 row)

```

**See Also**[ST\\_Centroid](#)**8.14.10 ST\_LineMerge**

**ST\_LineMerge** — Return the lines formed by sewing together a `MultiLineString`.

**Synopsis**

```
geometry ST_LineMerge(geometry amultilinestring);
```

**Description**

Returns a `LineString` or `MultiLineString` formed by joining together the constituent line work 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.

**Note**

Only use with `MultiLineString/LineStrings`. If you pass a `Polygon` or `GeometryCollection` into this function, it returns an empty `GeometryCollection`.

Performed by the GEOS module.

Availability: 1.1.0

**Warning**

This function will strip the M dimension.

**Examples**

```

SELECT ST_AsText(ST_LineMerge(
'MULTILINESTRING((-29 -27,-30 -29.7,-36 -31,-45 -33),(-45 -33,-46 -32))'
));
st_astext
-----
LINESTRING(-29 -27,-30 -29.7,-36 -31,-45 -33,-46 -32)

```

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))'
));
st_astext
-----
MULTILINESTRING((-45.2 -33.2,-46 -32), (-29 -27,-30 -29.7,-36 -31,-45 -33))
```

Example showing Z-dimension handling.

```
SELECT ST_AsText(ST_LineMerge(
  'MULTILINESTRING((-29 -27 11,-30 -29.7 10,-36 -31 5,-45 -33 6), (-29 -27 12,-30 -29.7 ←
    5), (-45 -33 1,-46 -32 11))'
));
st_astext
-----
LINESTRING Z (-30 -29.7 5,-29 -27 11,-30 -29.7 10,-36 -31 5,-45 -33 1,-46 -32 11)
```

**See Also**

[ST\\_Segmentize](#), [ST\\_LineSubstring](#)

### 8.14.11 ST\_MaximumInscribedCircle

`ST_MaximumInscribedCircle` — Computes the largest circle that is fully contained within a geometry.

**Synopsis**

(geometry, geometry, double precision) `ST_MaximumInscribedCircle`(geometry geom);

**Description**

Finds the largest circle that is fully contained within a geometry. Returns a record with the center point of the circle, a point on the geometry that is nearest to the center, and the radius of the circle.

For polygonal inputs, the circle is inscribed within the external ring, using the internal rings as boundaries. For linear and point inputs, the circle is inscribed within the convex hull of the input, using the input as further boundaries.

Availability: 3.1.0 - requires GEOS >= 3.9.0.

**See Also**

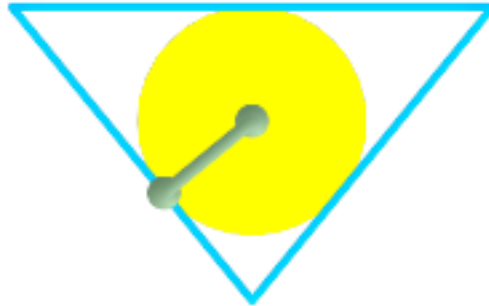
[ST\\_MinimumBoundingCircle](#)

**Examples**

```
SELECT radius, ST_AsText(center) AS center, ST_AsText(nearest) AS nearest
  FROM ST_MaximumInscribedCircle('POLYGON ((50 50, 150 50, 150 150, 50 150, 50 50))')

radius | center | nearest
-----+-----+-----
      50 | POINT(100 100) | POINT(100 50)
```





*Maximum inscribed circle of a triangle polygon. Center, nearest point, and radius are returned.*



*Maximum inscribed circle of a multi-linestring. Center, nearest point, and radius are returned.*

#### See Also

[ST\\_Collect](#), [ST\\_MinimumBoundingRadius](#)

#### 8.14.12 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);
```

#### Description

Returns the smallest circle polygon that contains a geometry.

---

**Note**

The circle is approximated by a polygon with a default of 48 segments per quarter circle. Because the polygon is an approximation of the minimum bounding circle, some points in the input geometry may not be contained within the polygon. The approximation can be improved by increasing the number of segments, with little performance penalty. For applications where a polygonal approximation is not suitable, `ST_MinimumBoundingRadius` may be used.

It is often used with `MULTI` and Geometry Collections. Although it is not an aggregate - you can use it in conjunction with `ST_Collect` to get the minimum bounding circle of a set of geometries. `ST_MinimumBoundingCircle(ST_Collect(somepointfield))`.

The ratio of the area of a polygon divided by the area of its Minimum Bounding Circle is often referred to as the Roeck test.

Performed by the GEOS module.

Availability: 1.4.0

**See Also**

[ST\\_Collect](#), [ST\\_MinimumBoundingRadius](#)

**Examples**

```
SELECT d.disease_type,
       ST_MinimumBoundingCircle(ST_Collect(d.geom)) As geom
FROM disease_obs As d
GROUP BY d.disease_type;
```



*Minimum bounding circle of a point and linestring. Using 8 segs to approximate a quarter circle*

```
SELECT ST_AsText(ST_MinimumBoundingCircle(
  ST_Collect(
    ST_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))

```

### See Also

[ST\\_Collect](#), [ST\\_MinimumBoundingRadius](#)

### 8.14.13 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);

#### Description

Returns a record containing the center point and radius of the smallest circle that contains a geometry.

Use in conjunction with [ST\\_Collect](#) to get the minimum bounding circle of a set of geometries.

Availability - 2.3.0

### See Also

[ST\\_Collect](#), [ST\\_MinimumBoundingCircle](#)

#### Examples

```

SELECT ST_AsText(center), radius FROM ST_MinimumBoundingRadius('POLYGON((26426 65078,26531 ↔
  65242,26075 65136,26096 65427,26426 65078))');

```

st_astext	radius
POINT(26284.8418027133 65267.1145090825)	247.436045591407

### 8.14.14 ST\_OrientedEnvelope

`ST_OrientedEnvelope` — Returns a minimum-area rectangle containing a geometry.

**Synopsis**

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

**Description**

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.

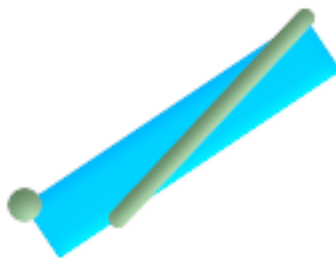
Availability: 2.5.0

**See Also**

[ST\\_Envelope](#) [ST\\_MinimumBoundingCircle](#)

**Examples**

```
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))
```

### 8.14.15 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='');
```

#### Description

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.

Units of distance are measured in units of the spatial reference system.

Note that output may be a MULTILINESTRING or EMPTY for some jigsaw-shaped input geometries.

The optional third parameter allows specifying a list of blank-separated key=value pairs to tweak operations as follows:

- 'quad\_segs=#' : number of segments used to approximate a quarter circle (defaults to 8).
- 'join=round|mitre|bevel' : join style (defaults to "round"). 'miter' is also accepted as a synonym for 'mitre'.
- 'mitre\_limit=#.#' : mitre ratio limit (only affects mitred join style). 'miter\_limit' is also accepted as a synonym for 'mitre\_limit'.

Performed by the GEOS module.

Availability: 2.0

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.

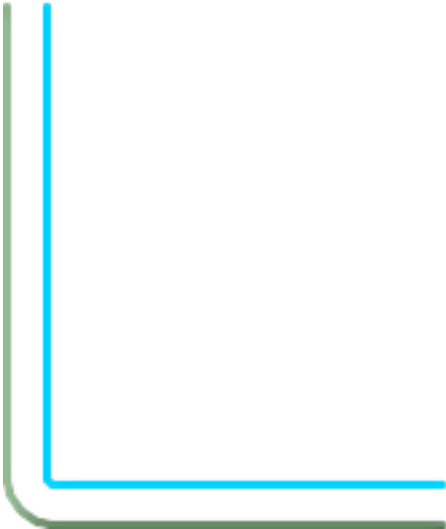
---

#### Examples

Compute an open buffer around roads

```
SELECT ST_Union(
  ST_OffsetCurve(f.geom,  f.width/2, 'quad_segs=4 join=round'),
  ST_OffsetCurve(f.geom, -f.width/2, 'quad_segs=4 join=round')
) as track
FROM someroadstable;
```

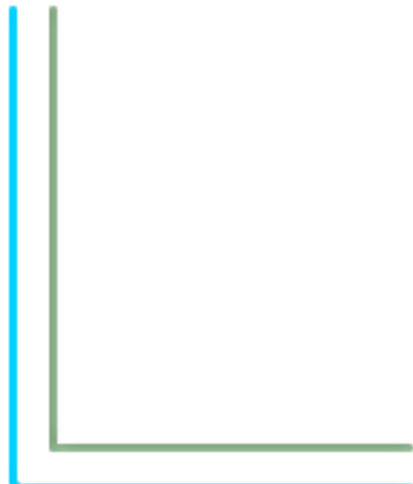
---



*15, 'quad\_segs=4 join=round' original line and its offset 15 units.*

```

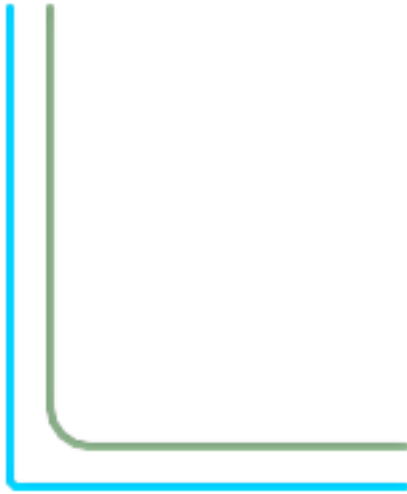
SELECT ST_AsText(ST_OffsetCurve(↵
  ST_GeomFromText(↵
'LINESTRING(164 16,144 16,124 16,104 ↵
  16,84 16,64 16,↵
  44 16,24 16,20 16,18 16,17 17,↵
  16 18,16 20,16 40,16 60,16 80,16 100,↵
  16 120,16 140,16 160,16 180,16 195)')↵
  ,↵
  15, 'quad_segs=4 join=round'));
--output --
LINESTRING(164 1,18 1,12.2597485145237 ↵
  2.1418070123307,↵
  7.39339828220179 5.39339828220179,↵
  5.39339828220179 7.39339828220179,↵
  2.14180701233067 12.2597485145237,1 ↵
  18,1 195)
    
```



*-15, 'quad\_segs=4 join=round' original line and its offset -15 units*

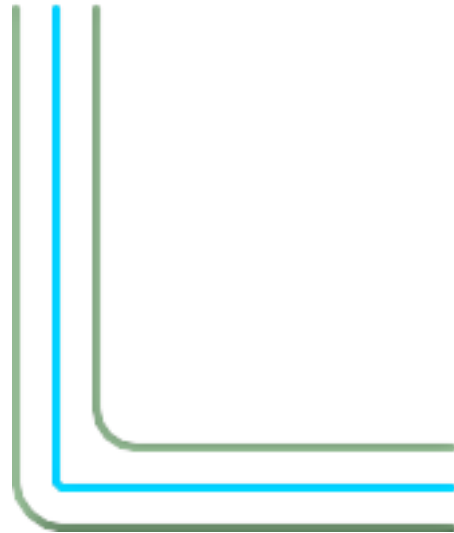
```

SELECT ST_AsText(ST_OffsetCurve(geom,↵
  -15, 'quad_segs=4 join=round')) As ↵
  notsocurvy↵
FROM ST_GeomFromText(↵
'LINESTRING(164 16,144 16,124 16,104 ↵
  16,84 16,64 16,↵
  44 16,24 16,20 16,18 16,17 17,↵
  16 18,16 20,16 40,16 60,16 80,16 100,↵
  16 120,16 140,16 160,16 180,16 195)')↵
  As geom;
-- notsocurvy --
LINESTRING(31 195,31 31,164 31)
    
```



*double-offset to get more curvy, note the first reverses direction, so  $-30 + 15 = -15$*

```
SELECT ST_AsText(ST_OffsetCurve(↵
  ST_OffsetCurve(geom,↵
    -30, 'quad_segs=4 join=round'), -15,↵
    'quad_segs=4 join=round')) As morecurvy↵
FROM ST_GeomFromText(↵
'LINESTRING(164 16,144 16,124 16,104↵
  16,84 16,64 16,↵
  44 16,24 16,20 16,18 16,17 17,↵
  16 18,16 20,16 40,16 60,16 80,16 100,↵
  16 120,16 140,16 160,16 180,16 195)')↵
  As geom;↵
-- morecurvy --↵
LINESTRING(164 31,46 31,40.2597485145236↵
  32.1418070123307,↵
  35.3933982822018 35.3933982822018,↵
  32.1418070123307 40.2597485145237,31↵
  46,31 195)
```



*double-offset to get more curvy,combined with regular offset 15 to get parallel lines. Overlaid with original.*

```
SELECT ST_AsText(ST_Collect(↵
  ST_OffsetCurve(geom, 15, 'quad_segs=4↵
    join=round'),↵
  ST_OffsetCurve(ST_OffsetCurve(geom,↵
    -30, 'quad_segs=4 join=round'), -15,↵
    'quad_segs=4 join=round')↵
  ) As parallel_curves↵
FROM ST_GeomFromText(↵
'LINESTRING(164 16,144 16,124 16,104↵
  16,84 16,64 16,↵
  44 16,24 16,20 16,18 16,17 17,↵
  16 18,16 20,16 40,16 60,16 80,16 100,↵
  16 120,16 140,16 160,16 180,16 195)')↵
  As geom;↵
-- parallel curves --↵
MULTILINESTRING((164 1,18↵
  1,12.2597485145237 2.1418070123307,↵
  7.39339828220179↵
  5.39339828220179,5.39339828220179 7.39339828220179,↵
  2.14180701233067 12.2597485145237,1 18,1↵
  195),↵
  (164 31,46 31,40.2597485145236↵
  32.1418070123307,35.3933982822018 35.3933982822018,↵
  32.1418070123307 40.2597485145237,31↵
  46,31 195))
```



15, 'quad\_segs=4 join=bevel' shown with original line

```
SELECT ST_AsText(ST_OffsetCurve(↵
  ST_GeomFromText(↵
'LINESTRING(164 16,144 16,124 16,104 ↵
  16,84 16,64 16,↵
  44 16,24 16,20 16,18 16,17 17,↵
  16 18,16 20,16 40,16 60,16 80,16 100,↵
  16 120,16 140,16 160,16 180,16 195)')↵
  ,↵
    15, 'quad_segs=4 join=bevel'));↵
-- output --↵
LINESTRING(164 1,18 1,7.39339828220179 ↵
  5.39339828220179,↵
  5.39339828220179 7.39339828220179,1 ↵
  18,1 195)
```



15,-15 collected, join=mitre mitre\_limit=2.1

```
SELECT ST_AsText(ST_Collect(↵
  ST_OffsetCurve(geom, 15, 'quad_segs=4 ↵
    join=mitre mitre_limit=2.2'),↵
  ST_OffsetCurve(geom, -15, 'quad_segs ↵
    =4 join=mitre mitre_limit=2.2')↵
  ) )↵
FROM ST_GeomFromText(↵
'LINESTRING(164 16,144 16,124 16,104 ↵
  16,84 16,64 16,↵
  44 16,24 16,20 16,18 16,17 17,↵
  16 18,16 20,16 40,16 60,16 80,16 100,↵
  16 120,16 140,16 160,16 180,16 195)')↵
  As geom;↵
-- output --↵
MULTILINESTRING((164 1,11.7867965644036 ↵
  1,1 11.7867965644036,1 195),↵
  (31 195,31 31,164 31))
```

## See Also

[ST\\_Buffer](#)

### 8.14.16 ST\_PointOnSurface

`ST_PointOnSurface` — Computes a point guaranteed to lie in a polygon, or on a geometry.

#### Synopsis

```
geometry ST_PointOnSurface(geometry g1);
```

#### Description

Returns a `POINT` which is guaranteed to lie in the interior of a surface (`POLYGON`, `MULTIPOLYGON`, and `CURVED POLYGON`). 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.

## Examples

```
SELECT ST_AsText(ST_PointOnSurface('POINT(0 5)::geometry'));
st_astext
-----
POINT(0 5)

SELECT ST_AsText(ST_PointOnSurface('LINESTRING(0 5, 0 10)::geometry'));
st_astext
-----
POINT(0 5)

SELECT ST_AsText(ST_PointOnSurface('POLYGON((0 0, 0 5, 5 5, 5 0, 0 0))::geometry'));
st_astext
-----
POINT(2.5 2.5)

SELECT ST_AsEWKT(ST_PointOnSurface(ST_GeomFromEWKT('LINESTRING(0 5 1, 0 0 1, 0 10 2)')));
st_asewkt
-----
POINT(0 0 1)
```

## See Also

[ST\\_Centroid](#), [ST\\_MaximumInscribedCircle](#)

## 8.14.17 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);
```

### Description

Creates a GeometryCollection containing the polygons formed by the constituent linework of a set of geometries. Input linework must be correctly noded for this function to work properly.



#### Note

To ensure input is fully noded use [ST\\_Node](#) on the input geometry before polygonizing.

**Note**

GeometryCollections are often difficult to deal with with third party tools. Use [ST\\_Dump](#) to convert the polygonize result into separate polygons.

Performed by the GEOS module.

Availability: 1.0.0RC1

**Examples: Polygonizing single linestrings**

```
SELECT ST_AsEWKT(ST_Polygonize(geom_4269)) As geomtextrep
FROM (SELECT geom_4269 FROM ma.suffolk_edges ORDER BY tlid LIMIT 45) As foo;
```

```
geomtextrep
-----
SRID=4269;GEOMETRYCOLLECTION(POLYGON((-71.040878 42.285678,-71.040943 42.2856,-71.04096 ↔
42.285752,-71.040878 42.285678)),
POLYGON((-71.17166 42.353675,-71.172026 42.354044,-71.17239 42.354358,-71.171794 ↔
42.354971,-71.170511 42.354855,
-71.17112 42.354238,-71.17166 42.353675)))
(1 row)
```

```
--Use ST_Dump to dump out the polygonize geoms into individual polygons
SELECT ST_AsEWKT((ST_Dump(foofoo.polycoll)).geom) As geomtextrep
FROM (SELECT ST_Polygonize(geom_4269) As polycoll
      FROM (SELECT geom_4269 FROM ma.suffolk_edges
            ORDER BY tlid LIMIT 45) As foo) As foofoo;
```

```
geomtextrep
-----
SRID=4269;POLYGON((-71.040878 42.285678,-71.040943 42.2856,-71.04096 42.285752,
-71.040878 42.285678))
SRID=4269;POLYGON((-71.17166 42.353675,-71.172026 42.354044,-71.17239 42.354358
,-71.171794 42.354971,-71.170511 42.354855,-71.17112 42.354238,-71.17166 42.353675))
(2 rows)
```

**See Also**

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

**8.14.18 ST\_ReducePrecision**

`ST_ReducePrecision` — Returns a valid geometry with points rounded to a grid tolerance.

**Synopsis**

```
geometry ST_ReducePrecision(geometry g, float8 gridsz);
```

**Description**

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.

### Examples

```
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)))
```

### See Also

[ST\\_SnapToGrid](#), [ST\\_Simplify](#), [ST\\_SimplifyVW](#)

## 8.14.19 ST\_SharedPaths

`ST_SharedPaths` — Returns a collection containing paths shared by the two input linestrings/multilinestrings.

### Synopsis

geometry `ST_SharedPaths`(geometry lineal1, geometry lineal2);

**Description**

Returns a collection containing paths shared by the two input geometries. Those going in the same direction are in the first element of the collection, those going in the opposite direction are in the second element. The paths themselves are given in the direction of the first geometry.

Performed by the GEOS module.

Availability: 2.0.0

**Examples: Finding shared paths**



*The shared path of multilinestring and linestring overlaid with original geometries.*

```
SELECT ST_AsText (
  ST_SharedPaths (
    ST_GeomFromText ('MULTILINESTRING((26 125,26 200,126 200,126 125,26 125),
      (51 150,101 150,76 175,51 150))'),
    ST_GeomFromText ('LINESTRING(151 100,126 156.25,126 125,90 161, 76 175)')
  )
) As wkt
```

wkt

```
-----
GEOMETRYCOLLECTION(MULTILINESTRING((126 156.25,126 125),
(101 150,90 161),(90 161,76 175)),MULTILINESTRING EMPTY)
```

-- 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)))
```

## See Also

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

## 8.14.20 ST\_Simplify

**ST\_Simplify** — Returns a simplified version of a geometry, using the Douglas-Peucker algorithm.

## Synopsis

geometry **ST\_Simplify**(geometry geomA, float tolerance, boolean preserveCollapsed);

## Description

Returns a "simplified" version of the given geometry using the Douglas-Peucker algorithm. Will actually do something only with (multi)lines and (multi)polygons but you can safely call it with any kind of geometry. Since simplification occurs on an object-by-object basis you can also feed a GeometryCollection to this function.

The "preserve collapsed" flag will retain objects that would otherwise be too small given the tolerance. For example, a 1m long line simplified with a 10m tolerance. If the preserve flag is given, the line will not disappear. This flag is useful for rendering engines, to avoid having large numbers of very small objects disappear from a map leaving surprising gaps.



### Note

Note that returned geometry might lose its simplicity (see [ST\\_IsSimple](#))



### Note

Note topology may not be preserved and may result in invalid geometries. Use (see [ST\\_SimplifyPreserveTopology](#)) to preserve topology.

Availability: 1.2.2

## Examples

A circle simplified too much becomes a triangle, medium an octagon,

```
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 foo;
```

np_before	np01_notbadcircle	np05_notquitecircle	np1_octagon	np10_triangle	np100_geometrygoesaway
49	33	17	9	4	t

## See Also

[ST\\_IsSimple](#), [ST\\_SimplifyPreserveTopology](#), [Topology](#) [ST\\_Simplify](#)

### 8.14.21 ST\_SimplifyPreserveTopology

[ST\\_SimplifyPreserveTopology](#) — Returns a simplified and valid version of a geometry, using the Douglas-Peucker algorithm.

## Synopsis

geometry **ST\_SimplifyPreserveTopology**(geometry geomA, float tolerance);

## Description

Returns a "simplified" version of the given geometry using the Douglas-Peucker algorithm. Will avoid creating derived geometries (polygons in particular) that are invalid. Will actually do something only with (multi)lines and (multi)polygons but you can safely call it with any kind of geometry. Since simplification occurs on a object-by-object basis you can also feed a GeometryCollection to this function.

Performed by the GEOS module.

Availability: 1.3.3

## Examples

Same example as `Simplify`, but we see `Preserve Topology` 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 foo;
```

--result--

np_before	np01_notbadcircle	np05_notquitecircle	np1_octagon	np10_square	←
49	33	17	9	5	←
	5				

## See Also

[ST\\_Simplify](#)

### 8.14.22 ST\_SimplifyVW

`ST_SimplifyVW` — Returns a simplified version of a geometry, using the Visvalingam-Whyatt algorithm

## Synopsis

geometry **ST\_SimplifyVW**(geometry geomA, float tolerance);

## Description

Returns a "simplified" version of the given geometry using the Visvalingam-Whyatt algorithm. Will actually do something only with (multi)lines and (multi)polygons but you can safely call it with any kind of geometry. Since simplification occurs on a object-by-object basis you can also feed a GeometryCollection to this function.

**Note**

Note that returned geometry might lose its simplicity (see [ST\\_IsSimple](#))

**Note**

Note topology may not be preserved and may result in invalid geometries. Use (see [ST\\_SimplifyPreserveTopology](#)) to preserve topology.

**Note**

This function handles 3D and the third dimension will affect the result.

Availability: 2.2.0

**Examples**

A LineString is simplified with a minimum area threshold of 30.

```
select ST_AsText(ST_SimplifyVW(geom,30)) simplified
FROM (SELECT 'LINESTRING(5 2, 3 8, 6 20, 7 25, 10 10)::geometry geom) As foo;
-result
simplified
-----
LINESTRING(5 2,7 25,10 10)
```

**See Also**

[ST\\_SetEffectiveArea](#), [ST\\_Simplify](#), [ST\\_SimplifyPreserveTopology](#), Topology [ST\\_Simplify](#)

**8.14.23 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);

**Description**

Returns a "smoothed" version of the given geometry using the Chaikin algorithm. See [Chaikins-Algorithm](#) for an explanation of the process. For each iteration the number of vertex points will double. The function puts new vertex points at 1/4 of the line before and after each point and removes the original point. To reduce the number of points use one of the simplification functions on the result. The new points gets interpolated values for all included dimensions, also z and m.

Second argument, number of iterations is limited to max 5 iterations

Note third argument is only valid for polygons, and will be ignored for linestrings

This function handles 3D and the third dimension will affect the result.





**Note**

The output geometry will lose all previous information in the M-values

**Note**

This function handles 3D and the third dimension will affect the effective area

Availability: 2.2.0

**Examples**

Calculating the effective area of a LineString. Because we use a threshold value of zero, all vertices in the input geometry are returned.

```
select ST_AsText(ST_SetEffectiveArea(geom)) all_pts, ST_AsText(ST_SetEffectiveArea(geom,30) ←
) thrshld_30
FROM (SELECT 'LINESTRING(5 2, 3 8, 6 20, 7 25, 10 10)>:::geometry geom) As foo;
-result
all_pts | thrshld_30
-----+-----
LINESTRING M (5 2 3.40282346638529e+38,3 8 29,6 20 1.5,7 25 49.5,10 10 3.40282346638529e ←
+38) | LINESTRING M (5 2 3.40282346638529e+38,7 25 49.5,10 10 3.40282346638529e+38)
```

**See Also**

[ST\\_SimplifyVW](#)

**8.14.25 ST\_VoronoiLines**

`ST_VoronoiLines` — Returns the boundaries of the Voronoi diagram of the vertices of a geometry.

**Synopsis**

```
geometry ST_VoronoiLines( g1 geometry , tolerance float8 , extend_to geometry );
```

**Description**

`ST_VoronoiLines` computes a two-dimensional **Voronoi diagram** from the vertices of the supplied geometry and returns the boundaries between cells in that diagram as a `MultiLineString`. 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.

Optional parameters:

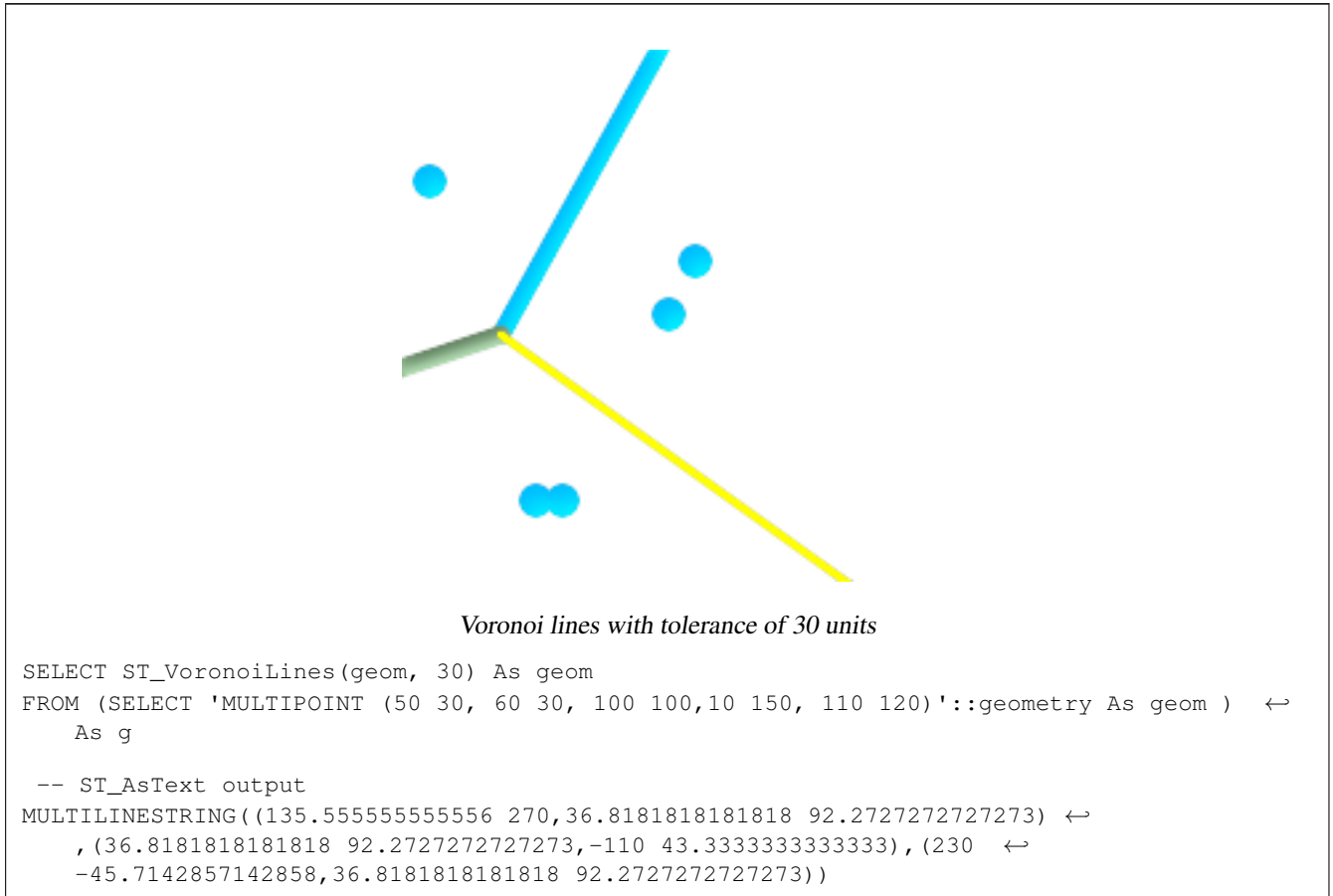
- 'tolerance' : The distance within which vertices will be considered equivalent. Robustness of the algorithm can be improved by supplying a nonzero tolerance distance. (default = 0.0)

- 'extend\_to' : If a geometry is supplied as the "extend\_to" parameter, the diagram will be extended to cover the envelope of the "extend\_to" geometry, unless that envelope is smaller than the default envelope (default = NULL, default envelope is boundingbox of input geometry extended by about 50% in each direction).

Performed by the GEOS module.

Availability: 2.3.0

### Examples



### See Also

[ST\\_DelaunayTriangles](#), [ST\\_VoronoiPolygons](#), [ST\\_Collect](#)

### 8.14.26 ST\_VoronoiPolygons

`ST_VoronoiPolygons` — Returns the cells of the Voronoi diagram of the vertices of a geometry.

#### Synopsis

```
geometry ST_VoronoiPolygons( g1 geometry , tolerance float8 , extend_to geometry );
```

## Description

`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.

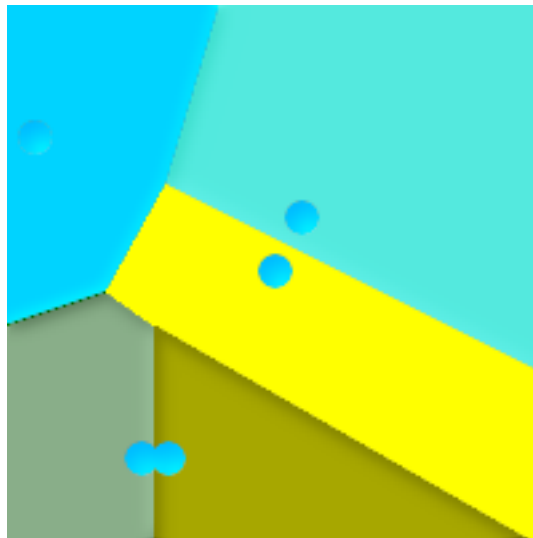
Optional parameters:

- `'tolerance'` : The distance within which vertices will be considered equivalent. Robustness of the algorithm can be improved by supplying a nonzero tolerance distance. (default = 0.0)
- `'extend_to'` : If a geometry is supplied as the "extend\_to" parameter, the diagram will be extended to cover the envelope of the "extend\_to" geometry, unless that envelope is smaller than the default envelope (default = NULL, default envelope is boundingbox of input geometry extended by about 50% in each direction).

Performed by the GEOS module.

Availability: 2.3.0

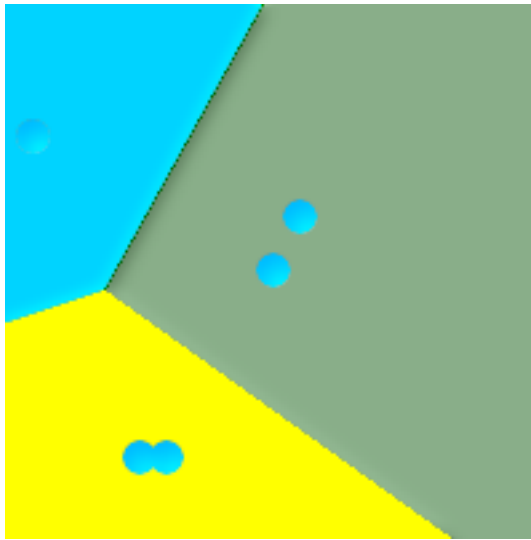
## Examples



*Points overlaid on top of Voronoi diagram*

```
SELECT
  ST_VoronoiPolygons(geom) As geom
FROM (SELECT 'MULTIPOINT (50 30, 60 30, 100 100,10 150, 110 120) '::geometry As geom ) ←
  As g;

-- ST_AsText output
GEOMETRYCOLLECTION(POLYGON((-110 43.33333333333333,-110 270,100.5 270,59.3478260869565 ←
  132.826086956522,36.8181818181818 92.2727272727273,-110 43.3333333333333)), ←
POLYGON((55 -90,-110 -90,-110 43.3333333333333,36.8181818181818 92.2727272727273,55 ←
  79.2857142857143,55 -90)), ←
POLYGON((230 47.5,230 -20.7142857142857,55 79.2857142857143,36.8181818181818 ←
  92.2727272727273,59.3478260869565 132.826086956522,230 47.5)),POLYGON((230 ←
  -20.7142857142857,230 -90,55 -90,55 79.2857142857143,230 -20.7142857142857)), ←
POLYGON((100.5 270,230 270,230 47.5,59.3478260869565 132.826086956522,100.5 270)))
```



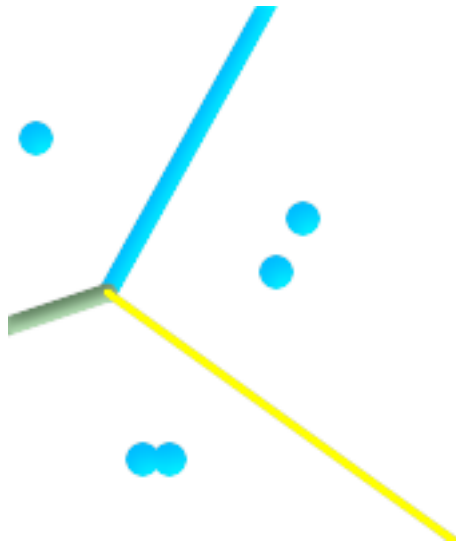
*Voronoi with tolerance of 30 units*

```

SELECT ST_VoronoiPolygons(geom, 30) As geom
FROM (SELECT 'MULTIPOINT (50 30, 60 30, 100 100,10 150,110 120) '::geometry As geom ) ←
  As g;

-- ST_AsText output
GEOMETRYCOLLECTION(POLYGON((-110 43.3333333333333,-110 270,100.5 270,59.3478260869565 ←
  132.826086956522,36.8181818181818 92.2727272727273,-110 43.3333333333333)), ←
POLYGON((230 47.5,230 -45.7142857142858,36.8181818181818 ←
  92.2727272727273,59.3478260869565 132.826086956522,230 47.5)),POLYGON((230 ←
  -45.7142857142858,230 -90,-110 -90,-110 43.3333333333333,36.8181818181818 ←
  92.2727272727273,230 -45.7142857142858)), ←
POLYGON((100.5 270,230 270,230 47.5,59.3478260869565 132.826086956522,100.5 270)))

```



Voronoi with tolerance of 30 units as *MultiLineString*

```
SELECT ST_VoronoiLines(geom, 30) As geom
FROM (SELECT 'MULTIPOINT (50 30, 60 30, 100 100,10 150, 110 120) '::geometry As geom ) ↔
      As g

-- ST_AsText output
MULTILINESTRING((135.555555555556 270,36.8181818181818 92.2727272727273) ↔
, (36.8181818181818 92.2727272727273,-110 43.3333333333333), (230 ↔
-45.7142857142858,36.8181818181818 92.2727272727273))
```

## See Also

[ST\\_DelaunayTriangles](#), [ST\\_VoronoiLines](#), [ST\\_Collect](#)

## 8.15 Affine Transformations

### 8.15.1 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);
```

#### Description

Applies a 3D affine transformation to the geometry to do things like translate, rotate, scale in one step.

Version 1: The call

```
ST_Affine(geom, a, b, c, d, e, f, g, h, i, xoff, yoff, zoff)
```

represents the transformation matrix

```

/ a b c xoff \
| d e f yoff |
| g h i zoff |
\ 0 0 0 1 /

```

and the vertices are transformed as follows:

```

x' = a*x + b*y + c*z + xoff
y' = d*x + e*y + f*z + yoff
z' = g*x + h*y + i*z + zoff

```

All of the translate / scale functions below are expressed via such an affine transformation.

Version 2: Applies a 2d affine transformation to the geometry. The call

```
ST_Affine(geom, a, b, d, e, xoff, yoff)
```

represents the transformation matrix

```

/ a b 0 xoff \      / a b xoff \
| d e 0 yoff |  rsp. | d e yoff |
| 0 0 1 0 |        \ 0 0 1 /
\ 0 0 0 1 /

```

and the vertices are transformed as follows:

```

x' = a*x + b*y + xoff
y' = d*x + e*y + yoff
z' = z

```

This method is a subcase of the 3D method above.





Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Availability: 1.1.2. Name changed from Affine to ST\_Affine in 1.2.2



#### Note

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+

-  This function supports Polyhedral surfaces.
-  This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).
-  This function supports 3d and will not drop the z-index.
-  This method supports Circular Strings and Curves

#### Examples

```

--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, 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)

```

**See Also**

[ST\\_Rotate](#), [ST\\_Scale](#), [ST\\_Translate](#), [ST\\_TransScale](#)

**8.15.2 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);

```

**Description**

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)`.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Enhanced: 2.0.0 additional parameters for specifying the origin of rotation were added.

Availability: 1.1.2. Name changed from `Rotate` to `ST_Rotate` in 1.2.2



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



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



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

**Examples**

```

--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)

```

**See Also**

[ST\\_Affine](#), [ST\\_RotateX](#), [ST\\_RotateY](#), [ST\\_RotateZ](#)

**8.15.3 ST\_RotateX**

`ST_RotateX` — Rotates a geometry about the X axis.

**Synopsis**

geometry **ST\_RotateX**(geometry geomA, float rotRadians);

**Description**

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)`.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Availability: 1.1.2. Name changed from `RotateX` to `ST_RotateX` in 1.2.2



This function supports Polyhedral surfaces.



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



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

**Examples**

```

--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)

```

**See Also**

[ST\\_Affine](#), [ST\\_RotateY](#), [ST\\_RotateZ](#)

**8.15.4 ST\_RotateY**

ST\_RotateY — Rotates a geometry about the Y axis.

**Synopsis**

geometry **ST\_RotateY**(geometry geomA, float rotRadians);

**Description**

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

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.



This function supports Polyhedral surfaces.



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



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

**Examples**

```
--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)
```

**See Also**

[ST\\_Affine](#), [ST\\_RotateX](#), [ST\\_RotateZ](#)

**8.15.5 ST\_RotateZ**

ST\_RotateZ — Rotates a geometry about the Z axis.

**Synopsis**

geometry **ST\_RotateZ**(geometry geomA, float rotRadians);

## Description

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).

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Availability: 1.1.2. Name changed from RotateZ to ST\_RotateZ in 1.2.2

**Note**

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+



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



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



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

## Examples

```
--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;
      st_asewkt
-----
CURVEPOLYGON(CIRCULARSTRING(-567 237,-564.87867965644 236.12132034356,-564 234,-569.12132034356 231.87867965644,-567 237))
```

## See Also

[ST\\_Affine](#), [ST\\_RotateX](#), [ST\\_RotateY](#)

## 8.15.6 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);
```

### Description

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

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+

Availability: 1.1.0.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Enhanced: 2.2.0 support for scaling all dimension (`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.

### Examples

```
--Version 1: scale X, Y, Z
SELECT ST_AsEWKT(ST_Scale(ST_GeomFromEWKT('LINESTRING(1 2 3, 1 1 1)'), 0.5, 0.75, 0.8));
      st_asewkt
-----
LINESTRING(0.5 1.5 2.4,0.5 0.75 0.8)

--Version 2: Scale X Y
SELECT ST_AsEWKT(ST_Scale(ST_GeomFromEWKT('LINESTRING(1 2 3, 1 1 1)'), 0.5, 0.75));
      st_asewkt
-----
```

```

LINESTRING(0.5 1.5 3,0.5 0.75 1)

--Version 3: Scale X Y Z M
SELECT ST_AsEWKT(ST_Scale(ST_GeomFromEWKT('LINESTRING(1 2 3 4, 1 1 1 1)'),
  ST_MakePoint(0.5, 0.75, 2, -1)));
      st_asewkt
-----
LINESTRING(0.5 1.5 6 -4,0.5 0.75 2 -1)

--Version 4: Scale X Y using false origin
SELECT ST_AsText(ST_Scale('LINESTRING(1 1, 2 2)', 'POINT(2 2)', 'POINT(1 1)::geometry));
      st_astext
-----
LINESTRING(1 1,3 3)

```

**See Also**

[ST\\_Affine](#), [ST\\_TransScale](#)

**8.15.7 ST\_Translate**

**ST\_Translate** — Translates a geometry by given offsets.

**Synopsis**

```

geometry ST_Translate(geometry g1, float deltax, float deltay);
geometry ST_Translate(geometry g1, float deltax, float deltay, float deltaxz);

```

**Description**

Returns a new geometry whose coordinates are translated delta x,delta y,delta z units. Units are based on the units defined in spatial reference (SRID) for this geometry.

**Note**

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+

Availability: 1.2.2



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



This method supports Circular Strings and Curves

**Examples**

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));
      st_astext
-----
GEOMETRYCOLLECTION(CURVEPOLYGON(CIRCULARSTRING(5 5,4.12 2.878,2 2,-0.121 7.1213,7 9,9 11,5 ←
5)),POINT(2 5))
```

**See Also**

[ST\\_Affine](#), [ST\\_AsText](#), [ST\\_GeomFromText](#)

**8.15.8 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);

**Description**

Translates the geometry using the deltaX and deltaY args, then scales it using the XFactor, YFactor args, working in 2D only.

**Note**

`ST_TransScale(geomA, deltaX, deltaY, XFactor, YFactor)` is short-hand for `ST_Affine(geomA, XFactor, 0, 0, 0, YFactor, 0, 0, 0, 1, deltaX*XFactor, deltaY*YFactor, 0)`.

**Note**

Prior to 1.3.4, this function crashes if used with geometries that contain CURVES. This is fixed in 1.3.4+

Availability: 1.1.0.



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



This method supports Circular Strings and Curves

## Examples

```
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));
      st_astext
-----
CURVEPOLYGON(CIRCULARSTRING(714 2276,711.363961030679 2267.51471862576,705 ←
  2264,698.636038969321 2284.48528137424,714 2276))
```

## See Also

[ST\\_Affine](#), [ST\\_Translate](#)

## 8.16 Clustering Functions

### 8.16.1 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);

#### Description

Returns cluster number for each input geometry, based on a 2D implementation of the [Density-based spatial clustering of applications with noise \(DBSCAN\)](#) algorithm. Unlike [ST\\_ClusterKMeans](#), it does not require the number of clusters to be specified, but instead uses the desired [distance](#) (eps) and density (minpoints) parameters to construct each cluster.

An input geometry will be added to a cluster if it is either:

- A "core" geometry, that is within eps [distance](#) of at least minpoints input geometries (including itself) or
- A "border" geometry, that is within eps [distance](#) of a core geometry.

Note that border geometries may be within eps distance of core geometries in more than one cluster; in this case, either assignment would be correct, and the border geometry will be arbitrarily assigned to one of the available clusters. In these cases, it is possible for a correct cluster to be generated with fewer than minpoints geometries. When assignment of a border geometry is ambiguous, repeated calls to `ST_ClusterDBSCAN` will produce identical results if an `ORDER BY` clause is included in the window definition, but cluster assignments may differ from other implementations of the same algorithm.



#### Note

Input geometries that do not meet the criteria to join any other cluster will be assigned a cluster number of NULL.

Availability: 2.3.0

**Examples**

Assigning a cluster number to each polygon within 50 meters of each other. Require at least 2 polygons per cluster



*within 50 meters at least 2 per cluster. singletons have NULL for cid*

```
SELECT name, ST_ClusterDBSCAN(geom, eps := 50, minpoints := 2) over () AS cid
FROM boston_polys
WHERE name > '' AND building > ''
      AND ST_DWithin(geom,
                     ST_Transform(
                       ST_GeomFromText('POINT (-71.04054 42.35141)', 4326), 26986),
                     500);
```

name	bucket
Manulife Tower	0
Park Lane Seaport I	0
Park Lane Seaport II	0
Renaissance Boston Waterfront Hotel	0
Seaport Boston Hotel	0
Seaport Hotel & World Trade Center	0
Waterside Place	0
World Trade Center East	0
100 Northern Avenue	1
100 Pier 4	1
The Institute of Contemporary Art	1
101 Seaport	2
District Hall	2
One Marina Park Drive	2
Twenty Two Liberty	2
Vertex	2
Vertex	2
Watermark Seaport	2
Blue Hills Bank Pavilion	NULL
World Trade Center West	NULL

(20 rows)

Combining parcels with the same cluster number into a single geometry. This uses named argument calling

```
SELECT cid, ST_Collect(geom) AS cluster_geom, array_agg(parcel_id) AS ids_in_cluster FROM (
  SELECT parcel_id, ST_ClusterDBSCAN(geom, eps := 0.5, minpoints := 5) over () AS cid, geom
  FROM parcels) sq
GROUP BY cid;
```



**See Also**

[ST\\_DWithin](#), [ST\\_ClusterKMeans](#), [ST\\_ClusterIntersecting](#), [ST\\_ClusterWithin](#)

**8.16.2 ST\_ClusterIntersecting**

`ST_ClusterIntersecting` — Aggregate function that clusters the input geometries into connected sets.

**Synopsis**

```
geometry[] ST_ClusterIntersecting(geometry set g);
```

**Description**

`ST_ClusterIntersecting` is an aggregate function that returns an array of `GeometryCollections`, where each `GeometryCollection` represents an interconnected set of geometries.

Availability: 2.2.0

**Examples**

```
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))
```

**See Also**

[ST\\_ClusterDBSCAN](#), [ST\\_ClusterKMeans](#), [ST\\_ClusterWithin](#)

**8.16.3 ST\_ClusterKMeans**

`ST_ClusterKMeans` — Window function that returns a cluster id for each input geometry using the K-means algorithm.

**Synopsis**

```
integer ST_ClusterKMeans(geometry winset geom, integer number_of_clusters, float max_radius);
```

## Description

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`

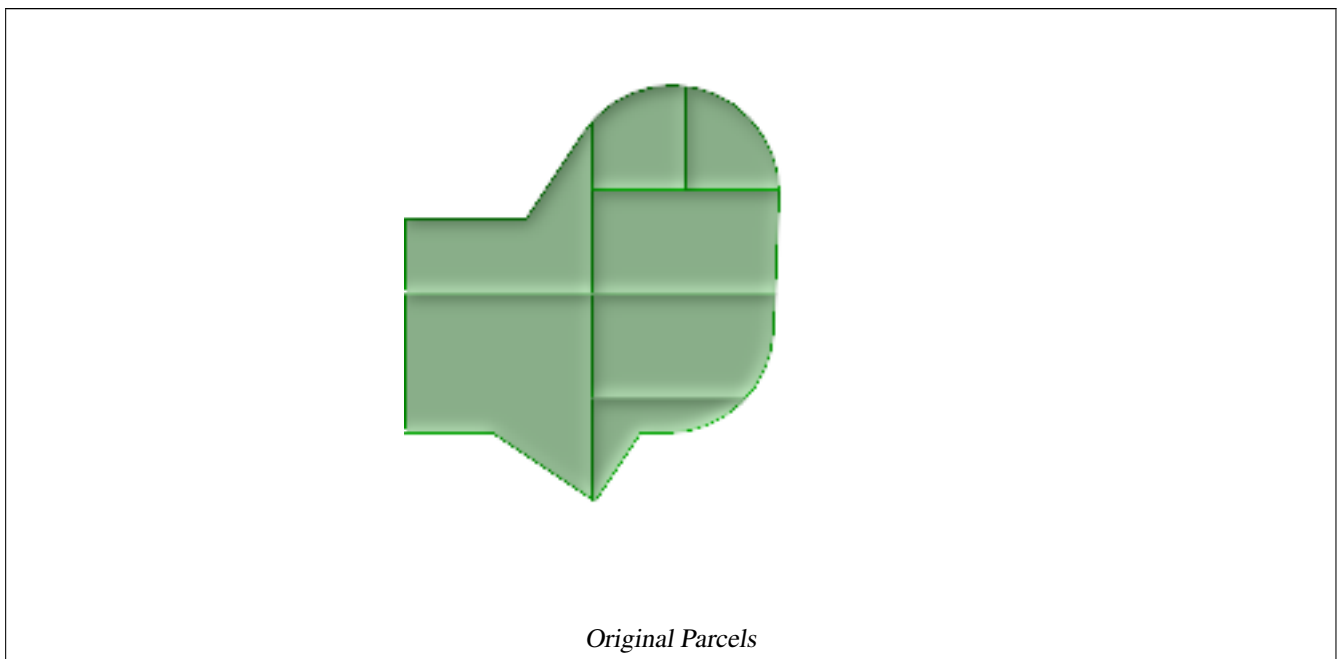
Enhanced: 3.1.0 Support for 3D geometries and weights

Availability: 2.3.0

## Examples

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;
```



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
(7 rows)

```

Clustering preaggregated planetary scale data like population dataset may require using 3D clustering and weighting. Let's try to identify 20-ish meta-regions based on **Kontur Population** that will 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: 46 resulting clusters. Greenland is one cluster, there are island clusters that span across antimeridian, clusters are centered at well-populated regions (New York, Moscow), and edges follow Earth's curvature.*

### See Also

[ST\\_ClusterDBSCAN](#), [ST\\_ClusterIntersecting](#), [ST\\_ClusterWithin](#), [ST\\_Subdivide](#), [ST\\_Force3D](#), [ST\\_Force4D](#),

### 8.16.4 ST\_ClusterWithin

`ST_ClusterWithin` — Aggregate function that clusters the input geometries by separation distance.

#### Synopsis

```
geometry[] ST_ClusterWithin(geometry set g, float8 distance);
```

#### Description

`ST_ClusterWithin` is an aggregate function that returns an array of `GeometryCollections`, where each `GeometryCollection` represents a set of geometries separated by no more than the specified distance. (Distances are Cartesian distances in the units of the SRID.)

Availability: 2.2.0

## Examples

```
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))
```

## See Also

[ST\\_ClusterDBSCAN](#), [ST\\_ClusterKMeans](#), [ST\\_ClusterIntersecting](#)

## 8.17 Bounding Box Functions

### 8.17.1 Box2D

Box2D — Returns a BOX2D representing the 2D extent of a geometry.

#### Synopsis

```
box2d Box2D(geometry geom);
```

#### Description

Returns a **box2d** representing the 2D extent of the geometry.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



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

#### Examples

```
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)
```

**See Also**

[Box3D](#), [ST\\_GeomFromText](#)

**8.17.2 Box3D**

Box3D — Returns a BOX3D representing the 3D extent of a geometry.

**Synopsis**

```
box3d Box3D(geometry geom);
```

**Description**

Returns a [box3d](#) representing the 3D extent of the geometry.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.



This method supports Circular Strings and Curves



This function supports Polyhedral surfaces.



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



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

**Examples**

```
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)
```

**See Also**

[Box2D](#), [ST\\_GeomFromEWKT](#)

### 8.17.3 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);
```

#### Description

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.

Availability: 1.0.0

Changed: 2.1.0. Up to 2.0.x this was called ST\_Extent.



This method supports Circular Strings and Curves

#### Examples

```
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)
```

#### See Also

[ST\\_Extent](#), [ST\\_3DExtent](#)

### 8.17.4 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);
```

## Description

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.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

Enhanced: 2.3.0 support was added to expand a box by different amounts in different dimensions.



This function supports Polyhedral surfaces.



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

## Examples



### 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))
```

**See Also**

[ST\\_Buffer](#), [ST\\_DWithin](#), [ST\\_SRID](#)

**8.17.5 ST\_Extent**

`ST_Extent` — Aggregate function that returns the bounding box of geometries.

**Synopsis**

```
box2d ST_Extent(geometry set geomfield);
```

**Description**

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.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.



This function supports Polyhedral surfaces.



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



## Examples



### 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))
```

## See Also

[ST\\_3DExtent](#), [ST\\_SetSRID](#)

### 8.17.6 ST\_3DExtent

**ST\_3DExtent** — Aggregate function that returns the 3D bounding box of geometries.

#### Synopsis

box3d **ST\_3DExtent**(geometry set geomfield);

#### Description

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 meta-data. The SRID is the same as the input geometries.

Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

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).

### Examples

```
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)
```

### See Also

[ST\\_Extent](#), [ST\\_Force3DZ](#), [ST\\_SetSRID](#)

## 8.17.7 ST\_MakeBox2D

ST\_MakeBox2D — Creates a BOX2D defined by two 2D point geometries.

### Synopsis

```
box2d ST_MakeBox2D(geometry pointLowLeft, geometry pointUpRight);
```

### Description

Creates a [box2d](#) defined by two Point geometries. This is useful for doing range queries.

## Examples

```
--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)
```

## See Also

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

## 8.17.8 ST\_3DMakeBox

**ST\_3DMakeBox** — Creates a BOX3D defined by two 3D point geometries.

### Synopsis

```
box3d ST_3DMakeBox(geometry point3DLeftBottom, geometry point3DUpRightTop);
```

### Description

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`

### Examples

```
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)
```

## See Also

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

## 8.17.9 ST\_XMax

**ST\_XMax** — Returns the X maxima of a 2D or 3D bounding box or a geometry.

### Synopsis

```
float ST_XMax(box3d aGeomorBox2DorBox3D);
```

## Description

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

## Examples

```

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

```

## See Also

[ST\\_XMin](#), [ST\\_YMax](#), [ST\\_YMin](#), [ST\\_ZMax](#), [ST\\_ZMin](#)

### 8.17.10 ST\_XMin

**ST\_XMin** — Returns the X minima of a 2D or 3D bounding box or a geometry.

## Synopsis

```
float ST_XMin(box3d aGeomorBox2DorBox3D);
```

## Description

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

## Examples

```

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

```

## See Also

[ST\\_XMax](#), [ST\\_YMax](#), [ST\\_YMin](#), [ST\\_ZMax](#), [ST\\_ZMin](#)

### 8.17.11 ST\_YMax

ST\_YMax — Returns the Y maxima of a 2D or 3D bounding box or a geometry.

## Synopsis

```
float ST_YMax(box3d aGeomorBox2DorBox3D);
```

## Description

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

## Examples

```

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

```

## See Also

[ST\\_XMin](#), [ST\\_XMax](#), [ST\\_YMin](#), [ST\\_ZMax](#), [ST\\_ZMin](#)

### 8.17.12 ST\_YMin

`ST_YMin` — Returns the Y minima of a 2D or 3D bounding box or a geometry.

## Synopsis

```
float ST_YMin(box3d aGeomorBox2DorBox3D);
```

**Description**

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

**Examples**

```
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
```

**See Also**

[ST\\_GeomFromEWKT](#), [ST\\_XMin](#), [ST\\_XMax](#), [ST\\_YMax](#), [ST\\_ZMax](#), [ST\\_ZMin](#)

**8.17.13 ST\_ZMax**

**ST\_ZMax** — Returns the Z maxima of a 2D or 3D bounding box or a geometry.

**Synopsis**

```
float ST_ZMax(box3d aGeomorBox2DorBox3D);
```

## Description

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

## Examples

```
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
```

## See Also

[ST\\_GeomFromEWKT](#), [ST\\_XMin](#), [ST\\_XMax](#), [ST\\_YMax](#), [ST\\_YMin](#), [ST\\_ZMax](#)

### 8.17.14 ST\_ZMin

**ST\_ZMin** — Returns the Z minima of a 2D or 3D bounding box or a geometry.

## Synopsis

```
float ST_ZMin(box3d aGeomorBox2DorBox3D);
```



**Description**

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

**Examples**

```
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
```

**See Also**

[ST\\_GeomFromEWKT](#), [ST\\_GeomFromText](#), [ST\\_XMin](#), [ST\\_XMax](#), [ST\\_YMax](#), [ST\\_YMin](#), [ST\\_ZMax](#)

## 8.18 Linear Referencing

### 8.18.1 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);
```

## Description

Returns a point interpolated along a line at a fractional location. First argument must be a `LINestring`. Second argument is a float between 0 and 1 representing the fraction of line length where the point is to be located. The Z and M values are interpolated if present.

See [ST\\_LineLocatePoint](#) for computing the line location nearest to a Point.



### 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

Since release 1.1.1 this function also interpolates M and Z values (when present), while prior releases set them to 0.0.

Availability: 0.8.2, Z and M supported added in 1.1.1

Changed: 2.1.0. Up to 2.0.x this was called `ST_Line_Interpolate_Point`.



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

## Examples



*A LineString with the interpolated point at 20% position (0.20)*

```
-- The point 20% along a line

SELECT ST_AsEWKT(
  ST_LineInterpolatePoint(
    'LINestring(25 50, 100 125, 150 190)',
    0.2 ));

 st_asewkt
-----
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));

 st_asewkt
-----
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;

 st_astext
-----
POINT(3 4)
```

### See Also

[ST\\_LineInterpolatePoints](#), [ST\\_3DLineInterpolatePoint](#), [ST\\_LineLocatePoint](#)

## 8.18.2 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);

### Description

Returns a point interpolated along a 3D line at a fractional location. First argument must be a `LINestring`. Second argument is a float between 0 and 1 representing the point location as a fraction of line length. The M value is interpolated if present.



#### 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.

Availability: 3.0.0

### Examples

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)
```

**See Also**

[ST\\_LineInterpolatePoint](#), [ST\\_LineInterpolatePoints](#), [ST\\_LineLocatePoint](#)

**8.18.3 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);
```

**Description**

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 (the function will be equivalent to [ST\\_LineInterpolatePoint](#).)

If the result has zero or one points, it will be returned as a `POINT`. If it has two or more points, it will be returned as a `MULTIPOINT`.

Availability: 2.5.0



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



This function supports M coordinates.

**Examples**

*A LineString with the interpolated points every 20%*

```
--Return points each 20% along a 2D line
SELECT ST_AsText(ST_LineInterpolatePoints('LINestring(25 50, 100 125, 150 190)', 0.20))
       st_astext
-----
MULTIPOINT(51.5974135047432 76.5974135047432,78.1948270094864 ↔
           103.194827009486,104.132163186446 130.37181214238,127.066081593223 160.185906071119,150 ↔
           190)
```

**See Also**

[ST\\_LineInterpolatePoint](#) [ST\\_LineLocatePoint](#)

**8.18.4 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);
```

**Description**

Returns a float between 0 and 1 representing the location of the closest point on a LineString to the given Point, as a fraction of [2d line](#) length.

You can use the returned location to extract a Point ([ST\\_LineInterpolatePoint](#)) or a substring ([ST\\_LineSubstring](#)).

This is useful for approximating numbers of addresses

Availability: 1.1.0

Changed: 2.1.0. Up to 2.0.x this was called `ST_Line_Locate_Point`.

**Examples**

```
--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)
```

**See Also**

[ST\\_DWithin](#), [ST\\_Length2D](#), [ST\\_LineInterpolatePoint](#), [ST\\_LineSubstring](#)

**8.18.5 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);

**Description**

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.

If `startfraction` and `endfraction` have the same value this is equivalent to [ST\\_LineInterpolatePoint](#).

---

**Note**

This only works with `LINestring`s. To use on contiguous `MULTILINESTRING`s first join them with [ST\\_LineMerge](#).

---

**Note**

Since release 1.1.1 this function interpolates M and Z values. Prior releases set Z and M to unspecified values.

---

Availability: 1.1.0, Z and M supported added in 1.1.1

Changed: 2.1.0. Up to 2.0.x this was called `ST_Line_Substring`.



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

**Examples**

*A LineString seen with 1/3 midrange overlaid (0.333, 0.666)*

---

```
SELECT ST_AsText(ST_LineSubstring( 'LINESTRING(25 50, 100 125, 150 190)', 0.333, 0.666));

          st_astext
-----
LINESTRING(69.2846934853974 94.2846934853974,100 125,111.700356260683 140.210463138888)
```

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));

          st_astext
-----
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)
```

### See Also

[ST\\_Length](#), [ST\\_LineInterpolatePoint](#), [ST\\_LineMerge](#)

## 8.18.6 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);
```

## Description

Returns the locations along a measured geometry (as a Point or MultiPoint) that match a measure value. Polygonal elements are not supported.

If the `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 geometries with an M component

The semantic is specified by the *ISO/IEC 13249-3 SQL/MM Spatial* standard.

Availability: 1.1.0 by old name `ST_Locate_Along_Measure`.

Changed: 2.0.0 in prior versions this used to be called `ST_Locate_Along_Measure`.



This function supports M coordinates.

## Examples

```
SELECT ST_AsText (
  ST_LocateAlong (
    'MULTILINESTRINGM((1 2 3, 3 4 2, 9 4 3),(1 2 3, 5 4 5))'::geometry,
    3 ));

          st_astext
-----
MULTIPOINT M (1 2 3,9 4 3,1 2 3)
```

## See Also

[ST\\_LocateBetween](#), [ST\\_LocateBetweenElevations](#)

### 8.18.7 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 offset = 0);

## Description

Return a geometry (collection) with the portions of the input measured geometry that match the specified measure range (inclusively).

If the `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.

Clipping a non-convex POLYGON may produce invalid geometry.

The semantic is specified by the *ISO/IEC 13249-3 SQL/MM Spatial* standard.



Availability: 1.1.0 by old name `ST_Locate_Between_Measures`.

Changed: 2.0.0 - in prior versions this used to be called `ST_Locate_Between_Measures`.

Enhanced: 3.0.0 - added support for POLYGON, TIN, TRIANGLE.



This function supports M coordinates.

### Examples

```
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 ));

          st_asewkt
-----
GEOMETRYCOLLECTION M (LINESTRING M (1 2 3,3 4 2,9 4 3),POINT M (1 2 3))
```

### See Also

[ST\\_LocateAlong](#), [ST\\_LocateBetweenElevations](#)

## 8.18.8 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);

### Description

Returns a geometry (collection) with the portions of a geometry that lie in an elevations (Z) range.

Clipping a non-convex POLYGON may produce invalid geometry.

Availability: 1.4.0

Enhanced: 3.0.0 - added support for POLYGON, TIN, TRIANGLE.



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

### Examples

```
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))
```

### See Also

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

## 8.18.9 ST\_InterpolatePoint

`ST_InterpolatePoint` — Returns the interpolated measure of a geometry closest to a point.

### Synopsis

float8 `ST_InterpolatePoint`(geometry line, geometry point);

### Description

Returns the value of the measure dimension of a geometry at the point closed to the provided point.

Availability: 2.0.0



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

### Examples

```
SELECT ST_InterpolatePoint('LINESTRING M (0 0 0, 10 0 20)', 'POINT(5 5)');
 st_interpolatepoint
-----
10
```

### See Also

[ST\\_AddMeasure](#), [ST\\_LocateAlong](#), [ST\\_LocateBetween](#)

## 8.18.10 ST\_AddMeasure

`ST_AddMeasure` — Interpolates measures along a linear geometry.

### Synopsis

geometry `ST_AddMeasure`(geometry geom\_mline, float8 measure\_start, float8 measure\_end);

**Description**

Return a derived geometry with measure values linearly interpolated between the start and end points. If the geometry has no measure dimension, one is added. If the geometry has a measure dimension, it is over-written with new values. Only `LINESTRINGS` and `MULTILINESTRINGS` are supported.

Availability: 1.5.0



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

**Examples**

```
SELECT ST_AsText(ST_AddMeasure(
ST_GeomFromEWKT('LINESTRING(1 0, 2 0, 4 0)'),1,4)) As ewelev;
           ewelev
-----
LINESTRINGM(1 0 1,2 0 2,4 0 4)

SELECT ST_AsText(ST_AddMeasure(
ST_GeomFromEWKT('LINESTRING(1 0 4, 2 0 4, 4 0 4)'),10,40)) As ewelev;
           ewelev
-----
LINESTRING(1 0 4 10,2 0 4 20,4 0 4 40)

SELECT ST_AsText(ST_AddMeasure(
ST_GeomFromEWKT('LINESTRINGM(1 0 4, 2 0 4, 4 0 4)'),10,40)) As ewelev;
           ewelev
-----
LINESTRINGM(1 0 10,2 0 20,4 0 40)

SELECT ST_AsText(ST_AddMeasure(
ST_GeomFromEWKT('MULTILINESTRINGM((1 0 4, 2 0 4, 4 0 4),(1 0 4, 2 0 4, 4 0 4)'),10,70)) As ←
           ewelev;
           ewelev
-----
MULTILINESTRINGM((1 0 10,2 0 20,4 0 40),(1 0 40,2 0 50,4 0 70))
```

## 8.19 Trajectory Functions

### 8.19.1 ST\_IsValidTrajectory

`ST_IsValidTrajectory` — Tests if the geometry is a valid trajectory.

**Synopsis**

boolean `ST_IsValidTrajectory`(geometry line);

**Description**

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](#)

Availability: 2.2.0



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

## Examples

```
-- A valid trajectory
SELECT ST_IsValidTrajectory(ST_MakeLine(
  ST_MakePointM(0,0,1),
  ST_MakePointM(0,1,2))
);
t

-- An invalid trajectory
SELECT ST_IsValidTrajectory(ST_MakeLine(ST_MakePointM(0,0,1), ST_MakePointM(0,1,0)));
NOTICE: Measure of vertex 1 (0) not bigger than measure of vertex 0 (1)
st_isvalidtrajectory
-----
f
```

## See Also

[ST\\_ClosestPointOfApproach](#)

## 8.19.2 ST\_ClosestPointOfApproach

`ST_ClosestPointOfApproach` — Returns a measure at the closest point of approach of two trajectories.

### Synopsis

```
float8 ST_ClosestPointOfApproach(geometry track1, geometry track2);
```

### Description

Returns the smallest measure at which points interpolated along the given trajectories are at the smallest distance.

Inputs must be valid trajectories as checked by [ST\\_IsValidTrajectory](#). Null is returned if the trajectories do not overlap in their M ranges.

See [ST\\_LocateAlong](#) for getting the actual points at the given measure.

Availability: 2.2.0



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

## Examples

```
-- Return the time in which two objects moving between 10:00 and 11:00
-- are closest to each other and their distance at that point
WITH inp AS ( SELECT
  ST_AddMeasure('LINESTRING Z (0 0 0, 10 0 5) '::geometry,
    extract(epoch from '2015-05-26 10:00'::timestampz),
    extract(epoch from '2015-05-26 11:00'::timestampz)
  ) a,
  ST_AddMeasure('LINESTRING Z (0 2 10, 12 1 2) '::geometry,
    extract(epoch from '2015-05-26 10:00'::timestampz),
    extract(epoch from '2015-05-26 11:00'::timestampz)
  ) b
), cpa AS (
  SELECT ST_ClosestPointOfApproach(a,b) m FROM inp
```

```

), points AS (
  SELECT ST_Force3DZ(ST_GeometryN(ST_LocateAlong(a,m),1)) pa,
         ST_Force3DZ(ST_GeometryN(ST_LocateAlong(b,m),1)) pb
  FROM inp, cpa
)
SELECT to_timestamp(m) t,
       ST_Distance(pa,pb) distance
FROM points, cpa;

```

```

          t                | distance
-----+-----
2015-05-26 10:45:31.034483+02 | 1.96036833151395

```

### See Also

[ST\\_IsValidTrajectory](#), [ST\\_DistanceCPA](#), [ST\\_LocateAlong](#), [ST\\_AddMeasure](#)

### 8.19.3 ST\_DistanceCPA

`ST_DistanceCPA` — Returns the distance between the closest point of approach of two trajectories.

#### Synopsis

```
float8 ST_DistanceCPA(geometry track1, geometry track2);
```

#### Description

Returns the minimum distance two moving objects have ever been each other.

Inputs must be valid trajectories as checked by [ST\\_IsValidTrajectory](#). Null is returned if the trajectories do not overlap in their M ranges.

Availability: 2.2.0



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

#### Examples

```

-- Return the minimum distance of two objects moving between 10:00 and 11:00
WITH inp AS ( SELECT
  ST_AddMeasure('LINESTRING Z (0 0 0, 10 0 5)::geometry,
    extract(epoch from '2015-05-26 10:00'::timestampz),
    extract(epoch from '2015-05-26 11:00'::timestampz)
  ) a,
  ST_AddMeasure('LINESTRING Z (0 2 10, 12 1 2)::geometry,
    extract(epoch from '2015-05-26 10:00'::timestampz),
    extract(epoch from '2015-05-26 11:00'::timestampz)
  ) b
)
SELECT ST_DistanceCPA(a,b) distance FROM inp;

          distance
-----
1.96036833151395

```

**See Also**

[ST\\_IsValidTrajectory](#), [ST\\_ClosestPointOfApproach](#), [ST\\_AddMeasure](#), [ST\\_IsValidTrajectory](#)

**8.19.4 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);

**Description**

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.

Availability: 2.2.0



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

**Examples**

```
WITH inp AS ( SELECT
  ST_AddMeasure('LINESTRING Z (0 0 0, 10 0 5)::geometry',
    extract(epoch from '2015-05-26 10:00'::timestampz),
    extract(epoch from '2015-05-26 11:00'::timestampz)
  ) a,
  ST_AddMeasure('LINESTRING Z (0 2 10, 12 1 2)::geometry',
    extract(epoch from '2015-05-26 10:00'::timestampz),
    extract(epoch from '2015-05-26 11:00'::timestampz)
  ) b
)
SELECT ST_CPAWithin(a,b,2), ST_DistanceCPA(a,b) distance FROM inp;
```

st_cpawithin	distance
t	1.96521473776207

**See Also**

[ST\\_IsValidTrajectory](#), [ST\\_ClosestPointOfApproach](#), [ST\\_DistanceCPA](#), [ST\\_IsValidTrajectory](#)

**8.20 SFCGAL Functions****8.20.1 postgis\_sfcgal\_version**

`postgis_sfcgal_version` — Returns the version of SFCGAL in use

## Synopsis

text `postgis_sfcgal_version`(void);

## Description

Availability: 2.1.0



This method needs SFCGAL backend.



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



This function supports Polyhedral surfaces.



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

## 8.20.2 ST\_Extrude

`ST_Extrude` — Extrude a surface to a related volume

## Synopsis

geometry `ST_Extrude`(geometry geom, float x, float y, float z);

## Description

Availability: 2.1.0



This method needs SFCGAL backend.



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



This function supports Polyhedral surfaces.

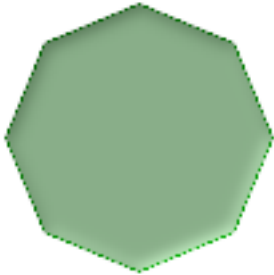


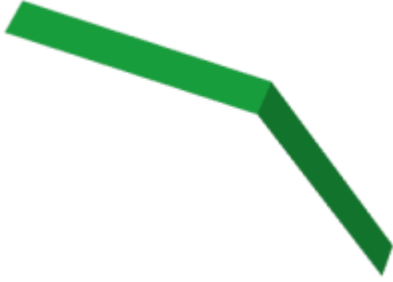


This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Examples

3D images were generated using PostGIS [ST\\_AsX3D](#) and rendering in HTML using [X3Dom HTML Javascript rendering library](#).

---

<pre>SELECT ST_Buffer(ST_GeomFromText('POINT ↵ (100 90)'), 50, 'quad_segs=2'),0,0,30);</pre>  <p><i>Original octagon formed from buffering point</i></p>	<pre>ST_Extrude(ST_Buffer(ST_GeomFromText(' ↵ POINT(100 90)'), 50, 'quad_segs=2'),0,0,30);</pre>  <p><i>Hexagon extruded 30 units along Z produces a PolyhedralSurfaceZ</i></p>
<pre>SELECT ST_GeomFromText('LINESTRING(50 50, ↵ 100 90, 95 150)')</pre>  <p><i>Original linestring</i></p>	<pre>SELECT ST_Extrude( ST_GeomFromText('LINESTRING(50 50, 100 ↵ 90, 95 150)'),0,0,10);</pre>  <p><i>LineString Extruded along Z produces a PolyhedralSurfaceZ</i></p>

**See Also**[ST\\_AsX3D](#)**8.20.3 ST\_StraightSkeleton**

ST\_StraightSkeleton — Compute a straight skeleton from a geometry



**Synopsis**

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

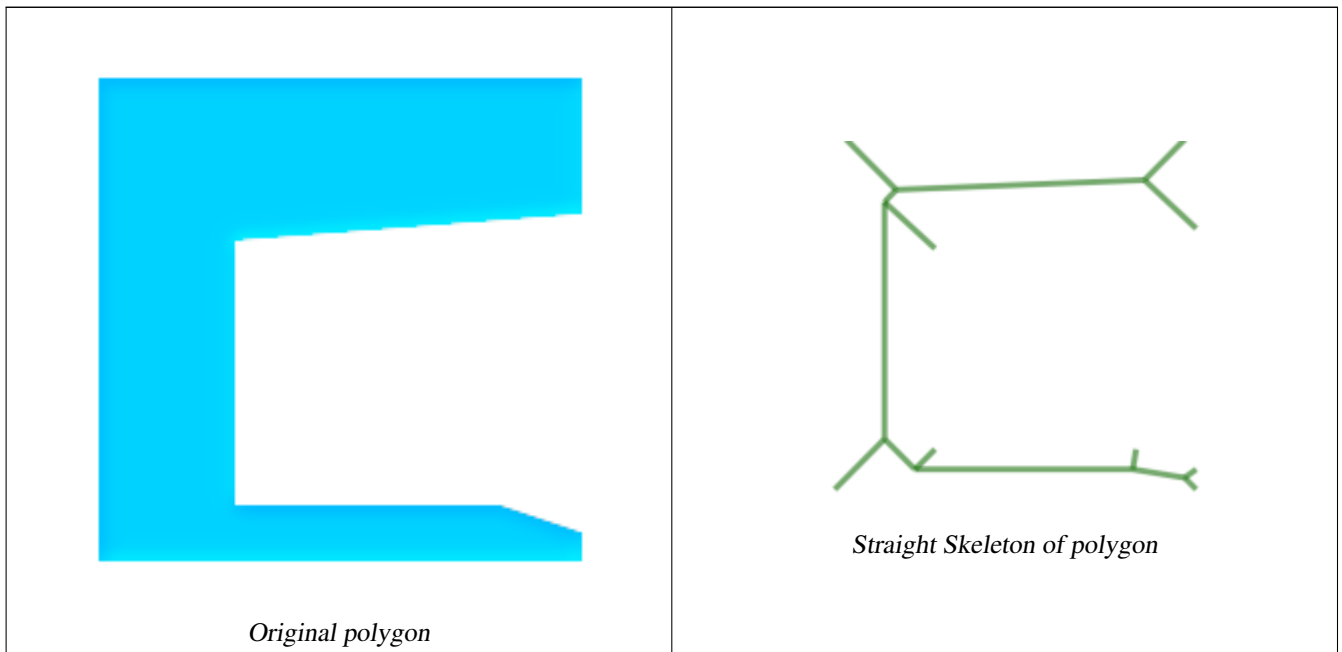
**Description**

Availability: 2.1.0

- ✔ This method needs SFCGAL backend.
- ✔ This function supports 3d and will not drop the z-index.
- ✔ This function supports Polyhedral surfaces.
- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

**Examples**

```
SELECT ST_StraightSkeleton(ST_GeomFromText('POLYGON (( 190 190, 10 190, 10 10, 190 10, 190 ←
20, 160 30, 60 30, 60 130, 190 140, 190 190 ))'));
```

**8.20.4 ST\_ApproximateMedialAxis**

**ST\_ApproximateMedialAxis** — Compute the approximate medial axis of an areal geometry.

**Synopsis**

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

## Description

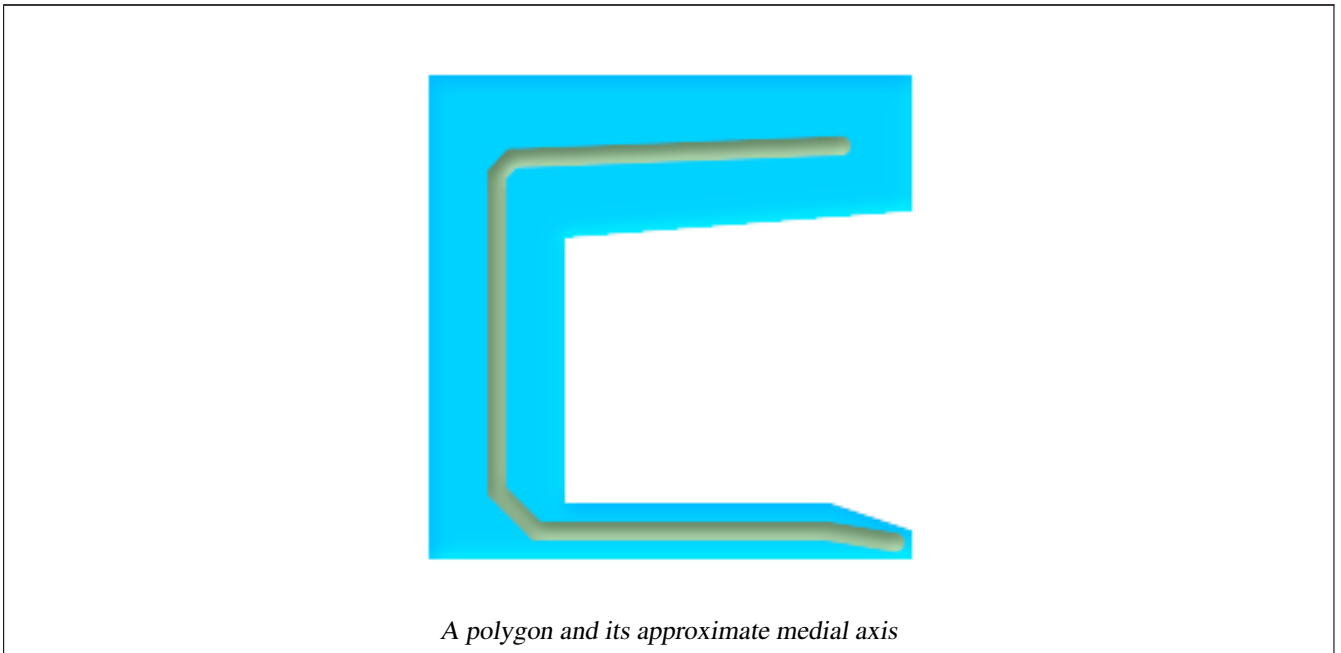
Return an approximate medial axis for the areal input based on its straight skeleton. Uses an SFCGAL specific API when built against a capable version (1.2.0+). Otherwise the function is just a wrapper around ST\_StraightSkeleton (slower case).

Availability: 2.2.0

- ✔ This method needs SFCGAL backend.
- ✔ This function supports 3d and will not drop the z-index.
- ✔ This function supports Polyhedral surfaces.
- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Examples

```
SELECT ST_ApproximateMedialAxis(ST_GeomFromText('POLYGON (( 190 190, 10 190, 10 10, 190 10, ←  
190 20, 160 30, 60 30, 60 130, 190 140, 190 190 ))'));
```



## See Also

[ST\\_StraightSkeleton](#)

### 8.20.5 ST\_IsPlanar

ST\_IsPlanar — Check if a surface is or not planar

## Synopsis

```
boolean ST_IsPlanar(geometry geom);
```

## Description

Availability: 2.2.0: This was documented in 2.1.0 but got accidentally left out in 2.1 release.



This method needs SFCGAL backend.



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



This function supports Polyhedral surfaces.



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

## 8.20.6 ST\_Orientation

ST\_Orientation — Determine surface orientation

### Synopsis

integer **ST\_Orientation**(geometry geom);

### Description

The function only applies to polygons. It returns -1 if the polygon is counterclockwise oriented and 1 if the polygon is clockwise oriented.

Availability: 2.1.0



This method needs SFCGAL backend.



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

## 8.20.7 ST\_ForceLHR

ST\_ForceLHR — Force LHR orientation

### Synopsis

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

### Description

Availability: 2.1.0



This method needs SFCGAL backend.



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



This function supports Polyhedral surfaces.



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

## 8.20.8 ST\_MinkowskiSum

ST\_MinkowskiSum — Performs Minkowski sum

### Synopsis

```
geometry ST_MinkowskiSum(geometry geom1, geometry geom2);
```

### Description

This function performs a 2D minkowski sum of a point, line or polygon with a polygon.

A minkowski sum of two geometries A and B is the set of all points that are the sum of any point in A and B. Minkowski sums are often used in motion planning and computer-aided design. More details on [Wikipedia Minkowski addition](#).

The first parameter can be any 2D geometry (point, linestring, polygon). If a 3D geometry is passed, it will be converted to 2D by forcing Z to 0, leading to possible cases of invalidity. The second parameter must be a 2D polygon.

Implementation utilizes [CGAL 2D Minkowskisum](#).

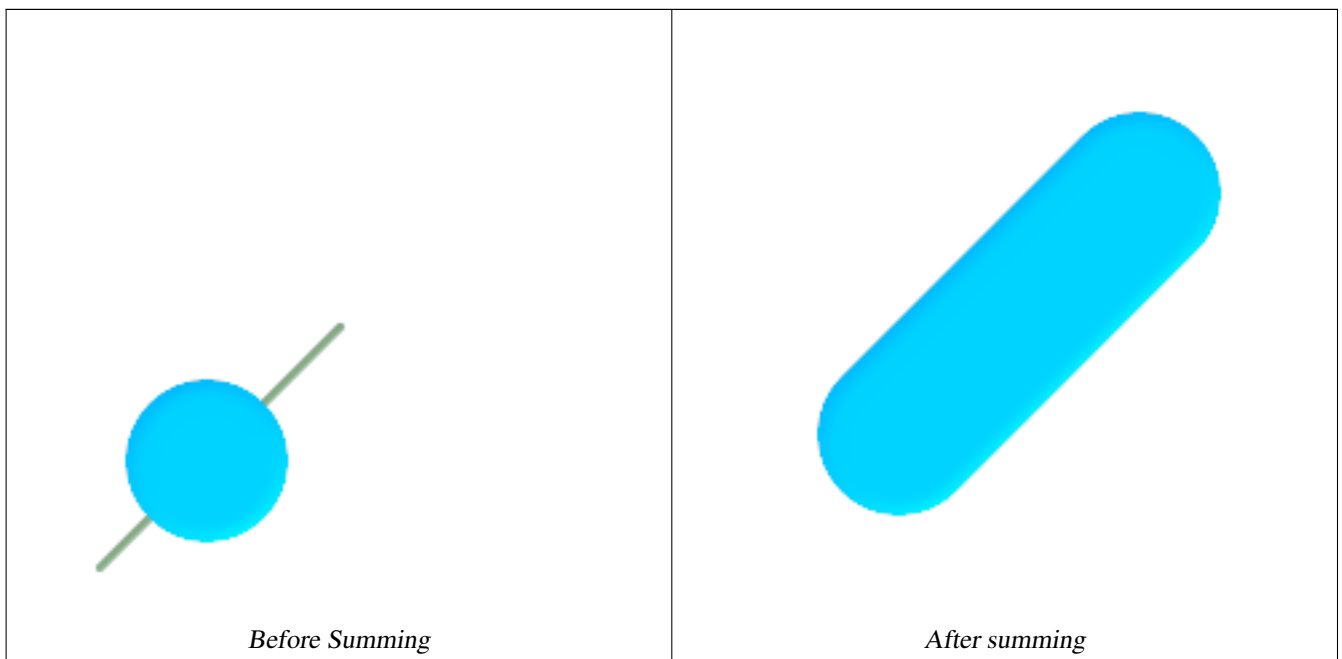
Availability: 2.1.0



This method needs SFCGAL backend.

### Examples

Minkowski Sum of Linestring and circle polygon where Linestring cuts thru the circle



```
SELECT ST_MinkowskiSum(line, circle)
FROM (SELECT
  ST_MakeLine(ST_Point(10, 10),ST_Point(100, 100)) As line,
  ST_Buffer(ST_GeomFromText('POINT(50 50)'), 30) As circle) As foo;

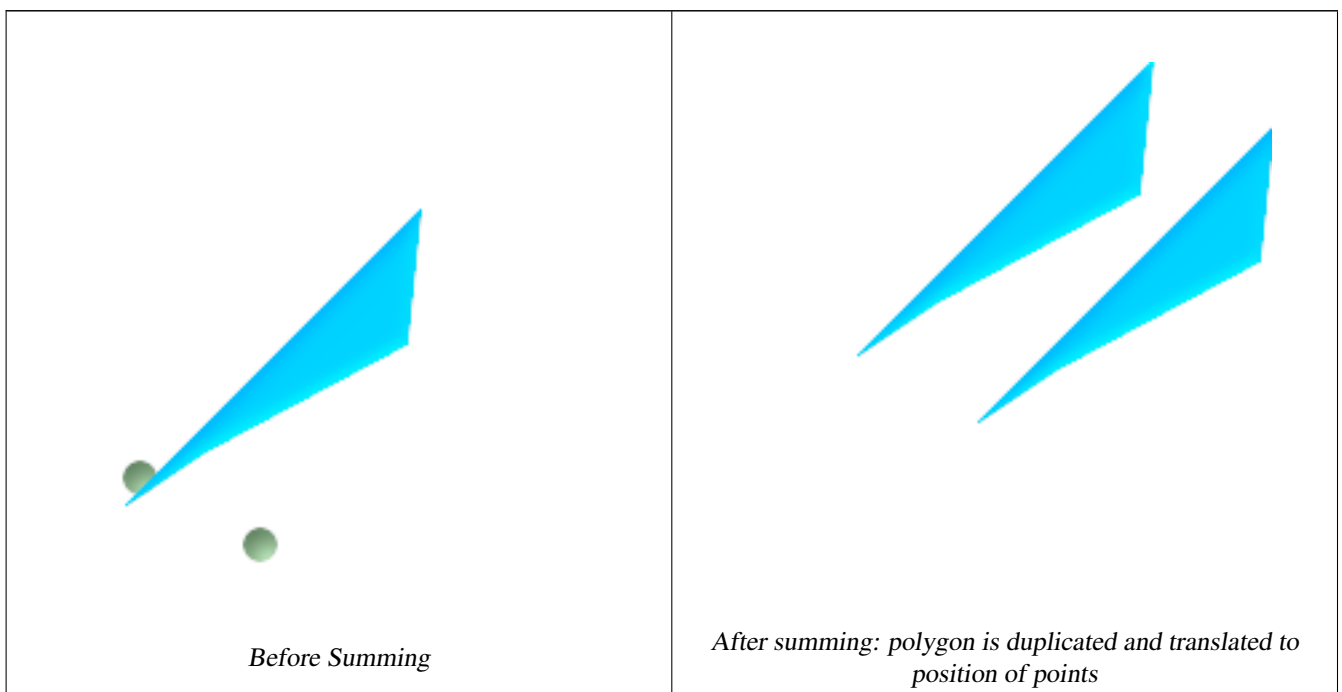
-- wkt --
MULTIPOLYGON(((30 59.999999999999,30.5764415879031 54.1472903395161,32.2836140246614 ↵
```

```

48.5194970290472,35.0559116309237 43.3328930094119,38.7867965644036 ↔
38.7867965644035,43.332893009412 35.0559116309236,48.5194970290474 ↔
32.2836140246614,54.1472903395162 30.5764415879031,60.0000000000001 30,65.8527096604839 ↔
30.5764415879031,71.4805029709527 32.2836140246614,76.6671069905881 ↔
35.0559116309237,81.2132034355964 38.7867965644036,171.213203435596 ↔
128.786796564404,174.944088369076 133.332893009412,177.716385975339 ↔
138.519497029047,179.423558412097 144.147290339516,180 150,179.423558412097 ↔
155.852709660484,177.716385975339 161.480502970953,174.944088369076 ↔
166.667106990588,171.213203435596 171.213203435596,166.667106990588 174.944088369076,
161.480502970953 177.716385975339,155.852709660484 179.423558412097,150 ↔
180,144.147290339516 179.423558412097,138.519497029047 177.716385975339,133.332893009412 ↔
174.944088369076,128.786796564403 171.213203435596,38.7867965644035 ↔
81.2132034355963,35.0559116309236 76.667106990588,32.2836140246614 ↔
71.4805029709526,30.5764415879031 65.8527096604838,30 59.9999999999999))

```

### Minkowski Sum of a polygon and multipoint



```

SELECT ST_MinkowskiSum(mp, poly)
FROM (SELECT 'MULTIPOINT(25 50,70 25)::geometry As mp,
      'POLYGON((130 150, 20 40, 50 60, 125 100, 130 150))::geometry As poly
      ) As foo

-- wkt --
MULTIPOLYGON(
  ((70 115,100 135,175 175,225 225,70 115)),
  ((120 65,150 85,225 125,275 175,120 65))
)

```

### 8.20.9 ST\_ConstrainedDelaunayTriangles

**ST\_ConstrainedDelaunayTriangles** — Return a constrained Delaunay triangulation around the given input geometry.

## Synopsis

```
geometry ST_ConstrainedDelaunayTriangles(geometry g1);
```

## Description

Return a **Constrained Delaunay triangulation** around the vertices of the input geometry. Output is a TIN.



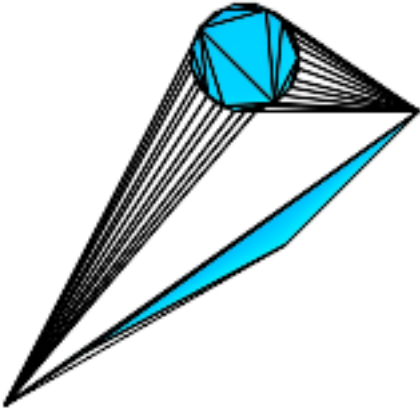
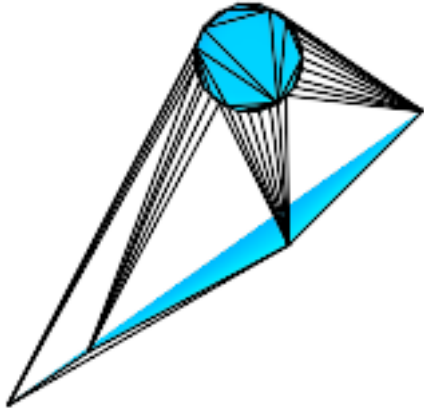
This method needs SFCGAL backend.

Availability: 3.0.0



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

## Examples

 <p><i>ST_ConstrainedDelaunayTriangles of 2 polygons</i></p> <pre>select ST_ConstrainedDelaunayTriangles(     ST_Union(         'POLYGON((175 150, ↵         20 40, 50 60, 125 100, 175 150))'::geometry,         ST_Buffer('POINT ↵         (110 170)'::geometry, 20)     ) );</pre>	 <p><i>ST_DelaunayTriangles of 2 polygons. Triangle edges cross polygon boundaries.</i></p> <pre>select ST_DelaunayTriangles(     ST_Union(         'POLYGON((175 150, ↵         20 40, 50 60, 125 100, 175 150))'::geometry,         ST_Buffer('POINT ↵         (110 170)'::geometry, 20)     ) );</pre>
---	--

## See Also

[ST\\_DelaunayTriangles](#), [ST\\_Tessellate](#), [ST\\_ConcaveHull](#), [ST\\_Dump](#)

### 8.20.10 ST\_3DIntersection

ST\_3DIntersection — Perform 3D intersection

## Synopsis

geometry **ST\_3DIntersection**(geometry geom1, geometry geom2);

## Description

Return a geometry that is the shared portion between geom1 and geom2.

Availability: 2.1.0



This method needs SFCGAL backend.



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



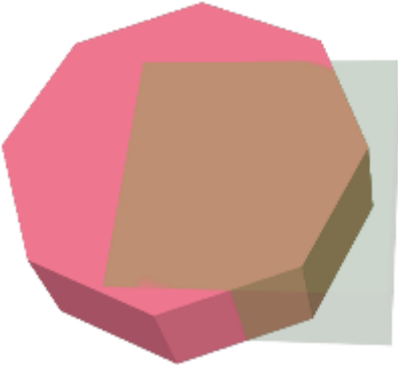
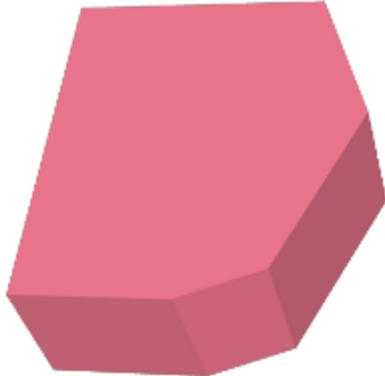
This function supports Polyhedral surfaces.



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

## Examples

3D images were generated using PostGIS [ST\\_AsX3D](#) and rendering in HTML using [X3Dom HTML Javascript rendering library](#).

<pre>SELECT ST_Extrude(ST_Buffer(↵     ST_GeomFromText('POINT(100 90)'),     50, 'quad_segs=2'),0,0,30) AS geom1,     ST_Extrude(ST_Buffer(↵     ST_GeomFromText('POINT(80 80)'),     50, 'quad_segs=1'),0,0,30) AS geom2;</pre>  <p><i>Original 3D geometries overlaid. geom2 is shown semi-transparent</i></p>	<pre>SELECT ST_3DIntersection(geom1,geom2) FROM ( SELECT ST_Extrude(ST_Buffer(↵     ST_GeomFromText('POINT(100 90)'),     50, 'quad_segs=2'),0,0,30) AS geom1,     ST_Extrude(ST_Buffer(↵     ST_GeomFromText('POINT(80 80)'),     50, 'quad_segs=1'),0,0,30) AS geom2 ) As ↵     t;</pre>  <p><i>Intersection of geom1 and geom2</i></p>
---	---

## 3D linestrings and polygons

```
SELECT ST_AsText(ST_3DIntersection(linestring, polygon)) As wkt
FROM ST_GeomFromText('LINESTRING Z (2 2 6,1.5 1.5 7,1 1 8,0.5 0.5 8,0 0 10)') AS ↵
    linestring
CROSS JOIN ST_GeomFromText('POLYGON((0 0 8, 0 1 8, 1 1 8, 1 0 8, 0 0 8))') AS polygon;
```

wkt

-----

```
LINestring Z (1 1 8,0.5 0.5 8)
```

### Cube (closed Polyhedral Surface) and Polygon Z

```
SELECT ST_AsText(ST_3DIntersection(
  ST_GeomFromText('POLYHEDRALSURFACE Z( ((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
  ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)), ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
  ((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
  ((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)), ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)) )'),
  'POLYGON Z ((0 0 0, 0 0 0.5, 0 0.5 0.5, 0 0.5 0, 0 0 0))'::geometry))
```

```
TIN Z (((0 0 0,0 0 0.5,0 0.5 0.5,0 0 0)),((0 0.5 0,0 0 0,0 0.5 0.5,0 0.5 0)))
```

### Intersection of 2 solids that result in volumetric intersection is also a solid (ST\_Dimension returns 3)

```
SELECT ST_AsText(ST_3DIntersection( ST_Extrude(ST_Buffer('POINT(10 20)'::geometry,10,1) ←
,0,0,30),
  ST_Extrude(ST_Buffer('POINT(10 20)'::geometry,10,1),2,0,10) ));
```

```
POLYHEDRALSURFACE Z (((13.3333333333333 13.3333333333333 10,20 20 0,20 20 ←
10,13.3333333333333 13.3333333333333 10)),
  ((20 20 10,16.6666666666667 23.3333333333333 10,13.3333333333333 13.3333333333333 10,20 ←
20 10)),
  ((20 20 0,16.6666666666667 23.3333333333333 10,20 20 10,20 20 0)),
  ((13.3333333333333 13.3333333333333 10,10 10 0,20 20 0,13.3333333333333 13.3333333333333 ←
10)),
  ((16.6666666666667 23.3333333333333 10,12 28 10,13.3333333333333 13.3333333333333 ←
10,16.6666666666667 23.3333333333333 10)),
  ((20 20 0,9.99999999999995 30 0,16.6666666666667 23.3333333333333 10,20 20 0)),
  ((10 10 0,9.99999999999995 30 0,20 20 0,10 10 0)),((13.3333333333333 13.3333333333333 ←
10,12 12 10,10 10 0,13.3333333333333 13.3333333333333 10)),
  ((12 28 10,12 12 10,13.3333333333333 13.3333333333333 10,12 28 10)),
  ((16.6666666666667 23.3333333333333 10,9.99999999999995 30 0,12 28 10,16.6666666666667 ←
23.3333333333333 10)),
  ((10 10 0,0 20 0,9.99999999999995 30 0,10 10 0)),
  ((12 12 10,11 11 10,10 10 0,12 12 10)),((12 28 10,11 11 10,12 12 10,12 28 10)),
  ((9.99999999999995 30 0,11 29 10,12 28 10,9.99999999999995 30 0)),((0 20 0,2 20 ←
10,9.99999999999995 30 0,0 20 0)),
  ((10 10 0,2 20 10,0 20 0,10 10 0)),((11 11 10,2 20 10,10 10 0,11 11 10)),((12 28 10,11 29 ←
10,11 11 10,12 28 10)),
  ((9.99999999999995 30 0,2 20 10,11 29 10,9.99999999999995 30 0)),((11 11 10,11 29 10,2 20 ←
10,11 11 10)))
```

## 8.20.11 ST\_3DDifference

ST\_3DDifference — Perform 3D difference

### Synopsis

geometry **ST\_3DDifference**(geometry geom1, geometry geom2);

### Description

Returns that part of geom1 that is not part of geom2.

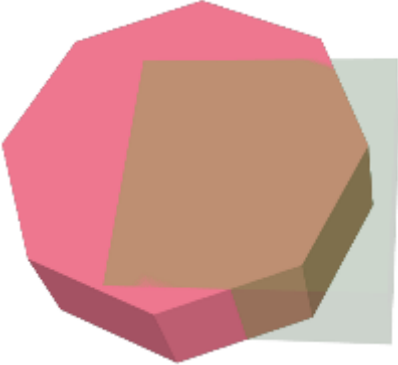
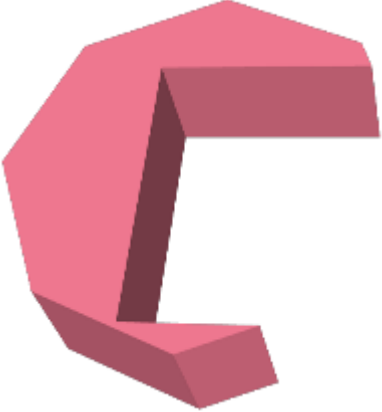
Availability: 2.2.0



- ✔ This method needs SFCGAL backend.
- ✔ This function supports 3d and will not drop the z-index.
- ✔ This function supports Polyhedral surfaces.
- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Examples

3D images were generated using PostGIS [ST\\_AsX3D](#) and rendering in HTML using [X3Dom HTML Javascript rendering library](#).

<pre>SELECT ST_Extrude(ST_Buffer( ↵   ST_GeomFromText('POINT(100 90)'),   50, 'quad_segs=2'),0,0,30) AS geom1,   ST_Extrude(ST_Buffer( ↵   ST_GeomFromText('POINT(80 80)'),   50, 'quad_segs=1'),0,0,30) AS geom2;</pre>  <p><i>Original 3D geometries overlaid. geom2 is the part that will be removed.</i></p>	<pre>SELECT ST_3DDifference(geom1,geom2) FROM ( SELECT ST_Extrude(ST_Buffer( ↵   ST_GeomFromText('POINT(100 90)'),   50, 'quad_segs=2'),0,0,30) AS geom1,   ST_Extrude(ST_Buffer( ↵   ST_GeomFromText('POINT(80 80)'),   50, 'quad_segs=1'),0,0,30) AS geom2 ) As ↵   t;</pre>  <p><i>What's left after removing geom2</i></p>
--	---

## See Also

[ST\\_Extrude](#), [ST\\_AsX3D](#), [ST\\_3DIntersection](#) [ST\\_3DUnion](#)

### 8.20.12 ST\_3DUnion

ST\_3DUnion — Perform 3D union

#### Synopsis

```
geometry ST_3DUnion(geometry geom1, geometry geom2);
```

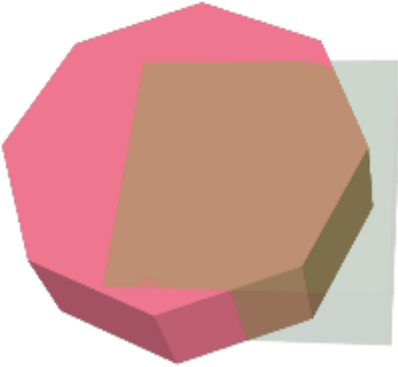
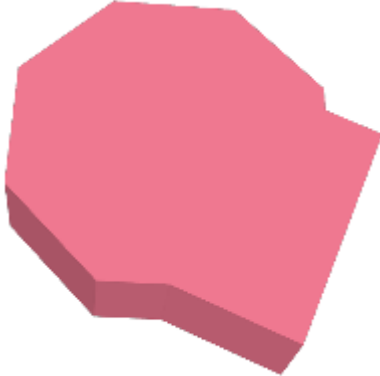
#### Description

Availability: 2.2.0

- ✔ This method needs SFCGAL backend.
- ✔ This function supports 3d and will not drop the z-index.
- ✔ This function supports Polyhedral surfaces.
- ✔ This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Examples

3D images were generated using PostGIS [ST\\_AsX3D](#) and rendering in HTML using [X3Dom HTML Javascript rendering library](#).

<pre>SELECT ST_Extrude(ST_Buffer( ↵   ST_GeomFromText('POINT(100 90)'),   50, 'quad_segs=2'),0,0,30) AS geom1,   ST_Extrude(ST_Buffer( ↵   ST_GeomFromText('POINT(80 80)'),   50, 'quad_segs=1'),0,0,30) AS geom2;</pre>  <p><i>Original 3D geometries overlaid. geom2 is the one with transparency.</i></p>	<pre>SELECT ST_3DUnion(geom1,geom2) FROM ( SELECT ST_Extrude(ST_Buffer( ↵   ST_GeomFromText('POINT(100 90)'),   50, 'quad_segs=2'),0,0,30) AS geom1,   ST_Extrude(ST_Buffer( ↵   ST_GeomFromText('POINT(80 80)'),   50, 'quad_segs=1'),0,0,30) AS geom2 ) As ↵   t;</pre>  <p><i>Union of geom1 and geom2</i></p>
--	--

## See Also

[ST\\_Extrude](#), [ST\\_AsX3D](#), [ST\\_3DIntersection](#) [ST\\_3DDifference](#)

### 8.20.13 ST\_3DArea





`ST_3DArea` — Computes area of 3D surface geometries. Will return 0 for solids.

#### Synopsis

```
floatST_3DArea(geometry geom1);
```

#### Description

Availability: 2.1.0

-  This method needs SFCGAL backend.
-  This function supports 3d and will not drop the z-index.
-  This function supports Polyhedral surfaces.
-  This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

### Examples

Note: By default a PolyhedralSurface built from WKT is a surface geometry, not solid. It therefore has surface area. Once converted to a solid, no area.

```
SELECT ST_3DArea(geom) As cube_surface_area,
       ST_3DArea(ST_MakeSolid(geom)) As solid_surface_area
FROM (SELECT 'POLYHEDRALSURFACE( ((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
  ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)),
  ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
  ((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
  ((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)),
  ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)) )'::geometry) As f(geom);
```

cube_surface_area	solid_surface_area
6	0

### See Also

[ST\\_Area](#), [ST\\_MakeSolid](#), [ST\\_IsSolid](#), [ST\\_Area](#)

## 8.20.14 ST\_Tessellate

ST\_Tessellate — Perform surface Tessellation of a polygon or polyhedralsurface and returns as a TIN or collection of TINS





### Synopsis

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



### Description



Takes as input a surface such a MULTI(POLYGON) or POLYHEDRALSURFACE and returns a TIN representation via the process of tessellation using triangles.

Availability: 2.1.0

-  This method needs SFCGAL backend.
-  This function supports 3d and will not drop the z-index.
-  This function supports Polyhedral surfaces.
-  This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

### Examples

<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)), ↵     ((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)), ↵     ((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 1), ↵     (0 0 1, 1 0 1, 1 1 1, 0 0 1)))</pre>	<pre>SELECT ST_Tessellate(ST_GeomFromText(' ↵     POLYHEDRALSURFACE Z( ((0 0 0, 0 ↵     ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 ↵     0)), ((0 0 0, 1 0 0, 1 0 1, 0 1, 0 ↵     ((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 0 ↵     1), 0 0 1)))</pre>
 <p><i>Original Cube</i></p>	<p><b>ST_AsText output:</b></p> <pre>SELECT ST_AsText(ST_GeomFromText(' ↵     POLYHEDRALSURFACE Z( ((0 0 0, 0 ↵     ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 ↵     0)), ((0 0 0, 1 0 0, 1 0 1, 0 1, 0 ↵     ((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 0 ↵     1), 0 0 1)))</pre>  <p><i>Tessellated Cube with triangles colored</i></p>

<pre>SELECT 'POLYGON (( 10 190, 10 70, 80 70, ↵            80 130, 50 160, 120 160,</pre>  <p style="text-align: center;"><i>Original polygon</i></p>	<pre>SELECT   ST_Tesselate('POLYGON (( 10 190, ↵                 10 70, 80 70, 80 130, 50 160, 120 190, 10 190 ))',:geometry; ST_AsText output FIN(((80 130,50 160,80 70,80 130)),((50 ↵       160,10 190,10 70,50 160)),       ((80 70,50 160,10 70,80 70)) ↵       ,((120 160,120 190,50 160,120 1       ((120 190,10 190,50 160,120 190)))</pre>  <p style="text-align: center;"><i>Tesselated Polygon</i></p>
--	---

**See Also**

[ST\\_ConstrainedDelaunayTriangles](#), [ST\\_DelaunayTriangles](#)

**8.20.15 ST\_Volume**





ST\_Volume — Computes the volume of a 3D solid. If applied to surface (even closed) geometries will return 0.

**Synopsis**

```
float ST_Volume(geometry geom1);
```

**Description**

Availability: 2.2.0

-  This method needs SFCGAL backend.
-  This function supports 3d and will not drop the z-index.
-  This function supports Polyhedral surfaces.
-  This function supports Triangles and Triangulated Irregular Network Surfaces (TIN).

## Example

When closed surfaces are created with WKT, they are treated as areal rather than solid. To make them solid, you need to use [ST\\_MakeSolid](#). Areal geometries have no volume. Here is an example to demonstrate.

```
SELECT ST_Volume(geom) As cube_surface_vol,
       ST_Volume(ST_MakeSolid(geom)) As solid_surface_vol
FROM (SELECT 'POLYHEDRALSURFACE( ((0 0 0, 0 0 1, 0 1 1, 0 1 0, 0 0 0)),
  ((0 0 0, 0 1 0, 1 1 0, 1 0 0, 0 0 0)),
  ((0 0 0, 1 0 0, 1 0 1, 0 0 1, 0 0 0)),
  ((1 1 0, 1 1 1, 1 0 1, 1 0 0, 1 1 0)),
  ((0 1 0, 0 1 1, 1 1 1, 1 1 0, 0 1 0)),
  ((0 0 1, 1 0 1, 1 1 1, 0 1 1, 0 0 1)) )'::geometry) As f(geom);
```

cube_surface_vol	solid_surface_vol
0	1

## See Also

[ST\\_3DArea](#), [ST\\_MakeSolid](#), [ST\\_IsSolid](#)

### 8.20.16 ST\_MakeSolid

**ST\_MakeSolid** — Cast the geometry into a solid. No check is performed. To obtain a valid solid, the input geometry must be a closed Polyhedral Surface or a closed TIN.

#### Synopsis

```
geometry ST_MakeSolid(geometry geom1);
```

#### Description

Availability: 2.2.0



This method needs SFCGAL backend.



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



This function supports Polyhedral surfaces.



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

### 8.20.17 ST\_IsSolid

**ST\_IsSolid** — Test if the geometry is a solid. No validity check is performed.

#### Synopsis

```
boolean ST_IsSolid(geometry geom1);
```

## Description

Availability: 2.2.0



This method needs SFCGAL backend.



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



This function supports Polyhedral surfaces.



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

## 8.21 Long Transaction Support



### Note

For the locking mechanism to operate correctly the **serializable transaction isolation level** must be used.

### 8.21.1 AddAuth

AddAuth — Adds an authorization token to be used in the current transaction.

#### Synopsis

```
boolean AddAuth(text auth_token);
```

#### Description

Adds an authorization token to be used in the current transaction.

Adds the current transaction identifier and authorization token to a temporary table called `temp_lock_have_table`.

Availability: 1.1.3

#### Examples

```
SELECT LockRow('towns', '353', 'priscilla');
BEGIN TRANSACTION;
  SELECT AddAuth('joey');
  UPDATE towns SET geom = ST_Translate(geom,2,2) WHERE gid = 353;
COMMIT;

---Error---
ERROR: UPDATE where "gid" = '353' requires authorization 'priscilla'
```

#### See Also

[LockRow](#)

### 8.21.2 CheckAuth

CheckAuth — Creates a trigger on a table to prevent/allow updates and deletes of rows based on authorization token.

#### Synopsis

```
integer CheckAuth(text a_schema_name, text a_table_name, text a_key_column_name);  
integer CheckAuth(text a_table_name, text a_key_column_name);
```

#### Description

Creates trigger on a table to prevent/allow updates and deletes of rows based on an authorization token. Identify rows using <rowid\_col> column.

If a\_schema\_name is not passed in, then searches for table in current schema.



#### Note

If an authorization trigger already exists on this table function errors.  
If Transaction support is not enabled, function throws an exception.

Availability: 1.1.3

#### Examples

```
SELECT CheckAuth('public', 'towns', 'gid');  
result  
-----  
0
```

#### See Also

[EnableLongTransactions](#)

### 8.21.3 DisableLongTransactions

DisableLongTransactions — Disables long transaction support.

#### Synopsis

```
text DisableLongTransactions();
```

#### Description

Disables long transaction support. This function removes the long transaction support metadata tables, and drops all triggers attached to lock-checked tables.

Drops meta table called `authorization_table` and a view called `authorized_tables` and all triggers called `check_authtrigger`

Availability: 1.1.3



## Examples

```
SELECT DisableLongTransactions();
--result--
Long transactions support disabled
```

## See Also

[EnableLongTransactions](#)

### 8.21.4 EnableLongTransactions

EnableLongTransactions — Enables long transaction support.

#### Synopsis

```
text EnableLongTransactions();
```

#### Description

Enables long transaction support. This function creates the required metadata tables. It must be called once before using the other functions in this section. Calling it twice is harmless.

Creates a meta table called `authorization_table` and a view called `authorized_tables`

Availability: 1.1.3

## Examples

```
SELECT EnableLongTransactions();
--result--
Long transactions support enabled
```

## See Also

[DisableLongTransactions](#)

### 8.21.5 LockRow

LockRow — Sets lock/authorization for a row in a table.

#### Synopsis

```
integer LockRow(text a_schema_name, text a_table_name, text a_row_key, text an_auth_token, timestamp expire_dt);
integer LockRow(text a_table_name, text a_row_key, text an_auth_token, timestamp expire_dt);
integer LockRow(text a_table_name, text a_row_key, text an_auth_token);
```

#### Description

Sets lock/authorization for a specific row in a table. `an_auth_token` is a text value. `expire_dt` is a timestamp which defaults to `now() + 1 hour`. Returns 1 if lock has been assigned, 0 otherwise (i.e. row is already locked by another auth.)

Availability: 1.1.3

---

## Examples

```

SELECT LockRow('public', 'towns', '2', 'joey');
LockRow
-----
1

--Joey has already locked the record and Priscilla is out of luck
SELECT LockRow('public', 'towns', '2', 'priscilla');
LockRow
-----
0

```

## See Also

[UnlockRows](#)

### 8.21.6 UnlockRows

UnlockRows — Removes all locks held by an authorization token.

#### Synopsis

```
integer UnlockRows(text auth_token);
```

#### Description

Removes all locks held by specified authorization token. Returns the number of locks released.

Availability: 1.1.3

#### Examples

```

SELECT LockRow('towns', '353', 'priscilla');
SELECT LockRow('towns', '2', 'priscilla');
SELECT UnLockRows('priscilla');
UnLockRows
-----
2

```

## See Also

[LockRow](#)

## 8.22 Version Functions

### 8.22.1 PostGIS\_Extensions\_Upgrade

PostGIS\_Extensions\_Upgrade — Packages and upgrades PostGIS extensions (e.g. `postgis_raster`, `postgis_topology`, `postgis_sfcgal`) to latest available version.

**Synopsis**

```
text PostGIS_Extensions_Upgrade();
```

**Description**

Packages and upgrades PostGIS extensions to 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: 3.0.0 to repackage loose extensions and support postgis\_raster.

**Examples**

```
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
```

```
-----
                postgis_extensions_upgrade
-----
```

```
Upgrade completed, run SELECT postgis_full_version(); for details
(1 row)
```

**See Also**

Section 3.4, [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Version](#)

**8.22.2 PostGIS\_Full\_Version**

PostGIS\_Full\_Version — Reports full PostGIS version and build configuration infos.

**Synopsis**

```
text PostGIS_Full_Version();
```

**Description**

Reports full PostGIS version and build configuration infos. Also informs about synchronization between libraries and scripts suggesting upgrades as needed.

## Examples

```
SELECT PostGIS_Full_Version();
           postgis_full_version
-----
POSTGIS="3.0.0dev r17211" [EXTENSION] PGSQL="110" GEOS="3.8.0dev-CAPI-1.11.0 df24b6bb" ↔
SFCGAL="1.3.6" PROJ="Rel. 5.2.0, September 15th, 2018"
GDAL="GDAL 2.3.2, released 2018/09/21" LIBXML="2.9.9" LIBJSON="0.13.1" LIBPROTOBUF="1.3.1" ↔
WAGYU="0.4.3 (Internal)" TOPOLOGY RASTER
(1 row)
```

## See Also

Section 3.4, [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Wagyu\\_Version](#), [PostGIS\\_Version](#)

### 8.22.3 PostGIS\_GEOS\_Version

`PostGIS_GEOS_Version` — Returns the version number of the GEOS library.

#### Synopsis

```
text PostGIS_GEOS_Version();
```

#### Description

Returns the version number of the GEOS library, or NULL if GEOS support is not enabled.

#### Examples

```
SELECT PostGIS_GEOS_Version();
           postgis_geos_version
-----
3.11.0-CAPI-1.5.0
(1 row)
```

## See Also

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Version](#)

### 8.22.4 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();
```

#### Description

Returns the version number of the liblwgeom library/

---

## Examples

```
SELECT PostGIS_Liblwgeom_Version();
postgis_liblwgeom_version
-----
2.3.3 r15473
(1 row)
```

## See Also

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Version](#)

### 8.22.5 PostGIS\_LibXML\_Version

`PostGIS_LibXML_Version` — Returns the version number of the libxml2 library.

#### Synopsis

text `PostGIS_LibXML_Version()`;

#### Description

Returns the version number of the LibXML2 library.

Availability: 1.5

## Examples

```
SELECT PostGIS_LibXML_Version();
postgis_libxml_version
-----
2.7.6
(1 row)
```

## See Also

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Version](#)

### 8.22.6 PostGIS\_Lib\_Build\_Date

`PostGIS_Lib_Build_Date` — Returns build date of the PostGIS library.

#### Synopsis

text `PostGIS_Lib_Build_Date()`;

#### Description

Returns build date of the PostGIS library.

---

## Examples

```
SELECT PostGIS_Lib_Build_Date();
 postgis_lib_build_date
-----
2008-06-21 17:53:21
(1 row)
```

### 8.22.7 PostGIS\_Lib\_Version

PostGIS\_Lib\_Version — Returns the version number of the PostGIS library.

#### Synopsis

```
text PostGIS_Lib_Version();
```

#### Description

Returns the version number of the PostGIS library.

#### Examples

```
SELECT PostGIS_Lib_Version();
 postgis_lib_version
-----
1.3.3
(1 row)
```

#### See Also

[PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Version](#)

### 8.22.8 PostGIS\_PROJ\_Version

PostGIS\_PROJ\_Version — Returns the version number of the PROJ4 library.

#### Synopsis

```
text PostGIS_PROJ_Version();
```

#### Description

Returns the version number of the PROJ4 library, or NULL if PROJ4 support is not enabled.

#### Examples

```
SELECT PostGIS_PROJ_Version();
 postgis_proj_version
-----
Rel. 4.4.9, 29 Oct 2004
(1 row)
```

**See Also**

[PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_Version](#)

**8.22.9 PostGIS\_Wagyu\_Version**

`PostGIS_Wagyu_Version` — Returns the version number of the internal Wagyu library.

**Synopsis**

```
text PostGIS_Wagyu_Version();
```

**Description**

Returns the version number of the internal Wagyu library, or `NULL` if Wagyu support is not enabled.

**Examples**

```
SELECT PostGIS_Wagyu_Version();
 postgis_wagyu_version
-----
 0.4.3 (Internal)
(1 row)
```

**See Also**

[PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_PROJ\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_Version](#)

**8.22.10 PostGIS\_Scripts\_Build\_Date**

`PostGIS_Scripts_Build_Date` — Returns build date of the PostGIS scripts.

**Synopsis**

```
text PostGIS_Scripts_Build_Date();
```

**Description**

Returns build date of the PostGIS scripts.

Availability: 1.0.0RC1

**Examples**

```
SELECT PostGIS_Scripts_Build_Date();
 postgis_scripts_build_date
-----
2007-08-18 09:09:26
(1 row)
```

**See Also**

[PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_Version](#)

**8.22.11 PostGIS\_Scripts\_Installed**

PostGIS\_Scripts\_Installed — Returns version of the PostGIS scripts installed in this database.

**Synopsis**

```
text PostGIS_Scripts_Installed();
```

**Description**

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

**Examples**

```
SELECT PostGIS_Scripts_Installed();
 postgis_scripts_installed
-----
 1.5.0SVN
(1 row)
```

**See Also**

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Scripts\\_Released](#), [PostGIS\\_Version](#)

**8.22.12 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();
```

**Description**

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



## Examples

```
SELECT PostGIS_Scripts_Released();
       postgis_scripts_released
-----
1.3.4SVN
(1 row)
```

## See Also

[PostGIS\\_Full\\_Version](#), [PostGIS\\_Scripts\\_Installed](#), [PostGIS\\_Lib\\_Version](#)

### 8.22.13 PostGIS\_Version

`PostGIS_Version` — Returns PostGIS version number and compile-time options.

#### Synopsis

```
text PostGIS_Version();
```

#### Description

Returns PostGIS version number and compile-time options.

#### Examples

```
SELECT PostGIS_Version();
       postgis_version
-----
1.3 USE_GEOS=1 USE_PROJ=1 USE_STATS=1
(1 row)
```

## See Also

[PostGIS\\_Full\\_Version](#), [PostGIS\\_GEOS\\_Version](#), [PostGIS\\_Lib\\_Version](#), [PostGIS\\_LibXML\\_Version](#), [PostGIS\\_PROJ\\_Version](#)

## 8.23 Grand Unified Custom Variables (GUCs)

### 8.23.1 `postgis.backend`

`postgis.backend` — The backend to service a function where GEOS and SFCGAL overlap. Options: `geos` or `sfcgal`. Defaults to `geos`.

#### Description

This GUC is only relevant if you compiled PostGIS with `sfcgal` support. By default `geos` backend is used for functions where both GEOS and SFCGAL have the same named function. This variable allows you to override and make `sfcgal` the backend to service the request.

Availability: 2.1.0

---

## Examples

Sets backend just for life of connection

```
set postgis.backend = sfcgal;
```

Sets backend for new connections to database

```
ALTER DATABASE mygisdb SET postgis.backend = sfcgal;
```

## See Also

Section [8.20](#)

### 8.23.2 postgis.gdal\_datapath

`postgis.gdal_datapath` — A configuration option to assign the value of GDAL's `GDAL_DATA` option. If not set, the environmentally set `GDAL_DATA` variable is used.

#### Description

A PostgreSQL GUC variable for setting the value of GDAL's `GDAL_DATA` option. The `postgis.gdal_datapath` value should be the complete physical path to GDAL's data files.

This configuration option is of most use for Windows platforms where GDAL's data files path is not hard-coded. This option should also be set when GDAL's data files are not located in GDAL's expected path.



#### Note

This option can be set in PostgreSQL's configuration file `postgresql.conf`. It can also be set by connection or transaction.

---

Availability: 2.2.0



#### Note

Additional information about `GDAL_DATA` is available at GDAL's [Configuration Options](#).

---

## Examples

Set and reset `postgis.gdal_datapath`

```
SET postgis.gdal_datapath TO '/usr/local/share/gdal.hidden';  
SET postgis.gdal_datapath TO default;
```

Setting on windows for a particular database

```
ALTER DATABASE gisdb  
SET postgis.gdal_datapath = 'C:/Program Files/PostgreSQL/9.3/gdal-data';
```

---

## See Also

[PostGIS\\_GDAL\\_Version](#), [ST\\_Transform](#)

### 8.23.3 postgis.gdal\_enabled\_drivers

`postgis.gdal_enabled_drivers` — A configuration option to set the enabled GDAL drivers in the PostGIS environment. Affects the GDAL configuration variable `GDAL_SKIP`.

#### Description

A configuration option to set the enabled GDAL drivers in the PostGIS environment. Affects the GDAL configuration variable `GDAL_SKIP`. This option can be set in PostgreSQL's configuration file: `postgresql.conf`. It can also be set by connection or transaction.

The initial value of `postgis.gdal_enabled_drivers` may also be set by passing the environment variable `POSTGIS_GDAL_ENABLED_DRIVERS` with the list of enabled drivers to the process starting PostgreSQL.

Enabled GDAL specified drivers can be specified by the driver's short-name or code. Driver short-names or codes can be found at [GDAL Raster Formats](#). Multiple drivers can be specified by putting a space between each driver.

---

#### Note

There are three special codes available for `postgis.gdal_enabled_drivers`. The codes are case-sensitive.

- `DISABLE_ALL` disables all GDAL drivers. If present, `DISABLE_ALL` overrides all other values in `postgis.gdal_enabled_drivers`.
- `ENABLE_ALL` enables all GDAL drivers.
- `VSI_CURL` enables GDAL's `/vsicurl/` virtual file system.

When `postgis.gdal_enabled_drivers` is set to `DISABLE_ALL`, attempts to use out-db rasters, `ST_FromGDALRaster()`, `ST_AsGDALRaster()`, `ST_AsTIFF()`, `ST_AsJPEG()` and `ST_AsPNG()` will result in error messages.



#### Note

In the standard PostGIS installation, `postgis.gdal_enabled_drivers` is set to `DISABLE_ALL`.



#### Note

Additional information about `GDAL_SKIP` is available at GDAL's [Configuration Options](#).

---

Availability: 2.2.0

#### Examples

Set and reset `postgis.gdal_enabled_drivers`

Sets backend for all new connections to database

```
ALTER DATABASE mygisdb SET postgis.gdal_enabled_drivers TO 'GTiff PNG JPEG';
```

---

Sets default enabled drivers for all new connections to server. Requires super user access and PostgreSQL 9.4+. Also note that database, session, and user settings override this.

```
ALTER SYSTEM SET postgis.gdal_enabled_drivers TO 'GTiff PNG JPEG';
SELECT pg_reload_conf();
```

```
SET postgis.gdal_enabled_drivers TO 'GTiff PNG JPEG';
SET postgis.gdal_enabled_drivers = default;
```

#### Enable all GDAL Drivers

```
SET postgis.gdal_enabled_drivers = 'ENABLE_ALL';
```

#### Disable all GDAL Drivers

```
SET postgis.gdal_enabled_drivers = 'DISABLE_ALL';
```

#### See Also

[ST\\_FromGDALRaster](#), [ST\\_AsGDALRaster](#), [ST\\_AsTIFF](#), [ST\\_AsPNG](#), [ST\\_AsJPEG](#), [postgis.enable\\_outdb\\_rasters](#)

### 8.23.4 `postgis.enable_outdb_rasters`

`postgis.enable_outdb_rasters` — A boolean configuration option to enable access to out-db raster bands.

#### Description

A boolean configuration option to enable access to out-db raster bands. This option can be set in PostgreSQL's configuration file: `postgresql.conf`. It can also be set by connection or transaction.

The initial value of `postgis.enable_outdb_rasters` may also be set by passing the environment variable `POSTGIS_ENABLE_OUTDB_RASTERS` with a non-zero value to the process starting PostgreSQL.

**Note**

Even if `postgis.enable_outdb_rasters` is `True`, the GUC `postgis.gdal_enabled_drivers` determines the accessible raster formats.

---

**Note**

In the standard PostGIS installation, `postgis.enable_outdb_rasters` is set to `False`.

---

Availability: 2.2.0

#### Examples

Set and reset `postgis.enable_outdb_rasters` for current session

```
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 specific database

```
ALTER DATABASE gisdb SET postgis.enable_outdb_rasters = true;
```

Setting for whole database cluster. You need to reconnect to the database for changes to take effect.

```
--writes to postgres.auto.conf
ALTER SYSTEM postgis.enable_outdb_rasters = true;
--Reloads postgres conf
SELECT pg_reload_conf();
```

### See Also

[postgis.gdal\\_enabled\\_drivers](#) [postgis.gdal\\_config\\_options](#)

## 8.23.5 postgis.gdal\_config\_options

`postgis.gdal_config_options` — A string configuration to set options used when working with an out-db raster.

### Description

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

### Examples

Set `postgis.gdal_vsi_options` for current session:

```
SET postgis.gdal_config_options = 'AWS_ACCESS_KEY_ID=xxxxxxxxxxxxxxxxx AWS_SECRET_ACCESS_KEY= ↵
  yyyyyyyyyyyyyyyyyyyyyyyyyyy';
```

Set `postgis.gdal_vsi_options` just for the *current transaction* using the `LOCAL` keyword:

```
SET LOCAL postgis.gdal_config_options = 'AWS_ACCESS_KEY_ID=xxxxxxxxxxxxxxxxx ↵
  AWS_SECRET_ACCESS_KEY=yyyyyyyyyyyyyyyyyyyyyyyyyy';
```

### See Also

[postgis.enable\\_outdb\\_rasters](#) [postgis.gdal\\_enabled\\_drivers](#)

## 8.24 Troubleshooting Functions

### 8.24.1 PostGIS\_AddBBox

`PostGIS_AddBBox` — Add bounding box to the geometry.

### Synopsis

```
geometry PostGIS_AddBBox(geometry geomA);
```

## Description

Add bounding box to the geometry. This would make bounding box based queries faster, but will increase the size of the geometry.



### Note

Bounding boxes are automatically added to geometries so in general this is not needed unless the generated bounding box somehow becomes corrupted or you have an old install that is lacking bounding boxes. Then you need to drop the old and readd.



This method supports Circular Strings and Curves

## Examples

```
UPDATE sometable
SET geom = PostGIS_AddBBox(geom)
WHERE PostGIS_HasBBox(geom) = false;
```

## See Also

[PostGIS\\_DropBBox](#), [PostGIS\\_HasBBox](#)

### 8.24.2 PostGIS\_DropBBox

`PostGIS_DropBBox` — Drop the bounding box cache from the geometry.

## Synopsis

geometry **PostGIS\_DropBBox**(geometry geomA);

## Description

Drop the bounding box cache from the geometry. This reduces geometry size, but makes bounding-box based queries slower. It is also used to drop a corrupt bounding box. A tale-tell sign of a corrupt cached bounding box is when your `ST_Intersects` and other relation queries leave out geometries that rightfully should return true.



### Note

Bounding boxes are automatically added to geometries and improve speed of queries so in general this is not needed unless the generated bounding box somehow becomes corrupted or you have an old install that is lacking bounding boxes. Then you need to drop the old and readd. This kind of corruption has been observed in 8.3-8.3.6 series whereby cached bboxes were not always recalculated when a geometry changed and upgrading to a newer version without a dump reload will not correct already corrupted boxes. So one can manually correct using below and readd the bbox or do a dump reload.



This method supports Circular Strings and Curves

## Examples

```
--This example drops bounding boxes where the cached box is not correct
--The force to ST_AsBinary before applying Box2D forces a recalculation of the box, ←
  and Box2D applied to the table geometry always
-- returns the cached bounding box.
UPDATE sometable
SET geom = PostGIS_DropBBox(geom)
WHERE Not (Box2D(ST_AsBinary(geom)) = Box2D(geom));

UPDATE sometable
SET geom = PostGIS_AddBBox(geom)
WHERE Not PostGIS_HasBBOX(geom);
```

## See Also

[PostGIS\\_AddBBox](#), [PostGIS\\_HasBBox](#), [Box2D](#)

### 8.24.3 PostGIS\_HasBBox

`PostGIS_HasBBox` — Returns TRUE if the bbox of this geometry is cached, FALSE otherwise.

## Synopsis

boolean `PostGIS_HasBBox`(geometry geomA);

## Description

Returns TRUE if the bbox of this geometry is cached, FALSE otherwise. Use [PostGIS\\_AddBBox](#) and [PostGIS\\_DropBBox](#) to control caching.



This method supports Circular Strings and Curves

## Examples

```
SELECT geom
FROM sometable WHERE PostGIS_HasBBox(geom) = false;
```

## See Also

[PostGIS\\_AddBBox](#), [PostGIS\\_DropBBox](#)

## Chapter 9

# PostGIS Frequently Asked Questions

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

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

2. *My applications and desktop tools worked with PostGIS 1.5, but they don't work with PostGIS 2.0. How do I fix this?*

A lot of deprecated functions were removed from the PostGIS code base in PostGIS 2.0. This has affected applications in addition to third-party tools such as Geoserver, MapServer, QuantumGIS, and OpenJump to name a few. There are a couple of ways to resolve this. For the third-party apps, you can try to upgrade to the latest versions of these which have many of these issues fixed. For your own code, you can change your code to not use the functions removed. Most of these functions are non ST\_ aliases of ST\_Union, ST\_Length etc. and as a last resort, install the whole of `legacy.sql` or just the portions of `legacy.sql` you need. The `legacy.sql` file is located in the same folder as `postgis.sql`. You can install this file after you have installed `postgis.sql` and `spatial_ref_sys.sql` to get back all the 200 some-odd old functions we removed.

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

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

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

To GOOD:

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

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

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

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

4. *I'm running PostgreSQL 9.0 and I can no longer read/view geometries in OpenJump, Safe FME, and some other tools?*

In PostgreSQL 9.0+, the default encoding for bytea data has been changed to hex and older JDBC drivers still assume escape format. This has affected some applications such as Java applications using older JDBC drivers or .NET applications that use the older `ngpsql` driver that expect the old behavior of `ST_AsBinary`. There are two approaches to



getting this to work again. You can upgrade your JDBC driver to the latest PostgreSQL 9.0 version which you can get from <http://jdbc.postgresql.org/download.html>. If you are running a .NET app, you can use Npgsql 2.0.11 or higher which you can download from [http://pgfoundry.org/frs/?group\\_id=1000140](http://pgfoundry.org/frs/?group_id=1000140) and as described on [Francisco Figueiredo's Npgsql 2.0.11 released blog entry](#). If upgrading your PostgreSQL driver is not an option, then you can set the default back to the old behavior with the following change:

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

5. *I tried to use PgAdmin to view my geometry column and it is blank, what gives?*

PgAdmin doesn't show anything for large geometries. The best ways to verify you do have data in your geometry columns are?

```
-- this should return no records if all your geom fields are filled in
SELECT somefield FROM mytable WHERE geom IS NULL;
```

```
-- To tell just how large your geometry is do a query of the form
--which will tell you the most number of points you have in any of your geometry ↵
columns
SELECT MAX(ST_NPoints(geom)) FROM sometable;
```

6. *What kind of geometric objects can I store?*

You can store Point, LineString, Polygon, MultiPoint, MultiLineString, MultiPolygon, and GeometryCollection geometries. In PostGIS 2.0 and above you can also store TINs and Polyhedral Surfaces in the basic geometry type. These are specified in the Open GIS Well Known Text Format (with Z, M, and ZM extensions). There are three data types currently supported. The standard OGC geometry data type which uses a planar coordinate system for measurement, the geography data type which uses a geodetic coordinate system, with calculations on either a sphere or spheroid. The newest family member of the PostGIS spatial type family is raster for storing and analyzing raster data. Raster has its very own FAQ. Refer to Chapter 13 and Chapter 12 for more details.

7. *I'm all confused. Which data store should I use geometry or geography?*

Short Answer: geography is a newer data type that supports long range distances measurements, but most computations on it are slower than they are on geometry. If you use geography, you don't need to learn much about planar coordinate systems. Geography is generally best if all you care about is measuring distances and lengths and you have data from all over the world. Geometry data type is an older data type that has many more functions supporting it, enjoys greater support from third party tools, and operations on it are generally faster -- sometimes as much as 10 fold faster for larger geometries. Geometry is best if you are pretty comfortable with spatial reference systems or you are dealing with localized data where all your data fits in a single [spatial reference system \(SRID\)](#), or you need to do a lot of spatial processing. Note: It is fairly easy to do one-off conversions between the two types to gain the benefits of each. Refer to Section 15.11 to see what is currently supported and what is not. Long Answer: Refer to our more lengthy discussion in the Section 4.3.3 and [function type matrix](#).

8. *I have more intense questions about geography, such as how big of a geographic region can I stuff in a geography column and still get reasonable answers. Are there limitations such as poles, everything in the field must fit in a hemisphere (like SQL Server 2008 has), speed etc?*

Your questions are too deep and complex to be adequately answered in this section. Please refer to our Section 4.3.4.

9. *How do I insert a GIS object into the database?*

First, you need to create a table with a column of type "geometry" or "geography" to hold your GIS data. Storing geography type data is a little different than storing geometry. Refer to Section 4.3 for details on storing geography. For geometry: Connect to your database with `psql` and try the following SQL:

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

If the geometry column definition fails, you probably have not loaded the PostGIS functions and objects into this database or are using a pre-2.0 version of PostGIS. See the Section 2.2. Then, you can insert a geometry into the table using a SQL insert statement. The GIS object itself is formatted using the OpenGIS Consortium "well-known text" format:

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

For more information about other GIS objects, see the [object reference](#). To view your GIS data in the table:

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

The return value should look something like this:

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

#### 10. How do I construct a spatial query?

The same way you construct any other database query, as an SQL combination of return values, functions, and boolean tests. For spatial queries, there are two issues that are important to keep in mind while constructing your query: is there a spatial index you can make use of; and, are you doing expensive calculations on a large number of geometries. In general, you will want to use the "intersects operator" (&&) which tests whether the bounding boxes of features intersect. The reason the && operator is useful is because if a spatial index is available to speed up the test, the && operator will make use of this. This can make queries much much faster. You will also make use of spatial functions, such as Distance(), ST\_Intersects(), ST\_Contains() and ST\_Within(), among others, to narrow down the results of your search. Most spatial queries include both an indexed test and a spatial function test. The index test serves to limit the number of return tuples to only tuples that *might* meet the condition of interest. The spatial functions are then use to test the condition exactly.

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

#### 11. How do I speed up spatial queries on large tables?

Fast queries on large tables is the *raison d'être* of spatial databases (along with transaction support) so having a good index is important. To build a spatial index on a table with a `geometry` column, use the "CREATE INDEX" function as follows:

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

The "USING GIST" option tells the server to use a GiST (Generalized Search Tree) index.



#### Note

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

You should also ensure that the PostgreSQL query planner has enough information about your index to make rational decisions about when to use it. To do this, you have to "gather statistics" on your geometry tables. For PostgreSQL 8.0.x and greater, just run the `VACUUM ANALYZE` command. For PostgreSQL 7.4.x and below, run the `SELECT UPDATE_GEOMETRY_STATS()` command.

#### 12. Why aren't PostgreSQL R-Tree indexes supported?

Early versions of PostGIS used the PostgreSQL R-Tree indexes. However, PostgreSQL R-Trees have been completely discarded since version 0.6, and spatial indexing is provided with an R-Tree-over-GiST scheme. Our tests have shown search speed for native R-Tree and GiST to be comparable. Native PostgreSQL R-Trees have two limitations which make them undesirable for use with GIS features (note that these limitations are due to the current PostgreSQL native R-Tree implementation, not the R-Tree concept in general):

- R-Tree indexes in PostgreSQL cannot handle features which are larger than 8K in size. GiST indexes can, using the "lossy" trick of substituting the bounding box for the feature itself.
- R-Tree indexes in PostgreSQL are not "null safe", so building an index on a geometry column which contains null geometries will fail.

13. *Why should I use the `AddGeometryColumn()` function and all the other OpenGIS stuff?*

If you do not want to use the OpenGIS support functions, you do not have to. Simply create tables as in older versions, defining your geometry columns in the CREATE statement. All your geometries will have SRIDs of -1, and the OpenGIS meta-data tables will *not* be filled in properly. However, this will cause most applications based on PostGIS to fail, and it is generally suggested that you do use `AddGeometryColumn()` to create geometry tables. MapServer is one application which makes use of the `geometry_columns` meta-data. Specifically, MapServer can use the SRID of the geometry column to do on-the-fly reprojection of features into the correct map projection.

14. *What is the best way to find all objects within a radius of another object?*

To use the database most efficiently, it is best to do radius queries which combine the radius test with a bounding box test: the bounding box test uses the spatial index, giving fast access to a subset of data which the radius test is then applied to. The `ST_DWithin(geometry, geometry, distance)` function is a handy way of performing an indexed distance search. It works by creating a search rectangle large enough to enclose the distance radius, then performing an exact distance search on the indexed subset of results. For example, to find all objects with 100 meters of `POINT(1000 1000)` the following query would work well:

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

15. *How do I perform a coordinate reprojection as part of a query?*

To perform a reprojection, both the source and destination coordinate systems must be defined in the `SPATIAL_REF_SYS` table, and the geometries being reprojected must already have an SRID set on them. Once that is done, a reprojection is as simple as referring to the desired destination SRID. The below projects a geometry to NAD 83 long lat. The below will only work if the srid of geom is not -1 (not undefined spatial ref)

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

16. *I did an `ST_AsEWKT` and `ST_AsText` on my rather large geometry and it returned blank field. What gives?*

You are probably using PgAdmin or some other tool that doesn't output large text. If your geometry is big enough, it will appear blank in these tools. Use PSQL if you really need to see it or output it in WKT.

```
--To check number of geometries are really blank
SELECT count(gid) FROM geotable WHERE geom IS NULL;
```

17. *When I do an `ST_Intersects`, it says my two geometries don't intersect when I KNOW THEY DO. What gives?*

This generally happens in two common cases. Your geometry is invalid -- check `ST_IsValid` or you are assuming they intersect because `ST_AsText` truncates the numbers and you have lots of decimals after it is not showing you.

18. *I am releasing software that uses PostGIS, does that mean my software has to be licensed using the GPL like PostGIS? Will I have to publish all my code if I use PostGIS?*

Almost certainly not. As an example, consider Oracle database running on Linux. Linux is GPL, Oracle is not: does Oracle running on Linux have to be distributed using the GPL? No. Similarly your software can use a PostgreSQL/PostGIS database as much as it wants and be under any license you like. The only exception would be if you made changes to the PostGIS source code, and *distributed your changed version* of PostGIS. In that case you would have to share the code of your changed PostGIS (but not the code of applications running on top of it). Even in this limited case, you would still only have to distribute source code to people you distributed binaries to. The GPL does not require that you *publish* your source code, only that you share it with people you give binaries to. The above remains true even if you use PostGIS in conjunction with the optional CGAL-enabled functions. Portions of CGAL are GPL, but so is all of PostGIS already: using CGAL does not make PostGIS any more GPL than it was to start with.

19. *Why are the results of overlay operations and spatial predicates sometimes inconsistent?*

This is usually presented as a specific case, such as

- Why is `ST_Contains( A, ST_Intersection(A, B) )` false ?
- Why is `ST_Contains( ST_Union(A, B), A )` false ?
- Why is `ST_Union( A, ST_Difference(A, B) )` not equal to A ?
- Why does `ST_Difference(A, B)` intersect the interior of B ?

The reason is that PostGIS represents geometry and performs operations using finite-precision floating-point numbers. This provides the illusion of computing using real numbers - but it's only an illusion. Inevitably, small inaccuracies occur, which cause results of different operations to be slightly inconsistent. Furthermore, PostGIS operations contain error-prevention code which may perturb input geometries by tiny amounts in order to prevent robustness errors from occurring. These minor alterations also may produce computed results which are not fully consistent. The discrepancy between results should always be very small. But queries should not rely on exact consistency when comparing overlay results. Instead, consider using an area or distance-based tolerance in geometric comparisons.

## Chapter 10

# Topology

The PostGIS Topology types and functions are used to manage topological objects such as faces, edges and nodes.

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](#).

An example of a topologically based GIS database is the [US Census Topologically Integrated Geographic Encoding and Referencing System \(TIGER\)](#) database. If you want to experiment with PostGIS topology and need some data, check out [Topology\\_Load\\_Tiger](#).

The PostGIS topology module has existed in prior versions of PostGIS but was never part of the Official PostGIS documentation. In PostGIS 2.0.0 major cleanup is going on to remove use of all deprecated functions in it, fix known usability issues, better document the features and functions, add new functions, and enhance to closer conform to SQL-MM standards.

Details of this project can be found at [PostGIS Topology Wiki](#)

All functions and tables associated with this module are installed in a schema called `topology`.

Functions that are defined in SQL/MM standard are prefixed with `ST_` and functions specific to PostGIS are not prefixed.

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](#)

### 10.1 Topology Types

#### 10.1.1 `getfaceedges_returntype`

`getfaceedges_returntype` — A composite type that consists of a sequence number and an edge number.

##### Description

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` is an integer: Refers to a topology defined in the `topology.topology` table which defines the topology schema and `srid`.
  2. `edge` is an integer: The identifier of an edge.
-

## 10.1.2 TopoGeometry

TopoGeometry — A composite type representing a topologically defined geometry.

### Description

A composite type that refers to a topology geometry in a specific topology layer, having a specific type and a specific id. The elements of a TopoGeometry are the properties: `topology_id`, `layer_id`, `id` integer, `type` integer.

1. `topology_id` is an integer: Refers to a topology defined in the `topology.topology` table which defines the topology schema and `srid`.
2. `layer_id` is an integer: The `layer_id` in the `layers` table that the TopoGeometry belongs to. The combination of `topology_id`, `layer_id` provides a unique reference in the `topology.layers` table.
3. `id` is an integer: The `id` is the autogenerated sequence number that uniquely defines the topogeometry in the respective topology layer.
4. `type` integer between 1 - 4 that defines the geometry type: 1:[multi]point, 2:[multi]line, 3:[multi]poly, 4:collection

### Casting Behavior

This section lists the automatic as well as explicit casts allowed for this data type

Cast To	Behavior
geometry	automatic

### See Also

[CreateTopoGeom](#)

## 10.1.3 validatetopology\_returntype

`validatetopology_returntype` — A composite type that consists of an error message and `id1` and `id2` to denote location of error. This is the return type for `ValidateTopology`.

### Description

A composite type that consists of an error message and two integers. The `ValidateTopology` function returns a set of these to denote validation errors and the `id1` and `id2` to denote the ids of the topology objects involved in the error.

1. `error` is varchar: Denotes type of error.  
Current error descriptors are: coincident nodes, edge crosses node, edge not simple, edge end node geometry mis-match, edge start node geometry mismatch, face overlaps face, face within face,
2. `id1` is an integer: Denotes identifier of edge / face / nodes in error.
3. `id2` is an integer: For errors that involve 2 objects denotes the secondary edge / or node

### See Also

[ValidateTopology](#)

## 10.2 Topology Domains

### 10.2.1 TopoElement

TopoElement — An array of 2 integers generally used to identify a TopoGeometry component.

#### Description

An array of 2 integers used to represent one component of a simple or hierarchical **TopoGeometry**.

In the case of a simple TopoGeometry the first element of the array represents the identifier of a topological primitive and the second element represents its type (1:node, 2:edge, 3:face). In the case of a hierarchical TopoGeometry the first element of the array represents the identifier of a child TopoGeometry and the second element represents its layer identifier.



#### Note

For any given hierarchical TopoGeometry all child TopoGeometry elements will come from the same child layer, as specified in the topology.layer record for the layer of the TopoGeometry being defined.

#### Examples

```
SELECT te[1] AS id, te[2] AS type FROM
( SELECT ARRAY[1,2]::topology.topoelement AS te ) f;
 id | type
----+-----
  1 |    2
```

```
SELECT ARRAY[1,2]::topology.topoelement;
 te
-----
 {1,2}
```

```
--Example of what happens when you try to case a 3 element array to topoelement
-- NOTE: topoement has to be a 2 element array so fails dimension check
SELECT ARRAY[1,2,3]::topology.topoelement;
ERROR:  value for domain topology.topoelement violates check constraint "dimensions"
```

#### See Also

[GetTopoGeomElements](#), [TopoElementArray](#), [TopoGeometry](#), [TopoGeom\\_addElement](#), [TopoGeom\\_remElement](#)

### 10.2.2 TopoElementArray

TopoElementArray — An array of TopoElement objects.

#### Description

An array of 1 or more TopoElement objects, generally used to pass around components of TopoGeometry objects.

## Examples

```
SELECT '{{1,2},{4,3}}'::topology.topoelementarray As tea;
      tea
-----
{{1,2},{4,3}}

-- more verbose equivalent --
SELECT ARRAY[ARRAY[1,2], ARRAY[4,3]]::topology.topoelementarray As tea;

      tea
-----
{{1,2},{4,3}}

--using the array agg function packaged with topology --
SELECT topology.TopoElementArray_Agg(ARRAY[e,t]) As tea
   FROM generate_series(1,4) As e CROSS JOIN generate_series(1,3) As t;
      tea
-----
{{1,1},{1,2},{1,3},{2,1},{2,2},{2,3},{3,1},{3,2},{3,3},{4,1},{4,2},{4,3}}
```

```
SELECT '{{1,2,4},{3,4,5}}'::topology.topoelementarray As tea;
ERROR:  value for domain topology.topoelementarray violates check constraint "dimensions"
```

## See Also

[TopoElement](#), [GetTopoGeomElementArray](#), [TopoElementArray\\_Agg](#)

## 10.3 Topology and TopoGeometry Management

### 10.3.1 AddTopoGeometryColumn

**AddTopoGeometryColumn** — Adds a topogeometry column to an existing table, registers this new column as a layer in topology.layer and returns the new layer\_id.

#### Synopsis

```
integer AddTopoGeometryColumn(varchar topology_name, varchar schema_name, varchar table_name, varchar column_name,
varchar feature_type);
integer AddTopoGeometryColumn(varchar topology_name, varchar schema_name, varchar table_name, varchar column_name,
varchar feature_type, integer child_layer);
```

#### Description

Each TopoGeometry object belongs to a specific Layer of a specific Topology. Before creating a TopoGeometry object you need to create its TopologyLayer. A Topology Layer is an association of a feature-table with the topology. It also contain type and hierarchy information. We create a layer using the AddTopoGeometryColumn() function:

This function will both add the requested column to the table and add a record to the topology.layer table with all the given info.

If you don't specify [child\_layer] (or set it to NULL) this layer would contain Basic TopoGeometries (composed by primitive topology elements). Otherwise this layer will contain hierarchical TopoGeometries (composed by TopoGeometries from the child\_layer).

Once the layer is created (its id is returned by the AddTopoGeometryColumn function) you're ready to construct TopoGeometry objects in it



Valid `feature_types` are: POINT, LINE, POLYGON, COLLECTION

Availability: 1.?

### Examples

```
-- Note for this example we created our new table in the ma_topo schema
-- though we could have created it in a different schema -- in which case topology_name and ←
-- schema_name would be different
CREATE SCHEMA ma;
CREATE TABLE ma.parcels(gid serial, parcel_id varchar(20) PRIMARY KEY, address text);
SELECT topology.AddTopoGeometryColumn('ma_topo', 'ma', 'parcels', 'topo', 'POLYGON');
```

```
CREATE SCHEMA ri;
CREATE TABLE ri.roads(gid serial PRIMARY KEY, road_name text);
SELECT topology.AddTopoGeometryColumn('ri_topo', 'ri', 'roads', 'topo', 'LINE');
```

### See Also

[DropTopoGeometryColumn](#), [toTopoGeom](#), [CreateTopology](#), [CreateTopoGeom](#)

## 10.3.2 DropTopology

**DropTopology** — Use with caution: Drops a topology schema and deletes its reference from `topology.topology` table and references to tables in that schema from the `geometry_columns` table.

### Synopsis

```
integer DropTopology(varchar topology_schema_name);
```

### Description

Drops a topology schema and deletes its reference from `topology.topology` table and references to tables in that schema from the `geometry_columns` table. This function should be USED WITH CAUTION, as it could destroy data you care about. If the schema does not exist, it just removes reference entries the named schema.

Availability: 1.?

### Examples

Cascade drops the `ma_topo` schema and removes all references to it in `topology.topology` and `geometry_columns`.

```
SELECT topology.DropTopology('ma_topo');
```

### See Also

[DropTopoGeometryColumn](#)

## 10.3.3 DropTopoGeometryColumn

**DropTopoGeometryColumn** — Drops the topogeometry column from the table named `table_name` in schema `schema_name` and unregisters the columns from `topology.layer` table.

**Synopsis**

text **DropTopoGeometryColumn**(varchar schema\_name, varchar table\_name, varchar column\_name);

**Description**

Drops the topogeometry column from the table named `table_name` in schema `schema_name` and unregisters the columns from `topology.layer` table. Returns summary of drop status. NOTE: it first sets all values to NULL before dropping to bypass referential integrity checks.

Availability: 1.?

**Examples**

```
SELECT topology.DropTopoGeometryColumn('ma_topo', 'parcel_topo', 'topo');
```

**See Also**

[AddTopoGeometryColumn](#)

**10.3.4 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**();

**Description**

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`.

Availability: 2.3.0

**Examples**

```
SELECT CreateTopology('strk_topo');
CREATE SCHEMA strk;
CREATE TABLE strk.parcels(gid serial, parcel_id varchar(20) PRIMARY KEY, address text);
SELECT topology.AddTopoGeometryColumn('strk_topo', 'strk', 'parcels', 'topo', 'POLYGON');
-- this will return no records because this feature is already registered
SELECT *
  FROM topology.Populate_Topology_Layer();

-- let's rebuild
TRUNCATE TABLE topology.layer;

SELECT *
  FROM topology.Populate_Topology_Layer();

SELECT topology_id, layer_id, schema_name As sn, table_name As tn, feature_column As fc
FROM topology.layer;
```

```

schema_name | table_name | feature_column
-----+-----+-----
strk        | parcels   | topo
(1 row)

topology_id | layer_id | sn | tn   | fc
-----+-----+-----+-----+-----
           2 |         2 | strk | parcels | topo
(1 row)

```

**See Also**[AddTopoGeometryColumn](#)**10.3.5 TopologySummary**

**TopologySummary** — Takes a topology name and provides summary totals of types of objects in topology.

**Synopsis**

```
text TopologySummary(varchar topology_schema_name);
```

**Description**

Takes a topology name and provides summary totals of types of objects in topology.

Availability: 2.0.0

**Examples**

```

SELECT topology.topologysummary('city_data');
           topologysummary
-----+-----
Topology city_data (329), SRID 4326, precision: 0
22 nodes, 24 edges, 10 faces, 29 topogeoms in 5 layers
Layer 1, type Polygonal (3), 9 topogeoms
  Deploy: features.land_parcels.feature
Layer 2, type Puntal (1), 8 topogeoms
  Deploy: features.traffic_signs.feature
Layer 3, type Lineal (2), 8 topogeoms
  Deploy: features.city_streets.feature
Layer 4, type Polygonal (3), 3 topogeoms
Hierarchy level 1, child layer 1
  Deploy: features.big_parcels.feature
Layer 5, type Puntal (1), 1 topogeoms
Hierarchy level 1, child layer 2
  Deploy: features.big_signs.feature

```

**See Also**[Topology\\_Load\\_Tiger](#)

### 10.3.6 ValidateTopology

ValidateTopology — Returns a set of validate\_topology\_returntype objects detailing issues with topology.

#### Synopsis

setof validate\_topology\_returntype **ValidateTopology**(varchar toponame, geometry bbox);

#### Description

Returns a set of `validate_topology_returntype` objects detailing issues with topology, optionally limiting the check to the area specified by the `bbox` parameter.

List of possible errors and what the returned ids represent are displayed below:

Error	id1	id2
coincident nodes	node_id	null
edge crosses node	edge_id	node_id
invalid edge	edge_id	null
edge not simple	edge_id	null
edge crosses edge	edge_id	edge_id
edge start node geometry mis-match	edge_id	node_id
edge end node geometry mis-match	edge_id	node_id
face without edges	face_id	null
face has no rings	face_id	null
face has wrong mbr	face_id	null
hole not in advertised face	signed edge_id identifying the ring	null
not-isolated node has not-null containing_face	node_id	null
isolated node has null containing_face	node_id	null
isolated node has wrong containing_face	node_id	null
invalid next_right_edge	edge_id	null
invalid next_left_edge	edge_id	null
mixed face labeling in ring	signed edge_id identifying the ring	null
non-closed ring	signed edge_id identifying the ring	null
face has multiple shells	face_id	signed edge_id identifying the ring
face overlaps face	face_id	face_id
face within face	inner face_id	outer face_id
invalid next_left_edge	edge_id	expected next_left_edge value
invalid next_right_edge	edge_id	expected next_right_edge value

Availability: 1.0.0

Enhanced: 2.0.0 more efficient edge crossing detection and fixes for false positives that were existent in prior versions.

Changed: 2.2.0 values for id1 and id2 were swapped for 'edge crosses node' to be consistent with error description.

Changed: 3.2.0 added optional bbox parameter, perform face labeling and edge linking checks.

#### Examples

```
SELECT * FROM topology.ValidateTopology('ma_topo');
   error   | id1 | id2
-----+-----+-----
face without edges | 1 |
```

**See Also**

[validatetopology\\_returntype](#), [Topology\\_Load\\_Tiger](#)

### 10.3.7 ValidateTopologyRelation

ValidateTopologyRelation — Returns info about invalid topology relation records

**Synopsis**

setof record **ValidateTopologyRelation**(varchar toponame);

**Description**

Returns a set records giving information about invalidities in the relation table of the topology.

Availability: 3.2.0

**See Also**

[ValidateTopology](#)

### 10.3.8 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);

**Description**

Takes a topology identifier or the identifier of a topology-related object and returns a topology.topology record.

Availability: 3.2.0

**Examples**

```
SELECT name (findTopology('features.land_parcel', 'feature'));
 name
-----
 city_data
(1 row)
```

## 10.4 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.

## 10.5 Topology Constructors

### 10.5.1 CreateTopology

CreateTopology — Creates a new topology schema and registers this new schema in the topology.topology table.

#### Synopsis

```
integer CreateTopology(varchar topology_schema_name);
integer CreateTopology(varchar topology_schema_name, integer srid);
integer CreateTopology(varchar topology_schema_name, integer srid, double precision prec);
integer CreateTopology(varchar topology_schema_name, integer srid, double precision prec, boolean hasz);
```

#### Description

Creates a new schema with name `topology_name` consisting of tables (`edge_data`, `face`, `node`, `relation` and registers this new topology in the topology.topology table. It returns the id of the topology in the topology table. The srid is the spatial reference identified as defined in spatial\_ref\_sys table for that topology. Topologies must be uniquely named. The tolerance is measured in the units of the spatial reference system. If the tolerance (`prec`) is not specified defaults to 0.

This is similar to the SQL/MM [ST\\_InitTopoGeo](#) but a bit more functional. `hasz` defaults to false if not specified.

Availability: 1.?

#### Examples

This example creates a new schema called `ma_topo` that will store edges, faces, and relations in Massachusetts State Plane meters. The tolerance represents 1/2 meter since the spatial reference system is a meter based spatial reference system

```
SELECT topology.CreateTopology('ma_topo', 26986, 0.5);
```

Create Rhode Island topology in State Plane ft

```
SELECT topology.CreateTopology('ri_topo', 3438) As topoid;
topoid
-----
2
```

## See Also

Section 4.5, [ST\\_InitTopoGeo](#), [Topology\\_Load\\_Tiger](#)

## 10.5.2 CopyTopology

**CopyTopology** — Makes a copy of a topology structure (nodes, edges, faces, layers and TopoGeometries).

### Synopsis

```
integer CopyTopology(varchar existing_topology_name, varchar new_name);
```

### Description

Creates a new topology with name `new_topology_name` and SRID and precision taken from `existing_topology_name`, copies all nodes, edges and faces in there, copies layers and their TopoGeometries too.



#### Note

The new rows in `topology.layer` will contain synthesized values for `schema_name`, `table_name` and `feature_column`. This is because the TopoGeometry will only exist as a definition but won't be available in any user-level table yet.

Availability: 2.0.0

### Examples

This example makes a backup of a topology called `ma_topo`

```
SELECT topology.CopyTopology('ma_topo', 'ma_topo_bakup');
```

## See Also

Section 4.5, [CreateTopology](#)

## 10.5.3 ST\_InitTopoGeo

**ST\_InitTopoGeo** — Creates a new topology schema and registers this new schema in the `topology.topology` table and details summary of process.

### Synopsis

```
text ST_InitTopoGeo(varchar topology_schema_name);
```

### Description

This is an SQL-MM equivalent of `CreateTopology` but lacks the spatial reference and tolerance options of `CreateTopology` and outputs a text description of creation instead of topology id.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.17

## Examples

```
SELECT topology.ST_InitTopoGeo('topo_schema_to_create') AS topocreation;
           astopocreation
-----
Topology-Geometry 'topo_schema_to_create' (id:7) created.
```

## See Also

[CreateTopology](#)

## 10.5.4 ST\_CreateTopoGeo

`ST_CreateTopoGeo` — Adds a collection of geometries to a given empty topology and returns a message detailing success.

### Synopsis

```
text ST_CreateTopoGeo(varchar atopology, geometry acollection);
```

### Description

Adds a collection of geometries to a given empty topology and returns a message detailing success.

Useful for populating an empty topology.

Availability: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details -- X.3.18

## Examples

```
-- Populate topology --
SELECT topology.ST_CreateTopoGeo('ri_topo',
  ST_GeomFromText('MULTILINESTRING((384744 236928,384750 236923,384769 236911,384799 ↵
    236895,384811 236890,384833 236884,
    384844 236882,384866 236881,384879 236883,384954 236898,385087 236932,385117 236938,
    385167 236938,385203 236941,385224 236946,385233 236950,385241 236956,385254 236971,
    385260 236979,385268 236999,385273 237018,385273 237037,385271 237047,385267 237057,
    385225 237125,385210 237144,385192 237161,385167 237192,385162 237202,385159 237214,
    385159 237227,385162 237241,385166 237256,385196 237324,385209 237345,385234 237375,
    385237 237383,385238 237399,385236 237407,385227 237419,385213 237430,385193 237439,
    385174 237451,385170 237455,385169 237460,385171 237475,385181 237503,385190 237521,
    385200 237533,385206 237538,385213 237541,385221 237542,385235 237540,385242 237541,
    385249 237544,385260 237555,385270 237570,385289 237584,385292 237589,385291 ↵
    237596,385284 237630))',3438)
);

           st_createtopogeo
-----
Topology ri_topo populated

-- create tables and topo geometries --
CREATE TABLE ri.roads(gid serial PRIMARY KEY, road_name text);

SELECT topology.AddTopoGeometryColumn('ri_topo', 'ri', 'roads', 'topo', 'LINE');
```



**See Also**

[AddTopoGeometryColumn](#), [CreateTopology](#), [DropTopology](#)

### 10.5.5 TopoGeo\_AddPoint

TopoGeo\_AddPoint — Adds a point to an existing topology using a tolerance and possibly splitting an existing edge.

**Synopsis**

```
integer TopoGeo_AddPoint(varchar atopology, geometry apoint, float8 tolerance);
```

**Description**

Adds a point to an existing topology and returns its identifier. The given point will snap to existing nodes or edges within given tolerance. An existing edge may be split by the snapped point.

Availability: 2.0.0

**See Also**

[TopoGeo\\_AddLineString](#), [TopoGeo\\_AddPolygon](#), [AddNode](#), [CreateTopology](#)

### 10.5.6 TopoGeo\_AddLineString

TopoGeo\_AddLineString — Adds a linestring to an existing topology using a tolerance and possibly splitting existing edges/-faces. Returns edge identifiers.

**Synopsis**

```
SETOF integer TopoGeo_AddLineString(varchar atopology, geometry aline, float8 tolerance);
```

**Description**

Adds a linestring to an existing topology and returns a set of edge identifiers forming it up. The given line will snap to existing nodes or edges within given tolerance. Existing edges and faces may be split by the line.

**Note**

Updating statistics about topologies being loaded via this function is up to caller, see [maintaining statistics during topology editing and population](#).

---

Availability: 2.0.0

**See Also**

[TopoGeo\\_AddPoint](#), [TopoGeo\\_AddPolygon](#), [AddEdge](#), [CreateTopology](#)

---

## 10.5.7 TopoGeo\_AddPolygon

`TopoGeo_AddPolygon` — Adds a polygon to an existing topology using a tolerance and possibly splitting existing edges/faces. Returns face identifiers.

### Synopsis

SETOF integer **TopoGeo\_AddPolygon**(varchar atopology, geometry apoly, float8 tolerance);

### Description

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](#).

Availability: 2.0.0

### See Also

[TopoGeo\\_AddPoint](#), [TopoGeo\\_AddLineString](#), [AddFace](#), [CreateTopology](#)

## 10.6 Topology Editors

### 10.6.1 ST\_AddIsoNode

`ST_AddIsoNode` — Adds an isolated node to a face in a topology and returns the nodeid of the new node. If face is null, the node is still created.

### Synopsis

integer **ST\_AddIsoNode**(varchar atopology, integer aface, geometry apoint);

### Description

Adds an isolated node with point location `apoint` to an existing face with faceid `aface` to a topology `atopology` and returns the nodeid of the new node.

If the spatial reference system (srid) of the point geometry is not the same as the topology, the `apoint` is not a point geometry, the point is null, or the point intersects an existing edge (even at the boundaries) then an exception is thrown. If the point already exists as a node, an exception is thrown.

If `aface` is not null and the `apoint` is not within the face, then an exception is thrown.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X+1.3.1

## Examples

## See Also

[AddNode](#), [CreateTopology](#), [DropTopology](#), [ST\\_Intersects](#)

### 10.6.2 ST\_AddIsoEdge

`ST_AddIsoEdge` — Adds an isolated edge defined by geometry `alinestring` to a topology connecting two existing isolated nodes `anode` and `anothernode` and returns the edge id of the new edge.

## Synopsis

```
integer ST_AddIsoEdge(vchar atopology, integer anode, integer anothernode, geometry alinestring);
```

## Description

Adds an isolated edge defined by geometry `alinestring` to a topology connecting two existing isolated nodes `anode` and `anothernode` and returns the edge id of the new edge.

If the spatial reference system (srid) of the `alinestring` geometry is not the same as the topology, any of the input arguments are null, or the nodes are contained in more than one face, or the nodes are start or end nodes of an existing edge, then an exception is thrown.

If the `alinestring` is not within the face of the `anode` and `anothernode` belong to, then an exception is thrown.

If the `anode` and `anothernode` are not the start and end points of the `alinestring` then an exception is thrown.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.4

## Examples

## See Also

[ST\\_AddIsoNode](#), [ST\\_IsSimple](#), [ST\\_Within](#)

### 10.6.3 ST\_AddEdgeNewFaces

`ST_AddEdgeNewFaces` — Add a new edge and, if in doing so it splits a face, delete the original face and replace it with two new faces.

## Synopsis

```
integer ST_AddEdgeNewFaces(vchar atopology, integer anode, integer anothernode, geometry acurve);
```

**Description**

Add a new edge and, if in doing so it splits a face, delete the original face and replace it with two new faces. Returns the id of the newly added edge.

Updates all existing joined edges and relationships accordingly.

If any arguments are null, the given nodes are unknown (must already exist in the `node` table of the topology schema) , the `acurve` is not a `LINestring`, the `anode` and `anothernode` are not the start and endpoints of `acurve` then an error is thrown.

If the spatial reference system (srid) of the `acurve` geometry is not the same as the topology an exception is thrown.

Availability: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.12

**Examples****See Also**

[ST\\_RemEdgeNewFace](#)

[ST\\_AddEdgeModFace](#)

**10.6.4 ST\_AddEdgeModFace**

`ST_AddEdgeModFace` — Add a new edge and, if in doing so it splits a face, modify the original face and add a new face.

**Synopsis**

integer **ST\_AddEdgeModFace**(varchar atopology, integer anode, integer anothernode, geometry acurve);

**Description**

Add a new edge and, if doing so splits a face, modify the original face and add a new one.

**Note**

If possible, the new face will be created on left side of the new edge. This will not be possible if the face on the left side will need to be the Universe face (unbounded).

Returns the id of the newly added edge.

Updates all existing joined edges and relationships accordingly.

If any arguments are null, the given nodes are unknown (must already exist in the `node` table of the topology schema) , the `acurve` is not a `LINestring`, the `anode` and `anothernode` are not the start and endpoints of `acurve` then an error is thrown.

If the spatial reference system (srid) of the `acurve` geometry is not the same as the topology an exception is thrown.

Availability: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.13

## Examples

### See Also

[ST\\_RemEdgeModFace](#)

[ST\\_AddEdgeNewFaces](#)

## 10.6.5 ST\_RemEdgeNewFace

`ST_RemEdgeNewFace` — Removes an edge and, if the removed edge separated two faces, delete the original faces and replace them with a new face.

### Synopsis

```
integer ST_RemEdgeNewFace(varchar atopology, integer anedge);
```

### Description

Removes an edge and, if the removed edge separated two faces, delete the original faces and replace them with a new face.

Returns the id of a newly created face or NULL, if no new face is created. No new face is created when the removed edge is dangling or isolated or confined with the universe face (possibly making the universe flood into the face on the other side).

Updates all existing joined edges and relationships accordingly.

Refuses to remove an edge participating in the definition of an existing TopoGeometry. Refuses to heal two faces if any TopoGeometry is defined by only one of them (and not the other).

If any arguments are null, the given edge is unknown (must already exist in the edge table of the topology schema), the topology name is invalid then an error is thrown.

Availability: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.14

## Examples

### See Also

[ST\\_RemEdgeModFace](#)

[ST\\_AddEdgeNewFaces](#)

## 10.6.6 ST\_RemEdgeModFace

`ST_RemEdgeModFace` — Removes an edge and, if the removed edge separated two faces, delete one of the them and modify the other to take the space of both.

### Synopsis

```
integer ST_RemEdgeModFace(varchar atopology, integer anedge);
```

---

**Description**

Removes an edge and, if the removed edge separated two faces, delete one of the them and modify the other to take the space of both. Preferentially keeps the face on the right, to be symmetric with `ST_AddEdgeModFace` also keeping it. Returns the id of the face remaining in place of the removed edge.

Updates all existing joined edges and relationships accordingly.

Refuses to remove an edge participating in the definition of an existing TopoGeometry. Refuses to heal two faces if any TopoGeometry is defined by only one of them (and not the other).

If any arguments are null, the given edge is unknown (must already exist in the `edge` table of the topology schema), the topology name is invalid then an error is thrown.

Availability: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.15

**Examples****See Also**

[ST\\_AddEdgeModFace](#)

[ST\\_RemEdgeNewFace](#)

**10.6.7 ST\_ChangeEdgeGeom**

`ST_ChangeEdgeGeom` — Changes the shape of an edge without affecting the topology structure.

**Synopsis**

integer `ST_ChangeEdgeGeom`(varchar atopology, integer anedge, geometry acurve);

**Description**

Changes the shape of an edge without affecting the topology structure.

If any arguments are null, the given edge does not exist in the `edge` table of the topology schema, the `acurve` is not a `LINestring`, the `anode` and `anothernode` are not the start and endpoints of `acurve` or the modification would change the underlying topology then an error is thrown.

If the spatial reference system (srid) of the `acurve` geometry is not the same as the topology an exception is thrown.

If the new `acurve` is not simple, then an error is thrown.

If moving the edge from old to new position would hit an obstacle then an error is thrown.

Availability: 1.1.0

Enhanced: 2.0.0 adds topological consistency enforcement



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details X.3.6

**Examples**

```
SELECT topology.ST_ChangeEdgeGeom('ma_topo', 1,
  ST_GeomFromText('LINestring(227591.9 893900.4,227622.6 893844.3,227641.6 893816.6, ↵
    227704.5 893778.5)', 26986) );
-----
Edge 1 changed
```

**See Also**[ST\\_AddEdgeModFace](#)[ST\\_RemEdgeModFace](#)[ST\\_ModEdgeSplit](#)**10.6.8 ST\_ModEdgeSplit**

`ST_ModEdgeSplit` — Split an edge by creating a new node along an existing edge, modifying the original edge and adding a new edge.

**Synopsis**

integer `ST_ModEdgeSplit`(varchar atopology, integer anedge, geometry apoint);

**Description**

Split an edge by creating a new node along an existing edge, modifying the original edge and adding a new edge. Updates all existing joined edges and relationships accordingly. Returns the identifier of the newly added node.

Availability: 1.?

Changed: 2.0 - In prior versions, this was misnamed `ST_ModEdgesSplit`



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9

**Examples**

```
-- Add an edge --
SELECT topology.AddEdge('ma_topo', ST_GeomFromText('LINESTRING(227592 893910, 227600 893910)', 26986) ) As edgeid;

-- edgeid-
3

-- Split the edge --
SELECT topology.ST_ModEdgeSplit('ma_topo', 3, ST_SetSRID(ST_Point(227594,893910),26986) ) As node_id;
       node_id
-----
7
```

**See Also**

[ST\\_NewEdgesSplit](#), [ST\\_ModEdgeHeal](#), [ST\\_NewEdgeHeal](#), [AddEdge](#)

**10.6.9 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

```
int ST_ModEdgeHeal(varchar atopology, integer anedge, integer anotheredge);
```

### Description

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.

Availability: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9

### See Also

[ST\\_ModEdgeSplit](#) [ST\\_NewEdgesSplit](#)

## 10.6.10 ST\_NewEdgeHeal

`ST_NewEdgeHeal` — Heals two edges by deleting the node connecting them, deleting both edges, and replacing them with an edge whose direction is the same as the first edge provided.

### Synopsis

```
int ST_NewEdgeHeal(varchar atopology, integer anedge, integer anotheredge);
```

### Description

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.

Availability: 2.0



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9

### See Also

[ST\\_ModEdgeHeal](#) [ST\\_ModEdgeSplit](#) [ST\\_NewEdgesSplit](#)

## 10.6.11 ST\_MoveIsoNode

`ST_MoveIsoNode` — Moves an isolated node in a topology from one point to another. If new `apoint` geometry exists as a node an error is thrown. Returns description of move.

### Synopsis

```
text ST_MoveIsoNode(varchar atopology, integer anedge, geometry apoint);
```



## Description

Moves an isolated node in a topology from one point to another. If new `apoint` geometry exists as a node an error is thrown.

If any arguments are null, the `apoint` is not a point, the existing node is not isolated (is a start or end point of an existing edge), new node location intersects an existing edge (even at the end points) or the new location is in a different face (since 3.2.0) then an exception is thrown.

If the spatial reference system (srid) of the point geometry is not the same as the topology an exception is thrown.

Availability: 2.0.0

Enhanced: 3.2.0 ensures the node cannot be moved in a different face



This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X.3.2

## Examples

```
-- Add an isolated node with no face --
SELECT topology.ST_AddIsoNode('ma_topo', NULL, ST_GeomFromText('POINT(227579 893916)', ←
    26986) ) As nodeid;
nodeid
-----
    7
-- Move the new node --
SELECT topology.ST_MoveIsoNode('ma_topo', 7, ST_GeomFromText('POINT(227579.5 893916.5)', ←
    26986) ) As descrip;
descrip
-----
Isolated Node 7 moved to location 227579.5,893916.5
```

## See Also

[ST\\_AddIsoNode](#)

### 10.6.12 ST\_NewEdgesSplit

`ST_NewEdgesSplit` — Split an edge by creating a new node along an existing edge, deleting the original edge and replacing it with two new edges. Returns the id of the new node created that joins the new edges.

## Synopsis

integer `ST_NewEdgesSplit`(varchar `atopology`, integer `anedge`, geometry `apoint`);

## Description

Split an edge with edge id `anedge` by creating a new node with point location `apoint` along current edge, deleting the original edge and replacing it with two new edges. Returns the id of the new node created that joins the new edges. Updates all existing joined edges and relationships accordingly.

If the spatial reference system (srid) of the point geometry is not the same as the topology, the `apoint` is not a point geometry, the point is null, the point already exists as a node, the edge does not correspond to an existing edge or the point is not within the edge then an exception is thrown.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X.3.8

**Examples**

```

-- Add an edge --
SELECT topology.AddEdge('ma_topo', ST_GeomFromText('LINESTRING(227575 893917,227592 893900) ←
', 26986) ) As edgeid;
-- result-
edgeid
-----
    2
-- Split the new edge --
SELECT topology.ST_NewEdgesSplit('ma_topo', 2, ST_GeomFromText('POINT(227578.5 893913.5)', ←
    26986) ) As newnodeid;
newnodeid
-----
    6

```

**See Also**

[ST\\_ModEdgeSplit](#) [ST\\_ModEdgeHeal](#) [ST\\_NewEdgeHeal](#) [AddEdge](#)

**10.6.13 ST\_RemoveIsoNode**

`ST_RemoveIsoNode` — Removes an isolated node and returns description of action. If the node is not isolated (is start or end of an edge), then an exception is thrown.

**Synopsis**

text `ST_RemoveIsoNode`(varchar atopology, integer anode);

**Description**

Removes an isolated node and returns description of action. If the node is not isolated (is start or end of an edge), then an exception is thrown.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X+1.3.3

**Examples**

```

-- Remove an isolated node with no face --
SELECT topology.ST_RemoveIsoNode('ma_topo', 7 ) As result;
    result
-----
Isolated node 7 removed

```

**See Also**

[ST\\_AddIsoNode](#)

**10.6.14 ST\_RemoveIsoEdge**

`ST_RemoveIsoEdge` — Removes an isolated edge and returns description of action. If the edge is not isolated, then an exception is thrown.

**Synopsis**

text **ST\_RemoveIsoEdge**(varchar atopology, integer anedge);

**Description**

Removes an isolated edge and returns description of action. If the edge is not isolated, then an exception is thrown.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X+1.3.3

**Examples**

```
-- Remove an isolated node with no face --
SELECT topology.ST_RemoveIsoNode('ma_topo', 7 ) As result;
      result
-----
Isolated node 7 removed
```

**See Also**

[ST\\_AddIsoNode](#)

## 10.7 Topology Accessors

### 10.7.1 GetEdgeByPoint

GetEdgeByPoint — Finds the edge-id of an edge that intersects a given point.

**Synopsis**

integer **GetEdgeByPoint**(varchar atopology, geometry apoint, float8 tol1);

**Description**

Retrieves the id of an edge that intersects a Point.

The function returns an integer (id-edge) given a topology, a POINT and a tolerance. If tolerance = 0 then the point has to intersect the edge.

If 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**

If tolerance = 0, the function uses ST\_Intersects otherwise uses ST\_DWithin.

Performed by the GEOS module.

Availability: 2.0.0

## Examples

These examples use edges we created in [AddEdge](#)

```
SELECT topology.GetEdgeByPoint('ma_topo',geom, 1) As withlmtol, topology.GetEdgeByPoint(' ←
  ma_topo',geom,0) As withnotol
FROM ST_GeomFromEWKT('SRID=26986;POINT(227622.6 893843)') As geom;
  withlmtol | withnotol
-----+-----
          2 |          0
```

```
SELECT topology.GetEdgeByPoint('ma_topo',geom, 1) As nearnode
FROM ST_GeomFromEWKT('SRID=26986;POINT(227591.9 893900.4)') As geom;

-- get error --
ERROR:  Two or more edges found
```

## See Also

[AddEdge](#), [GetNodeByPoint](#), [GetFaceByPoint](#)

### 10.7.2 GetFaceByPoint

GetFaceByPoint — Finds face intersecting a given point.

#### Synopsis

integer **GetFaceByPoint**(varchar atopology, geometry apoint, float8 to11);

#### Description

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.

Availability: 2.0.0

Enhanced: 3.2.0 more efficient implementation and clearer contract, stops working with invalid topologies.

## Examples

```
SELECT topology.GetFaceByPoint('ma_topo',geom, 10) As withlmtol, topology.GetFaceByPoint(' ←
  ma_topo',geom,0) As withnotol
FROM ST_GeomFromEWKT('POINT(234604.6 899382.0)') As geom;

  withlmtol | withnotol
-----+-----
          1 |          0
```

```
SELECT topology.GetFaceByPoint('ma_topo',geom, 1) As nearnode
FROM ST_GeomFromEWKT('POINT(227591.9 893900.4)') As geom;

-- get error --
ERROR:  Two or more faces found
```

**See Also**

[GetFaceContainingPoint](#), [AddFace](#), [GetNodeByPoint](#), [GetEdgeByPoint](#)

### 10.7.3 GetFaceContainingPoint

`GetFaceContainingPoint` — Finds the face containing a point.

**Synopsis**

```
integer GetFaceContainingPoint(text atopology, geometry apoint);
```

**Description**

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

**See Also**

[ST\\_GetFaceGeometry](#)

### 10.7.4 GetNodeByPoint

`GetNodeByPoint` — Finds the node-id of a node at a point location.

**Synopsis**

```
integer GetNodeByPoint(varchar atopology, geometry apoint, float8 tol1);
```

**Description**

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**

If tolerance = 0, the function uses `ST_Intersects` otherwise uses `ST_DWithin`.

---

Performed by the GEOS module.

Availability: 2.0.0

---

## Examples

These examples use edges we created in [AddEdge](#)

```
SELECT topology.GetNodeByPoint('ma_topo',geom, 1) As nearnode
FROM ST_GeomFromEWKT('SRID=26986;POINT(227591.9 893900.4)') As geom;
nearnode
-----
      2
```

```
SELECT topology.GetNodeByPoint('ma_topo',geom, 1000) As too_much_tolerance
FROM ST_GeomFromEWKT('SRID=26986;POINT(227591.9 893900.4)') As geom;

----get error--
ERROR:  Two or more nodes found
```

## See Also

[AddEdge](#), [GetEdgeByPoint](#), [GetFaceByPoint](#)

### 10.7.5 GetTopologyID

**GetTopologyID** — Returns the id of a topology in the topology.topology table given the name of the topology.

#### Synopsis

integer **GetTopologyID**(varchar toponame);

#### Description

Returns the id of a topology in the topology.topology table given the name of the topology.

Availability: 1.?

#### Examples

```
SELECT topology.GetTopologyID('ma_topo') As topo_id;
topo_id
-----
      1
```

## See Also

[CreateTopology](#), [DropTopology](#), [GetTopologyName](#), [GetTopologySRID](#)

### 10.7.6 GetTopologySRID

**GetTopologySRID** — Returns the SRID of a topology in the topology.topology table given the name of the topology.

#### Synopsis

integer **GetTopologyID**(varchar toponame);

## Description

Returns the spatial reference id of a topology in the topology.topology table given the name of the topology.

Availability: 2.0.0

## Examples

```
SELECT topology.GetTopologySRID('ma_topo') As SRID;
SRID
-----
4326
```

## See Also

[CreateTopology](#), [DropTopology](#), [GetTopologyName](#), [GetTopologyID](#)

### 10.7.7 GetTopologyName

GetTopologyName — Returns the name of a topology (schema) given the id of the topology.

## Synopsis

varchar **GetTopologyName**(integer topology\_id);

## Description

Returns the topology name (schema) of a topology from the topology.topology table given the topology id of the topology.

Availability: 1.?

## Examples

```
SELECT topology.GetTopologyName(1) As topo_name;
topo_name
-----
ma_topo
```

## See Also

[CreateTopology](#), [DropTopology](#), [GetTopologyID](#), [GetTopologySRID](#)

### 10.7.8 ST\_GetFaceEdges

ST\_GetFaceEdges — Returns a set of ordered edges that bound a face.

## Synopsis

getfaceedges\_returntype **ST\_GetFaceEdges**(varchar atopology, integer aface);

---

**Description**

Returns a set of ordered edges that bound a face. Each output consists of a sequence and edgeid. Sequence numbers start with value 1.

Enumeration of each ring edges start from the edge with smallest identifier. Order of edges follows a left-hand-rule (bound face is on the left of each directed edge).

Availability: 2.0



This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.5

**Examples**

```
-- Returns the edges bounding face 1
SELECT (topology.ST_GetFaceEdges('tt', 1)).*;
-- result --
 sequence | edge
-----+-----
         1 |   -4
         2 |    5
         3 |    7
         4 |   -6
         5 |    1
         6 |    2
         7 |    3
(7 rows)
```

```
-- Returns the sequence, edge id
-- and geometry of the edges that bound face 1
-- If you just need geom and seq, can use ST_GetFaceGeometry
SELECT t.seq, t.edge, geom
FROM topology.ST_GetFaceEdges('tt',1) As t(seq,edge)
INNER JOIN tt.edge AS e ON abs(t.edge) = e.edge_id;
```

**See Also**

[GetRingEdges](#), [AddFace](#), [ST\\_GetFaceGeometry](#)

**10.7.9 ST\_GetFaceGeometry**

`ST_GetFaceGeometry` — Returns the polygon in the given topology with the specified face id.

**Synopsis**

geometry `ST_GetFaceGeometry`(varchar atopology, integer aface);

**Description**

Returns the polygon in the given topology with the specified face id. Builds the polygon from the edges making up the face.

Availability: 1.?



This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.16



## Examples

```
-- Returns the wkt of the polygon added with AddFace
SELECT ST_AsText(topology.ST_GetFaceGeometry('ma_topo', 1)) As facegeomwkt;
-- result --
          facegeomwkt
-----
POLYGON((234776.9 899563.7,234896.5 899456.7,234914 899436.4,234946.6 899356.9,
234872.5 899328.7,234891 899285.4,234992.5 899145,234890.6 899069,
234755.2 899255.4,234612.7 899379.4,234776.9 899563.7))
```

## See Also

[AddFace](#)

### 10.7.10 GetRingEdges

`GetRingEdges` — Returns the ordered set of signed edge identifiers met by walking on an a given edge side.

#### Synopsis

```
getfaceedges_returntype GetRingEdges(varchar atopology, integer aring, integer max_edges=null);
```

#### Description

Returns the ordered set of signed edge identifiers met by walking on an a given edge side. Each output consists of a sequence and a signed edge id. Sequence numbers start with value 1.

If you pass a positive edge id, the walk starts on the left side of the corresponding edge and follows the edge direction. If you pass a negative edge id, the walk starts on the right side of it and goes backward.

If `max_edges` is not null no more than those records are returned by that function. This is meant to be a safety parameter when dealing with possibly invalid topologies.



#### Note

This function uses edge ring linking metadata.

Availability: 2.0.0

## See Also

[ST\\_GetFaceEdges](#), [GetNodeEdges](#)

### 10.7.11 GetNodeEdges

`GetNodeEdges` — Returns an ordered set of edges incident to the given node.

#### Synopsis

```
getfaceedges_returntype GetNodeEdges(varchar atopology, integer anode);
```

## Description

Returns an ordered set of edges incident to the given node. Each output consists of a sequence and a signed edge id. Sequence numbers start with value 1. A positive edge starts at the given node. A negative edge ends into the given node. Closed edges will appear twice (with both signs). Order is clockwise starting from northbound.



### Note

This function computes ordering rather than deriving from metadata and is thus usable to build edge ring linking.

---

Availability: 2.0

## See Also

[getfaceedges\\_returntype](#), [GetRingEdges](#), [ST\\_Azimuth](#)

## 10.8 Topology Processing

### 10.8.1 Polygonize

Polygonize — Finds and registers all faces defined by topology edges.

#### Synopsis

```
text Polygonize(varchar toponame);
```

#### Description

Registers all faces that can be built out a topology edge primitives.

The target topology is assumed to contain no self-intersecting edges.



### Note

Already known faces are recognized, so it is safe to call Polygonize multiple times on the same topology.

---



### Note

This function does not use nor set the `next_left_edge` and `next_right_edge` fields of the edge table.

---

Availability: 2.0.0

## See Also

[AddFace](#), [ST\\_Polygonize](#)

---

## 10.8.2 AddNode

**AddNode** — Adds a point node to the node table in the specified topology schema and returns the nodeid of new node. If point already exists as node, the existing nodeid is returned.

### Synopsis

```
integer AddNode(varchar toponame, geometry apoint, boolean allowEdgeSplitting=false, boolean computeContainingFace=false);
```

### Description

Adds a point node to the node table in the specified topology schema. The **AddEdge** function automatically adds start and end points of an edge when called so not necessary to explicitly add nodes of an edge.

If any edge crossing the node is found either an exception is raised or the edge is split, depending on the `allowEdgeSplitting` parameter value.

If `computeContainingFace` is true a newly added node would get the correct containing face computed.



#### Note

If the `apoint` geometry already exists as a node, the node is not added but the existing nodeid is returned.

Availability: 2.0.0

### Examples

```
SELECT topology.AddNode('ma_topo', ST_GeomFromText('POINT(227641.6 893816.5)', 26986) ) As ←
       nodeid;
-- result --
nodeid
-----
4
```

### See Also

[AddEdge](#), [CreateTopology](#)

## 10.8.3 AddEdge

**AddEdge** — Adds a linestring edge to the edge table and associated start and end points to the point nodes table of the specified topology schema using the specified linestring geometry and returns the edgeid of the new (or existing) edge.

### Synopsis

```
integer AddEdge(varchar toponame, geometry aline);
```

## Description

Adds an edge to the edge table and associated nodes to the nodes table of the specified `toponame` schema using the specified linestring geometry and returns the edgeid of the new or existing record. The newly added edge has "universe" face on both sides and links to itself.



### Note

If the `aline` geometry crosses, overlaps, contains or is contained by an existing linestring edge, then an error is thrown and the edge is not added.



### Note

The geometry of `aline` must have the same `srid` as defined for the topology otherwise an invalid spatial reference sys error will be thrown.

Performed by the GEOS module.

Availability: 2.0.0

## Examples

```
SELECT topology.AddEdge('ma_topo', ST_GeomFromText('LINESTRING(227575.8 893917.2,227591.9 893900.4)', 26986) ) As edgeid;
-- result-
edgeid
-----
1

SELECT topology.AddEdge('ma_topo', ST_GeomFromText('LINESTRING(227591.9 893900.4,227622.6 893844.2,227641.6 893816.5, 227704.5 893778.5)', 26986) ) As edgeid;
-- result --
edgeid
-----
2

SELECT topology.AddEdge('ma_topo', ST_GeomFromText('LINESTRING(227591.2 893900, 227591.9 893900.4, 227704.5 893778.5)', 26986) ) As edgeid;
-- gives error --
ERROR:  Edge intersects (not on endpoints) with existing edge 1
```

## See Also

[TopoGeo\\_AddLineString](#), [CreateTopology](#), [Section 4.5](#)

### 10.8.4 AddFace

`AddFace` — Registers a face primitive to a topology and gets its identifier.

## Synopsis

```
integer AddFace(varchar toponame, geometry apolygon, boolean force_new=false);
```

## Description

Registers a face primitive to a topology and gets its identifier.

For a newly added face, the edges forming its boundaries and the ones contained in the face will be updated to have correct values in the `left_face` and `right_face` fields. Isolated nodes contained in the face will also be updated to have a correct `containing_face` field value.



### Note

This function does not use nor set the `next_left_edge` and `next_right_edge` fields of the edge table.

The target topology is assumed to be valid (containing no self-intersecting edges). An exception is raised if: The polygon boundary is not fully defined by existing edges or the polygon overlaps an existing face.

If the `apolygon` geometry already exists as a face, then: if `force_new` is false (the default) the face id of the existing face is returned; if `force_new` is true a new id will be assigned to the newly registered face.



### Note

When a new registration of an existing face is performed (`force_new=true`), no action will be taken to resolve dangling references to the existing face in the edge, node or relation tables, nor will the MBR field of the existing face record be updated. It is up to the caller to deal with that.



### Note

The `apolygon` geometry must have the same `srid` as defined for the topology otherwise an invalid spatial reference sys error will be thrown.

Availability: 2.0.0

## Examples

```
-- first add the edges we use generate_series as an iterator (the below
-- will only work for polygons with < 10000 points because of our max in gs)
SELECT topology.AddEdge('ma_topo', ST_MakeLine(ST_PointN(geom,i), ST_PointN(geom, i + 1) )) ↔
  As edgeid
  FROM (SELECT ST_NPoints(geom) AS npt, geom
        FROM
          (SELECT ST_Boundary(ST_GeomFromText('POLYGON((234896.5 899456.7,234914 ↔
            899436.4,234946.6 899356.9,234872.5 899328.7,
            234891 899285.4,234992.5 899145, 234890.6 899069,234755.2 899255.4,
            234612.7 899379.4,234776.9 899563.7,234896.5 899456.7))', 26986) ) As geom
        ) As geoms) As facen CROSS JOIN generate_series(1,10000) As i
  WHERE i < npt;

-- result --
edgeid
-----
3
4
5
6
7
8
9
```

```

10
11
12
(10 rows)
-- then add the face -

SELECT topology.AddFace('ma_topo',
    ST_GeomFromText('POLYGON((234896.5 899456.7,234914 899436.4,234946.6 899356.9,234872.5 ←
    899328.7,
    234891 899285.4,234992.5 899145, 234890.6 899069,234755.2 899255.4,
    234612.7 899379.4,234776.9 899563.7,234896.5 899456.7))', 26986) ) As faceid;
-- result --
faceid
-----
1

```

**See Also**

[AddEdge](#), [CreateTopology](#), [Section 4.5](#)

**10.8.5 ST\_Simplify**

**ST\_Simplify** — Returns a "simplified" geometry version of the given TopoGeometry using the Douglas-Peucker algorithm.

**Synopsis**

geometry **ST\_Simplify**(TopoGeometry tg, float8 tolerance);

**Description**

Returns a "simplified" geometry version of the given TopoGeometry using the Douglas-Peucker algorithm on each component edge.

**Note**

The returned geometry may be non-simple or non-valid.  
Splitting component edges may help retaining simplicity/validity.

Performed by the GEOS module.

Availability: 2.1.0

**See Also**

Geometry [ST\\_Simplify](#), [ST\\_IsSimple](#), [ST\\_IsValid](#), [ST\\_ModEdgeSplit](#)

**10.9 TopoGeometry Constructors****10.9.1 CreateTopoGeom**

**CreateTopoGeom** — Creates a new topo geometry object from topo element array - `tg_type`: 1:[multi]point, 2:[multi]line, 3:[multi]poly, 4:collection

## Synopsis

```
topogeometry CreateTopoGeom(varchar toponame, integer tg_type, integer layer_id, topoelementarray tg_objs);
topogeometry CreateTopoGeom(varchar toponame, integer tg_type, integer layer_id);
```

## Description

Creates a topogeometry object for layer denoted by `layer_id` and registers it in the relations table in the `toponame` schema.

`tg_type` is an integer: 1:[multi]point (punctal), 2:[multi]line (lineal), 3:[multi]poly (areal), 4:collection. `layer_id` is the layer id in the `topology.layer` table.

punctal layers are formed from set of nodes, lineal layers are formed from a set of edges, areal layers are formed from a set of faces, and collections can be formed from a mixture of nodes, edges, and faces.

Omitting the array of components generates an empty TopoGeometry object.

Availability: 1.?

## Examples: Form from existing edges

Create a topogeom in `ri_topo` schema for layer 2 (our `ri_roads`), of type (2) LINE, for the first edge (we loaded in `ST_CreateTopoGeo`).

```
INSERT INTO ri.ri_roads(road_name, topo) VALUES('Unknown', topology.CreateTopoGeom('ri_topo ←
',2,2,'{{1,2}}'::topology.topoelementarray);
```

## Examples: Convert an areal geometry to best guess topogeometry

Lets say we have geometries that should be formed from a collection of faces. We have for example `blockgroups` table and want to know the topo geometry of each block group. If our data was perfectly aligned, we could do this:

```
-- create our topo geometry column --
SELECT topology.AddTopoGeometryColumn(
  'topo_boston',
  'boston', 'blockgroups', 'topo', 'POLYGON');

-- addtopogeometrycolumn --
1

-- update our column assuming
-- everything is perfectly aligned with our edges
UPDATE boston.blockgroups AS bg
  SET topo = topology.CreateTopoGeom('topo_boston'
    ,3,1
    , foo.bfaces)
FROM (SELECT b.gid, topology.TopoElementArray_Agg(ARRAY[f.face_id,3]) As bfaces
  FROM boston.blockgroups As b
    INNER JOIN topo_boston.face As f ON b.geom && f.mbr
    WHERE ST_Covers(b.geom, topology.ST_GetFaceGeometry('topo_boston', f.face_id))
  GROUP BY b.gid) As foo
WHERE foo.gid = bg.gid;
```

```
--the world is rarely perfect allow for some error
--count the face if 50% of it falls
-- within what we think is our blockgroup boundary
UPDATE boston.blockgroups AS bg
  SET topo = topology.CreateTopoGeom('topo_boston'
    ,3,1
```

```

    , foo.bfaces)
FROM (SELECT b.gid, topology.TopoElementArray_Agg(ARRAY[f.face_id,3]) As bfaces
      FROM boston.blockgroups As b
           INNER JOIN topo_boston.face As f ON b.geom && f.mbr
           WHERE ST_Covers(b.geom, topology.ST_GetFaceGeometry('topo_boston', f.face_id))
      OR
      ( ST_Intersects(b.geom, topology.ST_GetFaceGeometry('topo_boston', f.face_id))
        AND ST_Area(ST_Intersection(b.geom, topology.ST_GetFaceGeometry('topo_boston', ←
          f.face_id) ) ) >
          ST_Area(topology.ST_GetFaceGeometry('topo_boston', f.face_id))*0.5
        )
      GROUP BY b.gid) As foo
WHERE foo.gid = bg.gid;

-- and if we wanted to convert our topogeometry back
-- to a denormalized geometry aligned with our faces and edges
-- cast the topo to a geometry
-- The really cool thing is my new geometries
-- are now aligned with my tiger street centerlines
UPDATE boston.blockgroups SET new_geom = topo::geometry;

```

**See Also**

[AddTopoGeometryColumn](#), [toTopoGeom](#) [ST\\_CreateTopoGeo](#), [ST\\_GetFaceGeometry](#), [TopoElementArray](#), [TopoElementArray\\_Agg](#)

**10.9.2 toTopoGeom**

toTopoGeom — Converts a simple Geometry into a topo geometry.

**Synopsis**

```

topogeometry toTopoGeom(geometry geom, varchar toponame, integer layer_id, float8 tolerance);
topogeometry toTopoGeom(geometry geom, topogeometry topogeom, float8 tolerance);

```

**Description**

Converts a simple Geometry into a [TopoGeometry](#).

Topological primitives required to represent the input geometry will be added to the underlying topology, possibly splitting existing ones, and they will be associated with the output TopoGeometry in the `relation` table.

Existing TopoGeometry objects (with the possible exception of `topogeom`, if given) will retain their shapes.

When `tolerance` is given it will be used to snap the input geometry to existing primitives.

In the first form a new TopoGeometry will be created for the given layer (`layer_id`) of the given topology (`toponame`).

In the second form the primitives resulting from the conversion will be added to the pre-existing TopoGeometry (`topogeom`), possibly adding space to its final shape. To have the new shape completely replace the old one see [clearTopoGeom](#).

Availability: 2.0

Enhanced: 2.1.0 adds the version taking an existing TopoGeometry.



## Examples

This is a full self-contained workflow

```
-- do this if you don't have a topology setup already
-- creates topology not allowing any tolerance
SELECT topology.CreateTopology('topo_boston_test', 2249);
-- create a new table
CREATE TABLE nei_topo(gid serial primary key, nei varchar(30));
--add a topogeometry column to it
SELECT topology.AddTopoGeometryColumn('topo_boston_test', 'public', 'nei_topo', 'topo', ' ←
MULTIPOLYGON') As new_layer_id;
new_layer_id
-----
1

--use new layer id in populating the new topogeometry column
-- we add the topogeoms to the new layer with 0 tolerance
INSERT INTO nei_topo(nei, topo)
SELECT nei, topology.toTopoGeom(geom, 'topo_boston_test', 1)
FROM neighborhoods
WHERE gid BETWEEN 1 and 15;

--use to verify what has happened --
SELECT * FROM
    topology.TopologySummary('topo_boston_test');

-- summary--
Topology topo_boston_test (5), SRID 2249, precision 0
61 nodes, 87 edges, 35 faces, 15 topogeoms in 1 layers
Layer 1, type Polygonal (3), 15 topogeoms
Deploy: public.nei_topo.topo

-- Shrink all TopoGeometry polygons by 10 meters
UPDATE nei_topo SET topo = ST_Buffer(clearTopoGeom(topo), -10);

-- Get the no-one-lands left by the above operation
-- I think GRASS calls this "polygon0 layer"
SELECT ST_GetFaceGeometry('topo_boston_test', f.face_id)
FROM topo_boston_test.face f
WHERE f.face_id > 0 -- don't consider the universe face
AND NOT EXISTS ( -- check that no TopoGeometry references the face
    SELECT * FROM topo_boston_test.relation
    WHERE layer_id = 1 AND element_id = f.face_id
);
```

## See Also

[CreateTopology](#), [AddTopoGeometryColumn](#), [CreateTopoGeom](#), [TopologySummary](#), [clearTopoGeom](#)

### 10.9.3 TopoElementArray\_Agg

`TopoElementArray_Agg` — Returns a `topoelementarray` for a set of `element_id`, type arrays (topoelements).

#### Synopsis

```
topoelementarray TopoElementArray_Agg(topoelement set tefield);
```

## Description

Used to create a [TopoElementArray](#) from a set of [TopoElement](#).

Availability: 2.0.0

## Examples

```
SELECT topology.TopoElementArray_Agg (ARRAY[e,t]) As tea
   FROM generate_series(1,3) As e CROSS JOIN generate_series(1,4) As t;
   tea
-----
{{1,1},{1,2},{1,3},{1,4},{2,1},{2,2},{2,3},{2,4},{3,1},{3,2},{3,3},{3,4}}
```

## See Also

[TopoElement](#), [TopoElementArray](#)

## 10.10 TopoGeometry Editors

### 10.10.1 clearTopoGeom

`clearTopoGeom` — Clears the content of a topo geometry.

#### Synopsis

```
topogeometry clearTopoGeom(topogeometry topogeom);
```

#### Description

Clears the content a [TopoGeometry](#) turning it into an empty one. Mostly useful in conjunction with [toTopoGeom](#) to replace the shape of existing objects and any dependent object in higher hierarchical levels.

Availability: 2.1

#### Examples

```
-- Shrink all TopoGeometry polygons by 10 meters
UPDATE nei_topo SET topo = ST_Buffer(clearTopoGeom(topo), -10);
```

## See Also

[toTopoGeom](#)

### 10.10.2 TopoGeom\_addElement

`TopoGeom_addElement` — Adds an element to the definition of a TopoGeometry.

#### Synopsis

```
topogeometry TopoGeom_addElement(topogeometry tg, topoelement el);
```

---

## Description

Adds a **TopoElement** to the definition of a TopoGeometry object. Does not error out if the element is already part of the definition.

Availability: 2.3

## Examples

```
-- Add edge 5 to TopoGeometry tg
UPDATE mylayer SET tg = TopoGeom_addElement(tg, '{5,2}');
```

## See Also

[TopoGeom\\_remElement](#), [CreateTopoGeom](#)

### 10.10.3 TopoGeom\_remElement

**TopoGeom\_remElement** — Removes an element from the definition of a TopoGeometry.

## Synopsis

topogeometry **TopoGeom\_remElement**(topogeometry tg, topoelement el);

## Description

Removes a **TopoElement** from the definition of a TopoGeometry object.

Availability: 2.3

## Examples

```
-- Remove face 43 from TopoGeometry tg
UPDATE mylayer SET tg = TopoGeom_remElement(tg, '{43,3}');
```

## See Also

[TopoGeom\\_addElement](#), [CreateTopoGeom](#)

### 10.10.4 TopoGeom\_addTopoGeom

**TopoGeom\_addTopoGeom** — Adds element of a TopoGeometry to the definition of another TopoGeometry.

## Synopsis

topogeometry **TopoGeom\_addTopoGeom**(topogeometry tgt, topogeometry src);

---

## Description

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

## Examples

```
-- 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
);
```

## See Also

[TopoGeom\\_addElement](#), [clearTopoGeom](#), [CreateTopoGeom](#)

### 10.10.5 toTopoGeom

toTopoGeom — Adds a geometry shape to an existing topo geometry.

## Description

Refer to [toTopoGeom](#).

## 10.11 TopoGeometry Accessors

### 10.11.1 GetTopoGeomElementArray

GetTopoGeomElementArray — Returns a `topoelementarray` (an array of topoelements) containing the topological elements and type of the given TopoGeometry (primitive elements).

## Synopsis

```
topoelementarray GetTopoGeomElementArray(varchar toponame, integer layer_id, integer tg_id);
```

```
topoelementarray topoelement GetTopoGeomElementArray(topogeometry tg);
```

## Description

Returns a **TopoElementArray** containing the topological elements and type of the given TopoGeometry (primitive elements). This is similar to `GetTopoGeomElements` except it returns the elements as an array rather than as a dataset.

`tg_id` is the topogeometry id of the topogeometry object in the topology in the layer denoted by `layer_id` in the `topology.layer` table.

Availability: 1.?

---

## Examples

## See Also

[GetTopoGeomElements](#), [TopoElementArray](#)

### 10.11.2 GetTopoGeomElements

`GetTopoGeomElements` — Returns a set of `topoelement` objects containing the topological `element_id`, `element_type` of the given `TopoGeometry` (primitive elements).

## Synopsis

```
setof topoelement GetTopoGeomElements(varchar toponame, integer layer_id, integer tg_id);
```

```
setof topoelement GetTopoGeomElements(topogeometry tg);
```

## Description

Returns a set of `element_id`, `element_type` (topoelements) for a given topogeometry object in `toponame` schema.

`tg_id` is the topogeometry id of the topogeometry object in the topology in the layer denoted by `layer_id` in the `topology.layer` table.

Availability: 2.0.0

## Examples

## See Also

[GetTopoGeomElementArray](#), [TopoElement](#), [TopoGeom\\_addElement](#), [TopoGeom\\_remElement](#)

### 10.11.3 ST\_SRID

`ST_SRID` — Returns the spatial reference identifier for a topogeometry.

## Synopsis

```
integer ST_SRID(topogeometry tg);
```

## Description

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

---

## Examples

```
SELECT ST_SRID(ST_GeomFromText('POINT(-71.1043 42.315)',4326));
--result
4326
```

## See Also

Section [4.5](#), [ST\\_SetSRID](#), [ST\\_Transform](#), [ST\\_SRID](#)

## 10.12 TopoGeometry Outputs

### 10.12.1 AsGML

AsGML — Returns the GML representation of a topogeometry.

#### Synopsis

```
text AsGML(topogeometry tg);
text AsGML(topogeometry tg, text nsprefix_in);
text AsGML(topogeometry tg, regclass visitedTable);
text AsGML(topogeometry tg, regclass visitedTable, text nsprefix);
text AsGML(topogeometry tg, text nsprefix_in, integer precision, integer options);
text AsGML(topogeometry tg, text nsprefix_in, integer precision, integer options, regclass visitedTable);
text AsGML(topogeometry tg, text nsprefix_in, integer precision, integer options, regclass visitedTable, text idprefix);
text AsGML(topogeometry tg, text nsprefix_in, integer precision, integer options, regclass visitedTable, text idprefix, int gmlversion);
```

#### Description

Returns the GML representation of a topogeometry in version GML3 format. If no `nsprefix_in` is specified then `gml` is used. Pass in an empty string for `nsprefix` to get a non-qualified name space. The precision (default: 15) and options (default 1) parameters, if given, are passed untouched to the underlying call to `ST_AsGML`.

The `visitedTable` parameter, if given, is used for keeping track of the visited Node and Edge elements so to use cross-references (`xlink:xref`) rather than duplicating definitions. The table is expected to have (at least) two integer fields: `'element_type'` and `'element_id'`. The calling user must have both read and write privileges on the given table. For best performance, an index should be defined on `element_type` and `element_id`, in that order. Such index would be created automatically by adding a unique constraint to the fields. Example:

```
CREATE TABLE visited (
  element_type integer, element_id integer,
  unique(element_type, element_id)
);
```

The `idprefix` parameter, if given, will be prepended to Edge and Node tag identifiers.

The `gmlver` parameter, if given, will be passed to the underlying `ST_AsGML`. Defaults to 3.

Availability: 2.0.0

## Examples

This uses the topo geometry we created in [CreateTopoGeom](#)

```
SELECT topology.AsGML(topo) As rdgml
FROM ri.roads
WHERE road_name = 'Unknown';

-- rdgml--
<gml:TopoCurve>
  <gml:directedEdge>
    <gml:Edge gml:id="E1">
      <gml:directedNode orientation="-">
        <gml:Node gml:id="N1"/>
      </gml:directedNode>
      <gml: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>
```

Same exercise as previous without namespace

```
SELECT topology.AsGML(topo, '') As rdgml
FROM ri.roads
WHERE road_name = 'Unknown';

-- rdgml--
<TopoCurve>
  <directedEdge>
    <Edge id="E1">
      <directedNode orientation="-">
        <Node id="N1"/>
      </directedNode>
      <directedNode></directedNode>
      <curveProperty>
        <Curve srsName="urn:ogc:def:crs:EPSG::3438">
```

```

    <segments>
      <LineStringSegment>
        <posList srsDimension="2">384744 236928 384750 236923 384769 ←
          236911 384799 236895 384811 236890
        384833 236884 384844 236882 384866 236881 384879 236883 384954 ←
          236898 385087 236932 385117 236938
        385167 236938 385203 236941 385224 236946 385233 236950 385241 ←
          236956 385254 236971
        385260 236979 385268 236999 385273 237018 385273 237037 385271 ←
          237047 385267 237057 385225 237125
        385210 237144 385192 237161 385167 237192 385162 237202 385159 ←
          237214 385159 237227 385162 237241
        385166 237256 385196 237324 385209 237345 385234 237375 385237 ←
          237383 385238 237399 385236 237407
        385227 237419 385213 237430 385193 237439 385174 237451 385170 ←
          237455 385169 237460 385171 237475
        385181 237503 385190 237521 385200 237533 385206 237538 385213 ←
          237541 385221 237542 385235 237540 385242 237541
        385249 237544 385260 237555 385270 237570 385289 237584 385292 ←
          237589 385291 237596 385284 237630</posList>
      </LineStringSegment>
    </segments>
  </Curve>
</curveProperty>
</Edge>
</directedEdge>
</TopoCurve>

```

**See Also**

[CreateTopoGeom](#), [ST\\_CreateTopoGeo](#)

**10.12.2 AsTopoJSON**

AsTopoJSON — Returns the TopoJSON representation of a topogeometry.

**Synopsis**

```
text AsTopoJSON(topogeometry tg, regclass edgeMapTable);
```

**Description**

Returns the TopoJSON representation of a topogeometry. If `edgeMapTable` is not null, it will be used as a lookup/storage mapping of edge identifiers to arc indices. This is to be able to allow for a compact "arcs" array in the final document.

The table, if given, is expected to have an "arc\_id" field of type "serial" and an "edge\_id" of type integer; the code will query the table for "edge\_id" so it is recommended to add an index on that field.

**Note**

Arc indices in the TopoJSON output are 0-based but they are 1-based in the "edgeMapTable" table.

A full TopoJSON document will need to contain, in addition to the snippets returned by this function, the actual arcs plus some headers. See the [TopoJSON specification](#).

Availability: 2.1.0

Enhanced: 2.2.1 added support for puntal inputs



**See Also**[ST\\_AsGeoJSON](#)**Examples**

```

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_parcels 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]]
]]

```

## 10.13 Topology Spatial Relationships

### 10.13.1 Equals

Equals — Returns true if two topogeometries are composed of the same topology primitives.

#### Synopsis

```
boolean Equals(topogeometry tg1, topogeometry tg2);
```

#### Description

Returns true if two topogeometries are composed of the same topology primitives: faces, edges, nodes.



#### Note

This function not supported for topogeometries that are geometry collections. It also can not compare topogeometries from different topologies.

Availability: 1.1.0



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

#### Examples

#### See Also

[GetTopoGeomElements](#), [ST\\_Equals](#)

### 10.13.2 Intersects

Intersects — Returns true if any pair of primitives from the two topogeometries intersect.

#### Synopsis

```
boolean Intersects(topogeometry tg1, topogeometry tg2);
```

#### Description

Returns true if any pair of primitives from the two topogeometries intersect.



#### Note

This function not supported for topogeometries that are geometry collections. It also can not compare topogeometries from different topologies. Also not currently supported for hierarchichal topogeometries (topogeometries composed of other topogeometries).

Availability: 1.1.0



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

## Examples



## See Also

[ST\\_Intersects](#)

---

## Chapter 11

# Raster Data Management, Queries, and Applications

### 11.1 Loading and Creating Rasters

For most use cases, you will create PostGIS rasters by loading existing raster files using the packaged `raster2pgsql` raster loader.

#### 11.1.1 Using `raster2pgsql` to load rasters

The `raster2pgsql` is a raster loader executable that loads GDAL supported raster formats into sql suitable for loading into a PostGIS raster table. It is capable of loading folders of raster files as well as creating overviews of rasters.

Since the `raster2pgsql` is compiled as part of PostGIS most often (unless you compile your own GDAL library), the raster types supported by the executable will be the same as those compiled in the GDAL dependency library. To get a list of raster types your particular `raster2pgsql` supports use the `-G` switch. These should be the same as those provided by your PostGIS install documented here [ST\\_GDALDrivers](#) if you are using the same GDAL library for both.

**Note**

The older version of this tool was a python script. The executable has replaced the python script. If you still find the need for the Python script Examples of the python one can be found at [GDAL PostGIS Raster Driver Usage](#). Please note that the `raster2pgsql` python script may not work with future versions of PostGIS raster and is no longer supported.

**Note**

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

**EXAMPLE USAGE:**

```
raster2pgsql raster_options_go_here raster_file someschema.sometable > out.sql
```

`-?` Display help screen. Help will also display if you don't pass in any arguments.

`-G` Print the supported raster formats.

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

- c Create new table and populate it with raster(s), *this is the default mode*
- a Append raster(s) to an existing table.
- d Drop table, create new one and populate it with raster(s)
- p Prepare mode, only create the table.

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

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

#### Raster processing: Optional parameters used to manipulate input raster dataset

- s <SRID> Assign output raster with specified SRID. If not provided or is zero, raster's metadata will be checked to determine an appropriate SRID.
- b **BAND** Index (1-based) of band to extract from raster. For more than one band index, separate with comma (.). If unspecified, all bands of raster will be extracted.
- t **TILE\_SIZE** Cut raster into tiles to be inserted one per table row. `TILE_SIZE` is expressed as `WIDTHxHEIGHT` or set to the value "auto" to allow the loader to compute an appropriate tile size using the first raster and applied to all rasters.
- P Pad right-most and bottom-most tiles to guarantee that all tiles have the same width and height.
- R, --register Register the raster as a filesystem (out-db) raster.  
Only the metadata of the raster and path location to the raster is stored in the database (not the pixels).
- l **OVERVIEW\_FACTOR** Create overview of the raster. For more than one factor, separate with comma(.). Overview table name follows the pattern `o_overview_factor_table`, where `overview_factor` is a placeholder for numerical overview factor and `table` is replaced with the base table name. Created overview is stored in the database and is not affected by -R. Note that your generated sql file will contain both the main table and overview tables.
- N **NODATA** NODATA value to use on bands without a NODATA value.

#### Optional parameters used to manipulate database objects

- f **COLUMN** Specify name of destination raster column, default is 'rast'
  - F Add a column with the name of the file
  - n **COLUMN** Specify the name of the filename column. Implies -F.
  - q Wrap PostgreSQL identifiers in quotes.
  - I Create a GiST index on the raster column.
  - M Vacuum analyze the raster table.
  - k Skip NODATA value checks for each raster band.
  - T **tablespace** Specify the tablespace for the new table. Note that indices (including the primary key) will still use the default tablespace unless the -X flag is also used.
  - X **tablespace** Specify the tablespace for the table's new index. This applies to the primary key and the spatial index if the -I flag is used.
  - Y Use copy statements instead of insert statements.
- e Execute each statement individually, do not use a transaction.
  - E **ENDIAN** Control endianness of generated binary output of raster; specify 0 for XDR and 1 for NDR (default); only NDR output is supported now
  - V **version** Specify version of output format. Default is 0. Only 0 is supported at this time.

An example session using the loader to create an input file and uploading it chunked in 100x100 tiles might look like this:

**Note**

You can leave the schema name out e.g `demelevation` instead of `public.demelevation` and the raster table will be created in the default schema of the database or user

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

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

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

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

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

--get a list of raster types supported:

```
raster2pgsql -G
```

The `-G` commands outputs a list something like

Available GDAL raster formats:

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

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

ZMap Plus Grid  
NOAA NGS Geoid Height Grids

### 11.1.2 Creating rasters using PostGIS raster functions

On many occasions, you'll want to create rasters and raster tables right in the database. There are a plethora of functions to do that. The general steps to follow.

1. Create a table with a raster column to hold the new raster records which can be accomplished with:

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

2. There are many functions to help with that goal. If you are creating rasters not as a derivative of other rasters, you will want to start with: [ST\\_MakeEmptyRaster](#), followed by [ST\\_AddBand](#)

You can also create rasters from geometries. To achieve that you'll want to use [ST\\_AsRaster](#) perhaps accompanied with other functions such as [ST\\_Union](#) or [ST\\_MapAlgebraFct](#) or any of the family of other map algebra functions.

There are even many more options for creating new raster tables from existing tables. For example you can create a raster table in a different projection from an existing one using [ST\\_Transform](#)

3. Once you are done populating your table initially, you'll want to create a spatial index on the raster column with something like:

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

Note the use of [ST\\_ConvexHull](#) since most raster operators are based on the convex hull of the rasters.



#### Note

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

4. Apply raster constraints using [AddRasterConstraints](#)

### 11.1.3 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=xxxxxxxxxxxxxxxxxxxxxx \
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_config_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=xxxxxxxxxxxxxxxxxxxxxxxxxxxxx
AWS_SECRET_ACCESS_KEY=xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx';
```

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.

## 11.2 Raster Catalogs

There are two raster catalog views that come packaged with PostGIS. Both views utilize information embedded in the constraints of the raster tables. As a result the catalog views are always consistent with the raster data in the tables since the constraints are enforced.

1. `raster_columns` this view catalogs all the raster table columns in your database.
2. `raster_overviews` this view catalogs all the raster table columns in your database that serve as overviews for a finer grained table. Tables of this type are generated when you use the `-l` switch during load.

### 11.2.1 Raster Columns Catalog

The `raster_columns` is a catalog of all raster table columns in your database that are of type raster. It is a view utilizing the constraints on the tables so the information is always consistent even if you restore one raster table from a backup of another database. The following columns exist in the `raster_columns` catalog.

If you created your tables not with the loader or forgot to specify the `-C` flag during load, you can enforce the constraints after the fact using `AddRasterConstraints` so that the `raster_columns` catalog registers the common information about your raster tiles.

- `r_table_catalog` The database the table is in. This will always read the current database.
- `r_table_schema` The database schema the raster table belongs to.
- `r_table_name` raster table
- `r_raster_column` the column in the `r_table_name` table that is of type raster. There is nothing in PostGIS preventing you from having multiple raster columns per table so its possible to have a raster table listed multiple times with a different raster column for each.
- `srid` The spatial reference identifier of the raster. Should be an entry in the Section 4.5.
- `scale_x` The scaling between geometric spatial coordinates and pixel. This is only available if all tiles in the raster column have the same `scale_x` and this constraint is applied. Refer to `ST_ScaleX` for more details.
- `scale_y` The scaling between geometric spatial coordinates and pixel. This is only available if all tiles in the raster column have the same `scale_y` and the `scale_y` constraint is applied. Refer to `ST_ScaleY` for more details.

- `blocksize_x` The width (number of pixels across) of each raster tile . Refer to [ST\\_Width](#) for more details.
- `blocksize_y` The width (number of pixels down) of each raster tile . Refer to [ST\\_Height](#) for more details.
- `same_alignment` A boolean that is true if all the raster tiles have the same alignment . Refer to [ST\\_SameAlignment](#) for more details.
- `regular_blocking` If the raster column has the spatially unique and coverage tile constraints, the value will be TRUE. Otherwise, it will be FALSE.
- `num_bands` The number of bands in each tile of your raster set. This is the same information as what is provided by [ST\\_NumBands](#)
- `pixel_types` An array defining the pixel type for each band. You will have the same number of elements in this array as you have number of bands. The `pixel_types` are one of the following defined in [ST\\_BandPixelType](#).
- `nodata_values` An array of double precision numbers denoting the `nodata_value` for each band. You will have the same number of elements in this array as you have number of bands. These numbers define the pixel value for each band that should be ignored for most operations. This is similar information provided by [ST\\_BandNoDataValue](#).
- `out_db` An array of boolean flags indicating if the raster bands data is maintained outside the database. You will have the same number of elements in this array as you have number of bands.
- `extent` This is the extent of all the raster rows in your raster set. If you plan to load more data that will change the extent of the set, you'll want to run the [DropRasterConstraints](#) function before load and then reapply constraints with [AddRasterConstraints](#) after load.
- `spatial_index` A boolean that is true if raster column has a spatial index.

## 11.2.2 Raster Overviews

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

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



### Note

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

Two main reasons for overviews are:

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

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

- `o_table_catalog` The database the overview table is in. This will always read the current database.
- `o_table_schema` The database schema the overview raster table belongs to.

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

## 11.3 Building Custom Applications with PostGIS Raster

The fact that PostGIS raster provides you with SQL functions to render rasters in known image formats gives you a lot of options for rendering them. For example you can use OpenOffice / LibreOffice for rendering as demonstrated in [Rendering PostGIS Raster graphics with LibreOffice Base Reports](#). In addition you can use a wide variety of languages as demonstrated in this section.

### 11.3.1 PHP Example Outputting using ST\_AsPNG in concert with other raster functions

In this section, we'll demonstrate how to use the PHP PostgreSQL driver and the `ST_AsGDALRaster` family of functions to output band 1,2,3 of a raster to a PHP request stream that can then be embedded in an `img src` html tag.

The sample query demonstrates how to combine a whole bunch of raster functions together to grab all tiles that intersect a particular wgs 84 bounding box and then unions with `ST_Union` the intersecting tiles together returning all bands, transforms to user specified projection using `ST_Transform`, and then outputs the results as a png using `ST_AsPNG`.

You would call the below using

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

to get the raster image in Massachusetts state plane feet.

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

```

WHERE
  ST_Intersects(rast, ST_Transform(ST_MakeEnvelope(-71.1217, 42.227, -71.1210, ←
    42.218, 4326), 26986) )";
$result = pg_query($sql);
$row = pg_fetch_row($result);
pg_free_result($result);
if ($row === false) return;
echo pg_unescape_bytea($row[0]);
?>

```

### 11.3.2 ASP.NET C# Example Outputting using ST\_AsPNG in concert with other raster functions

In this section, we'll demonstrate how to use Npgsql PostgreSQL .NET driver and the `ST_AsGDALRaster` family of functions to output band 1,2,3 of a raster to a PHP request stream that can then be embedded in an `img src` html tag.

You will need the `npgsql` .NET PostgreSQL driver for this exercise which you can get the latest of from <http://npgsql.projects.postgresql.org>. Just download the latest and drop into your ASP.NET bin folder and you'll be good to go.

The sample query demonstrates how to combine a whole bunch of raster functions together to grab all tiles that intersect a particular wgs 84 bounding box and then unions with `ST_Union` the intersecting tiles together returning all bands, transforms to user specified projection using `ST_Transform`, and then outputs the results as a png using `ST_AsPNG`.

This is same example as Section 11.3.1 except implemented in C#.

You would call the below using

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

to get the raster image in Massachusetts state plane feet.

```

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

```

```

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

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

  public bool IsReusable {
    get { return false; }
  }

  public byte[] GetResults(HttpContext context)
  {
    byte[] result = null;

```

```

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

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

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

```

### 11.3.3 Java console app that outputs raster query as Image file

This is a simple java console app that takes a query that returns one image and outputs to specified file.

You can download the latest PostgreSQL JDBC drivers from <http://jdbc.postgresql.org/download.html>

You can compile the following code using a command something like:

```

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

```

And call it from the command-line with something like

```

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);
        }
    }
}
```

### 11.3.4 Use PLPython to dump out images via SQL

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

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

```
--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
```

### 11.3.5 Outputting Rasters with PSQL

Sadly PSQL doesn't have easy to use built-in functionality for outputting binaries. This is a bit of a hack that piggy backs on PostgreSQL somewhat legacy large object support. To use first launch your psql commandline connected to your database.

Unlike the python approach, this approach creates the file on your local computer.

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

## Chapter 12

# Raster Reference

The functions given below are the ones which a user of PostGIS Raster is likely to need and which are currently available in PostGIS Raster. There are other functions which are required support functions to the raster objects which are not of use to a general user.

`raster` is a new PostGIS type for storing and analyzing raster data.

For loading rasters from raster files please refer to Section 11.1

For the examples in this reference we will be using a raster table of dummy rasters - Formed with the following code

```
CREATE TABLE dummy_rast(rid integer, rast raster);
INSERT INTO dummy_rast(rid, rast)
VALUES (1,
('01' -- little endian (uint8 ndr)
||
'0000' -- version (uint16 0)
||
'0000' -- nBands (uint16 0)
||
'0000000000000040' -- scaleX (float64 2)
||
'0000000000000840' -- scaleY (float64 3)
||
'000000000000E03F' -- ipX (float64 0.5)
||
'000000000000E03F' -- ipY (float64 0.5)
||
'0000000000000000' -- skewX (float64 0)
||
'0000000000000000' -- skewY (float64 0)
||
'00000000' -- SRID (int32 0)
||
'0A00' -- width (uint16 10)
||
'1400' -- height (uint16 20)
)::raster
),
-- Raster: 5 x 5 pixels, 3 bands, PT_8BUI pixel type, NODATA = 0
(2, ('01000003009A9999999999A93F9A999999999A9BF000000E02B274A' ||
'4100000000771956410000000000000000000000000000000000000000000000 ←
FFFFFFF050005000400FDFEFDFEFDFEFDFEFDFEFDF9FAFEF' ||
' ←
EF9F9FBFDFEFDFCF9FEFEFE04004E627AADD16076B4F9FE6370A9F5FE59637AB0E54F58617087040046566487A1506
')::raster);
```



## 12.1 Raster Support Data types

### 12.1.1 geomval

`geomval` — A spatial datatype with two fields - `geom` (holding a geometry object) and `val` (holding a double precision pixel value from a raster band).

#### Description

`geomval` is a compound data type consisting of a geometry object referenced by the `.geom` field and `val`, a double precision value that represents the pixel value at a particular geometric location in a raster band. It is used by the `ST_DumpAsPolygon` and Raster intersection family of functions as an output type to explode a raster band into geometry polygons.

#### See Also

Section [15.6](#)

### 12.1.2 addbandarg

`addbandarg` — A composite type used as input into the `ST_AddBand` function defining the attributes and initial value of the new band.

#### Description

A composite type used as input into the `ST_AddBand` function defining the attributes and initial value of the new band.

***index* integer** 1-based value indicating the position where the new band will be added amongst the raster's bands. If NULL, the new band will be added at the end of the raster's bands.

***pixeltype* text** Pixel type of the new band. One of defined pixel types as described in [ST\\_BandPixelType](#).

***initialvalue* double precision** Initial value that all pixels of new band will be set to.

***nodataval* double precision** NODATA value of the new band. If NULL, the new band will not have a NODATA value assigned.

#### See Also

[ST\\_AddBand](#)

### 12.1.3 rastbandarg

`rastbandarg` — A composite type for use when needing to express a raster and a band index of that raster.

#### Description

A composite type for use when needing to express a raster and a band index of that raster.

***rast* raster** The raster in question/

***nband* integer** 1-based value indicating the band of raster

**See Also**

[ST\\_MapAlgebra \(callback function version\)](#)

**12.1.4 raster**

raster — raster spatial data type.

**Description**

raster is a spatial data type used to represent raster data such as those imported from JPEGs, TIFFs, PNGs, digital elevation models. Each raster has 1 or more bands each having a set of pixel values. Rasters can be georeferenced.

**Note**

Requires PostGIS be compiled with GDAL support. Currently rasters can be implicitly converted to geometry type, but the conversion returns the [ST\\_ConvexHull](#) of the raster. This auto casting may be removed in the near future so don't rely on it.

**Casting Behavior**

This section lists the automatic as well as explicit casts allowed for this data type

Cast To	Behavior
geometry	automatic

**See Also**

Chapter [12](#)

**12.1.5 reclassarg**

reclassarg — A composite type used as input into the ST\_Reclass function defining the behavior of reclassification.

**Description**

A composite type used as input into the ST\_Reclass function defining the behavior of reclassification.

**nband integer** The band number of band to reclassify.

**reclassexpr text** range expression consisting of comma delimited range:map\_range mappings. : to define mapping that defines how to map old band values to new band values. ( means >, ) means less than, ] < or equal, [ means > or equal

1. [a-b] = a <= x <= b
2. (a-b) = a < x <= b
3. [a-b) = a <= x < b
4. (a-b) = a < x < b

( notation is optional so a-b means the same as (a-b)

**pixeltype** **text** One of defined pixel types as described in [ST\\_BandPixelType](#)

**nodataval** **double precision** Value to treat as no data. For image outputs that support transparency, these will be blank.

**Example: Reclassify band 2 as an 8BUI where 255 is nodata value**

```
SELECT ROW(2, '0-100:1-10, 101-500:11-150,501 - 10000: 151-254', '8BUI', 255)::reclassarg;
```

**Example: Reclassify band 1 as an 1BB and no nodata value defined**

```
SELECT ROW(1, '0-100]:0, (100-255:1', '1BB', NULL)::reclassarg;
```

**See Also**

[ST\\_Reclass](#)

### 12.1.6 summarystats

summarystats — A composite type returned by the [ST\\_SummaryStats](#) and [ST\\_SummaryStatsAgg](#) functions.

**Description**

A composite type returned by the [ST\\_SummaryStats](#) and [ST\\_SummaryStatsAgg](#) functions.

**count** **integer** Number of pixels counted for the summary statistics.

**sum** **double precision** Sum of all counted pixel values.

**mean** **double precision** Arithmetic mean of all counted pixel values.

**stdev** **double precision** Standard deviation of all counted pixel values.

**min** **double precision** Minimum value of counted pixel values.

**max** **double precision** Maximum value of counted pixel values.

**See Also**

[ST\\_SummaryStats](#), [ST\\_SummaryStatsAgg](#)

### 12.1.7 unionarg

unionarg — A composite type used as input into the [ST\\_Union](#) function defining the bands to be processed and behavior of the UNION operation.

**Description**

A composite type used as input into the [ST\\_Union](#) function defining the bands to be processed and behavior of the UNION operation.

**nband** **integer** 1-based value indicating the band of each input raster to be processed.

**uniontype** **text** Type of UNION operation. One of defined types as described in [ST\\_Union](#).

**See Also**[ST\\_Union](#)

## 12.2 Raster Management

### 12.2.1 AddRasterConstraints

**AddRasterConstraints** — Adds raster constraints to a loaded raster table for a specific column that constrains spatial ref, scaling, blocksize, alignment, bands, band type and a flag to denote if raster column is regularly blocked. The table must be loaded with data for the constraints to be inferred. Returns true if the constraint setting was accomplished and issues a notice otherwise.

**Synopsis**

```
boolean AddRasterConstraints(name rasttable, name rastcolumn, boolean srid=true, boolean scale_x=true, boolean scale_y=true,
boolean blocksize_x=true, boolean blocksize_y=true, boolean same_alignment=true, boolean regular_blocking=false, boolean
num_bands=true , boolean pixel_types=true , boolean nodata_values=true , boolean out_db=true , boolean extent=true );
boolean AddRasterConstraints(name rasttable, name rastcolumn, text[] VARIADIC constraints);
boolean AddRasterConstraints(name rastschema, name rasttable, name rastcolumn, text[] VARIADIC constraints);
boolean AddRasterConstraints(name rastschema, name rasttable, name rastcolumn, boolean srid=true, boolean scale_x=true,
boolean scale_y=true, boolean blocksize_x=true, boolean blocksize_y=true, boolean same_alignment=true, boolean regular_blocking=false,
boolean num_bands=true, boolean pixel_types=true, boolean nodata_values=true , boolean out_db=true , boolean extent=true );
```

**Description**

Generates constraints on a raster column that are used to display information in the `raster_columns` raster catalog. The `rastschema` is the name of the table schema the table resides in. The `srid` must be an integer value reference to an entry in the `SPATIAL_REF_SYS` table.

`raster2pgsql` loader uses this function to register raster tables

Valid constraint names to pass in: refer to Section 11.2.1 for more details.

- `blocksize` sets both X and Y blocksize
- `blocksize_x` sets X tile (width in pixels of each tile)
- `blocksize_y` sets Y tile (height in pixels of each tile)
- `extent` computes extent of whole table and applies constraint all rasters must be within that extent
- `num_bands` number of bands
- `pixel_types` reads array of pixel types for each band ensure all band n have same pixel type
- `regular_blocking` sets spatially unique (no two rasters can be spatially the same) and coverage tile (raster is aligned to a coverage) constraints
- `same_alignment` ensures they all have same alignment meaning any two tiles you compare will return true for. Refer to [ST\\_SameAlignment](#).
- `srid` ensures all have same srid
- More -- any listed as inputs into the above functions



**Note**

This function infers the constraints from the data already present in the table. As such for it to work, you must create the raster column first and then load it with data.



**Note**

If you need to load more data in your tables after you have already applied constraints, you may want to run the DropRasterConstraints if the extent of your data has changed.

Availability: 2.0.0

**Examples: Apply all possible constraints on column based on data**

```

CREATE TABLE myrasters(rid SERIAL primary key, rast raster);
INSERT INTO myrasters(rast)
SELECT ST_AddBand(ST_MakeEmptyRaster(1000, 1000, 0.3, -0.3, 2, 2, 0, 0,4326), 1, '8BSI':: ↵
    text, -129, NULL);

SELECT AddRasterConstraints('myrasters'::name, 'rast'::name);

-- verify if registered correctly in the raster_columns view --
SELECT srid, scale_x, scale_y, blocksize_x, blocksize_y, num_bands, pixel_types, ↵
    noadata_values
FROM raster_columns
WHERE r_table_name = 'myrasters';

```

srid	scale_x	scale_y	blocksize_x	blocksize_y	num_bands	pixel_types	noadata_values
4326	2	2	1000	1000	1	{8BSI}	{0}

**Examples: Apply single constraint**

```

CREATE TABLE public.myrasters2(rid SERIAL primary key, rast raster);
INSERT INTO myrasters2(rast)
SELECT ST_AddBand(ST_MakeEmptyRaster(1000, 1000, 0.3, -0.3, 2, 2, 0, 0,4326), 1, '8BSI':: ↵
    text, -129, NULL);

SELECT AddRasterConstraints('public'::name, 'myrasters2'::name, 'rast'::name, ' ↵
    regular_blocking', 'blocksize');
-- get notice--
NOTICE: Adding regular blocking constraint
NOTICE: Adding blocksize-X constraint
NOTICE: Adding blocksize-Y constraint

```

**See Also**

Section [11.2.1](#), [ST\\_AddBand](#), [ST\\_MakeEmptyRaster](#), [DropRasterConstraints](#), [ST\\_BandPixelType](#), [ST\\_SRID](#)

### 12.2.2 DropRasterConstraints

`DropRasterConstraints` — Drops PostGIS raster constraints that refer to a raster table column. Useful if you need to reload data or update your raster column data.

#### Synopsis

```
boolean 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=f
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=f
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);
```

#### Description

Drops PostGIS raster constraints that refer to a raster table column that were added by [AddRasterConstraints](#). Useful if you need to load more data or update your raster column data. You do not need to do this if you want to get rid of a raster table or a raster column.

To drop a raster table use the standard

```
DROP TABLE mytable
```

To drop just a raster column and leave the rest of the table, use standard SQL

```
ALTER TABLE mytable DROP COLUMN rast
```

the table will disappear from the `raster_columns` catalog if the column or table is dropped. However if only the constraints are dropped, the raster column will still be listed in the `raster_columns` catalog, but there will be no other information about it aside from the column name and table.

Availability: 2.0.0

#### Examples

```
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 | ←
-----+-----+-----+-----+-----+-----+-----+-----
0 |         |         |             |             |           |             | ←
```

#### See Also

[AddRasterConstraints](#)

### 12.2.3 AddOverviewConstraints

AddOverviewConstraints — Tag a raster column as being an overview of another.

#### Synopsis

boolean **AddOverviewConstraints**(name ovschema, name ovtable, name ovcolumn, name refschema, name reftable, name refcolumn, int ovfactor);

boolean **AddOverviewConstraints**(name ovtable, name ovcolumn, name reftable, name refcolumn, int ovfactor);

#### Description

Adds constraints on a raster column that are used to display information in the `raster_overviews` raster catalog.

The `ovfactor` parameter represents the scale multiplier in the overview column: higher overview factors have lower resolution.

When the `ovschema` and `refschema` parameters are omitted, the first table found scanning the `search_path` will be used.

Availability: 2.0.0

#### Examples

```
CREATE TABLE res1 AS SELECT
ST_AddBand(
  ST_MakeEmptyRaster(1000, 1000, 0, 0, 2),
  1, '8BSI'::text, -129, NULL
) r1;

CREATE TABLE res2 AS SELECT
ST_AddBand(
  ST_MakeEmptyRaster(500, 500, 0, 0, 4),
  1, '8BSI'::text, -129, NULL
) r2;

SELECT AddOverviewConstraints('res2', 'r2', 'res1', 'r1', 2);

-- verify if registered correctly in the raster_overviews view --
SELECT o_table_name ot, o_raster_column oc,
       r_table_name rt, r_raster_column rc,
       overview_factor f
FROM raster_overviews WHERE o_table_name = 'res2';
  ot | oc | rt | rc | f
-----+-----+-----+-----+---
 res2 | r2 | res1 | r1 | 2
(1 row)
```

#### See Also

Section [11.2.2](#), [DropOverviewConstraints](#), [ST\\_CreateOverview](#), [AddRasterConstraints](#)

### 12.2.4 DropOverviewConstraints

DropOverviewConstraints — Untag a raster column from being an overview of another.

## Synopsis

boolean **DropOverviewConstraints**(name ovschema, name ovtable, name ovcolumn);  
boolean **DropOverviewConstraints**(name ovtable, name ovcolumn);

## Description

Remove from a raster column the constraints used to show it as being an overview of another in the `raster_overviews` raster catalog.

When the `ovschema` parameter is omitted, the first table found scanning the `search_path` will be used.

Availability: 2.0.0

## See Also

Section [11.2.2](#), [AddOverviewConstraints](#), [DropRasterConstraints](#)

## 12.2.5 PostGIS\_GDAL\_Version

`PostGIS_GDAL_Version` — Reports the version of the GDAL library in use by PostGIS.

## Synopsis

text **PostGIS\_GDAL\_Version**();

## Description

Reports the version of the GDAL library in use by PostGIS. Will also check and report if GDAL can find its data files.

## Examples

```
SELECT PostGIS_GDAL_Version();
       postgis_gdal_version
-----
GDAL 1.11dev, released 2013/04/13
```

## See Also

[postgis.gdal\\_datapath](#)

## 12.2.6 PostGIS\_Raster\_Lib\_Build\_Date

`PostGIS_Raster_Lib_Build_Date` — Reports full raster library build date.

## Synopsis

text **PostGIS\_Raster\_Lib\_Build\_Date**();

---



**Description**

Reports raster build date

**Examples**

```
SELECT PostGIS_Raster_Lib_Build_Date();
postgis_raster_lib_build_date
-----
2010-04-28 21:15:10
```

**See Also**

[PostGIS\\_Raster\\_Lib\\_Version](#)

**12.2.7 PostGIS\_Raster\_Lib\_Version**

PostGIS\_Raster\_Lib\_Version — Reports full raster version and build configuration infos.

**Synopsis**

```
text PostGIS_Raster_Lib_Version();
```

**Description**

Reports full raster version and build configuration infos.

**Examples**

```
SELECT PostGIS_Raster_Lib_Version();
postgis_raster_lib_version
-----
2.0.0
```

**See Also**

[PostGIS\\_Lib\\_Version](#)

**12.2.8 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);
```

## Description

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.

Changed: 2.0.6, 2.1.3 - by default no drivers are enabled, unless GUC or Environment variable `gdal_enabled_drivers` is set.

Availability: 2.0.0 - requires GDAL  $\geq$  1.6.0.

## Examples: List of Drivers

```
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
PLMOAIC	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

**Example: List of options for each driver**

```
-- Output the create options XML column of JPEG as a table --
-- Note you can use these creator options in ST_AsGDALRaster options argument
SELECT (xpath('@name', g.opt))[1]::text As oname,
       (xpath('@type', g.opt))[1]::text As otype,
       (xpath('@description', g.opt))[1]::text As descrip
FROM (SELECT unnest(xpath('/CreationOptionList/Option', create_options::xml)) As opt
FROM st_gdaldrivers()
WHERE short_name = 'JPEG') As g;
```

oname	otype	descrip
PROGRESSIVE	boolean	whether to generate a progressive JPEG
QUALITY	int	good=100, bad=0, default=75
WORLDFILE	boolean	whether to generate a worldfile
INTERNAL_MASK	boolean	whether to generate a validity mask
COMMENT	string	Comment
SOURCE_ICC_PROFILE	string	ICC profile encoded in Base64
EXIF_THUMBNAIL	boolean	whether to generate an EXIF thumbnail(overview). By default its max dimension will be 128
THUMBNAIL_WIDTH	int	Forced thumbnail width
THUMBNAIL_HEIGHT	int	Forced thumbnail height

(9 rows)

```
-- raw xml output for creator options for GeoTiff --
SELECT create_options
FROM st_gdaldrivers()
WHERE short_name = 'GTiff';

<CreationOptionList>
  <Option name="COMPRESS" type="string-select">
    <Value>NONE</Value>
    <Value>LZW</Value>
    <Value>PACKBITS</Value>
    <Value>JPEG</Value>
    <Value>CCITTRLE</Value>
    <Value>CCITTFAX3</Value>
    <Value>CCITTFAX4</Value>
    <Value>DEFLATE</Value>
  </Option>
  <Option name="PREDICTOR" type="int" description="Predictor Type"/>
  <Option name="JPEG_QUALITY" type="int" description="JPEG quality 1-100" default="75"/>
  <Option name="ZLEVEL" type="int" description="DEFLATE compression level 1-9" default ←
    ="6"/>
```

```

<Option name="NBITS" type="int" description="BITS for sub-byte files (1-7), sub-uint16 ←
  (9-15), sub-uint32 (17-31)"/>
<Option name="INTERLEAVE" type="string-select" default="PIXEL">
  <Value>BAND</Value>
  <Value>PIXEL</Value>
</Option>
<Option name="TILED" type="boolean" description="Switch to tiled format"/>
<Option name="TFW" type="boolean" description="Write out world file"/>
<Option name="RPB" type="boolean" description="Write out .RPB (RPC) file"/>
<Option name="BLOCKXSIZE" type="int" description="Tile Width"/>
<Option name="BLOCKYSIZE" type="int" description="Tile/Strip Height"/>
<Option name="PHOTOMETRIC" type="string-select">
  <Value>MINISBLACK</Value>
  <Value>MINISWHITE</Value>
  <Value>PALETTE</Value>
  <Value>RGB</Value>
  <Value>CMYK</Value>
  <Value>YCBCR</Value>
  <Value>CIELAB</Value>
  <Value>ICCLAB</Value>
  <Value>ITULAB</Value>
</Option>
<Option name="SPARSE_OK" type="boolean" description="Can newly created files have ←
  missing blocks?" default="FALSE"/>
<Option name="ALPHA" type="boolean" description="Mark first extrasample as being alpha ←
  "/>
<Option name="PROFILE" type="string-select" default="GDALGeoTIFF">
  <Value>GDALGeoTIFF</Value>
  <Value>GeoTIFF</Value>
  <Value>BASELINE</Value>
</Option>
<Option name="PIXELTYPE" type="string-select">
  <Value>DEFAULT</Value>
  <Value>SIGNEDBYTE</Value>
</Option>
<Option name="BIGTIFF" type="string-select" description="Force creation of BigTIFF file ←
  ">
  <Value>YES</Value>
  <Value>NO</Value>
  <Value>IF_NEEDED</Value>
  <Value>IF_SAFER</Value>
</Option>
<Option name="ENDIANNESS" type="string-select" default="NATIVE" description="Force ←
  endianness of created file. For DEBUG purpose mostly">
  <Value>NATIVE</Value>
  <Value>INVERTED</Value>
  <Value>LITTLE</Value>
  <Value>BIG</Value>
</Option>
<Option name="COPY_SRC_OVERVIEWS" type="boolean" default="NO" description="Force copy ←
  of overviews of source dataset (CreateCopy())"/>
</CreationOptionList>

-- Output the create options XML column for GTiff as a table --
SELECT (xpath('@name', g.opt))[1]::text As oname,
       (xpath('@type', g.opt))[1]::text As otype,
       (xpath('@description', g.opt))[1]::text As descrip,
       array_to_string(xpath('Value/text()', g.opt),', ') As vals
FROM (SELECT unnest(xpath('/CreationOptionList/Option', create_options::xml)) As opt
FROM st_gdaldrivers()
WHERE short_name = 'GTiff') As g;

```

oname	otype	descrip	↔ vals
COMPRESS	string-select		↔ NONE, LZW, ↔
PACKBITS, JPEG, CCITTRLE, CCITTFAX3, CCITTFAX4, DEFLATE			
PREDICTOR	int	Predictor Type	↔
JPEG_QUALITY	int	JPEG quality 1-100	↔
ZLEVEL	int	DEFLATE compression level 1-9	↔
NBITS	int	BITS for sub-byte files (1-7), sub-uint16 (9-15), sub-uint32 (17-31)	↔
INTERLEAVE	string-select		↔ BAND, PIXEL
TILED	boolean	Switch to tiled format	↔
TFW	boolean	Write out world file	↔
RPB	boolean	Write out .RPB (RPC) file	↔
BLOCKXSIZE	int	Tile Width	↔
BLOCKYSIZE	int	Tile/Strip Height	↔
PHOTOMETRIC	string-select		↔ MINISBLACK, ↔
MINISWHITE, PALETTE, RGB, CMYK, YCBCR, CIELAB, ICCLAB, ITULAB			
SPARSE_OK	boolean	Can newly created files have missing blocks?	↔
ALPHA	boolean	Mark first extrasample as being alpha	↔
PROFILE	string-select		↔ GDALGeoTIFF, ↔
GeoTIFF, BASELINE			
PIXELTYPE	string-select		↔ DEFAULT, ↔
SIGNEDBYTE			
BIGTIFF	string-select	Force creation of BigTIFF file	↔ YES, NO, IF_NEEDED, IF_SAFER
ENDIANNESS	string-select	Force endianness of created file. For DEBUG purpose	↔ NATIVE, INVERTED, LITTLE, BIG
COPY_SRC_OVERVIEWS	boolean	Force copy of overviews of source dataset (CreateCopy	↔ ( ))

(19 rows)

**See Also**

[ST\\_AsGDALRaster](#), [ST\\_SRID](#), [postgis.gdal\\_enabled\\_drivers](#)

**12.2.9 ST\_Contour**

ST\_Contour — Generates a set of vector contours from the provided raster band, using the [GDAL contouring algorithm](#).

**Synopsis**

setof record **ST\_Contour**(raster rast, integer bandnumber, double precision level\_interval, double precision level\_base, double precision[] fixed\_levels, boolean polygonize);

**Description**

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.

The `polygonize` parameter currently has no effect. Use the [ST\\_Polygonize](#) function to convert contours into polygons.

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

**Example**

```
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;
```

**See Also**

[ST\\_InterpolateRaster](#)

**12.2.10 ST\_InterpolateRaster**

**ST\_InterpolateRaster** — Interpolates a gridded surface based on an input set of 3-d points, using the X- and Y-values to position the points on the grid and the Z-value of the points as the surface elevation.

**Synopsis**

raster **ST\_InterpolateRaster**(geometry input\_points, text algorithm\_options, raster template, integer template\_band\_num=1);

**Description**

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

### Example

```
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')
)
```

### See Also

[ST\\_Contour](#)

## 12.2.11 UpdateRasterSRID

UpdateRasterSRID — Change the SRID of all rasters in the user-specified column and table.

### Synopsis

```
raster UpdateRasterSRID(name schema_name, name table_name, name column_name, integer new_srid);
raster UpdateRasterSRID(name table_name, name column_name, integer new_srid);
```

### Description

Change the SRID of all rasters in the user-specified column and table. The function will drop all appropriate column constraints (extent, alignment and SRID) before changing the SRID of the specified column's rasters.



#### Note

The data (band pixel values) of the rasters are not touched by this function. Only the raster's metadata is changed.

Availability: 2.1.0

### See Also

[UpdateGeometrySRID](#)

## 12.2.12 ST\_CreateOverview

`ST_CreateOverview` — Create an reduced resolution version of a given raster coverage.

### Synopsis

```
regclass ST_CreateOverview(regclass tab, name col, int factor, text algo='NearestNeighbor');
```

### Description

Create an overview table with resampled tiles from the source table. Output tiles will have the same size of input tiles and cover the same spatial extent with a lower resolution (pixel size will be  $1/\text{factor}$  of the original in both directions).

The overview table will be made available in the `raster_oversiews` catalog and will have raster constraints enforced.

Algorithm options are: 'NearestNeighbor', 'Bilinear', 'Cubic', 'CubicSpline', and 'Lanczos'. Refer to: [GDAL Warp resampling methods](#) for more details.

Availability: 2.2.0

### Example

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);
```

### See Also

[ST\\_Retile](#), [AddOverviewConstraints](#), [AddRasterConstraints](#), [Section 11.2.2](#)

## 12.3 Raster Constructors

### 12.3.1 ST\_AddBand

`ST_AddBand` — Returns a raster with the new band(s) of given type added with given initial value in the given index location. If no index is specified, the band is added to the end.

### Synopsis

- (1) raster **ST\_AddBand**(raster rast, addbandarg[] addbandargset);
- (2) raster **ST\_AddBand**(raster rast, integer index, text pixeltype, double precision initialvalue=0, double precision nodataval=NULL);
- (3) raster **ST\_AddBand**(raster rast, text pixeltype, double precision initialvalue=0, double precision nodataval=NULL);
- (4) raster **ST\_AddBand**(raster torast, raster fromrast, integer fromband=1, integer torastindex=at\_end);
- (5) raster **ST\_AddBand**(raster torast, raster[] fromrasts, integer fromband=1, integer torastindex=at\_end);
- (6) raster **ST\_AddBand**(raster rast, integer index, text outdbfile, integer[] outdbindex, double precision nodataval=NULL);
- (7) raster **ST\_AddBand**(raster rast, text outdbfile, integer[] outdbindex, integer index=at\_end, double precision nodataval=NULL);



## Description

Returns a raster with a new band added in given position (index), of given type, of given initial value, and of given nodata value. If no index is specified, the band is added to the end. If no `fromband` is specified, band 1 is assumed. Pixel type is a string representation of one of the pixel types specified in [ST\\_BandPixelType](#). If an existing index is specified all subsequent bands  $\geq$  that index are incremented by 1. If an initial value greater than the max of the pixel type is specified, then the initial value is set to the highest value allowed by the pixel type.

For the variant that takes an array of [addbandarg](#) (Variant 1), a specific `addbandarg`'s index value is relative to the raster at the time when the band described by that `addbandarg` is being added to the raster. See the [Multiple New Bands](#) example below.

For the variant that takes an array of rasters (Variant 5), if `torast` is NULL then the `fromband` band of each raster in the array is accumulated into a new raster.

For the variants that take `outdbfile` (Variants 6 and 7), the value must include the full path to the raster file. The file must also be accessible to the postgres server process.

Enhanced: 2.1.0 support for `addbandarg` added.

Enhanced: 2.1.0 support for new out-db bands added.

## Examples: Single New Band

```
-- Add another band of type 8 bit unsigned integer with pixels initialized to 200
UPDATE dummy_rast
  SET rast = ST_AddBand(rast,'8BUI'::text,200)
WHERE rid = 1;
```

```
-- Create an empty raster 100x100 units, with upper left right at 0, add 2 bands (band 1 ←
  is 0/1 boolean bit switch, band2 allows values 0-15)
-- uses addbandargs
INSERT INTO dummy_rast(rid,rast)
  VALUES(10, ST_AddBand(ST_MakeEmptyRaster(100, 100, 0, 0, 1, -1, 0, 0, 0),
    ARRAY[
      ROW(1, '1BB'::text, 0, NULL),
      ROW(2, '4BUI'::text, 0, NULL)
    ]::addbandarg[]
  )
);
```

```
-- output meta data of raster bands to verify all is right --
SELECT (bmd).*
FROM (SELECT ST_BandMetaData(rast,generate_series(1,2)) As bmd
      FROM dummy_rast WHERE rid = 10) AS foo;
```

```
--result --
pixeltype | nodatavalue | isoutdb | path
-----+-----+-----+-----
1BB       |              | f       |
4BUI      |              | f       |
```

```
-- output meta data of raster -
SELECT (rmd).width, (rmd).height, (rmd).numbands
FROM (SELECT ST_MetaData(rast) As rmd
      FROM dummy_rast WHERE rid = 10) AS foo;
```

```
-- result --
upperleftx | upperlefty | width | height | scalex | scaley | skewx | skewy | srid | ←
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----
0 | 0 | 100 | 100 | 1 | -1 | 0 | 0 | 0 | ←
2
```

**Examples: Multiple New Bands**

```

SELECT
  *
FROM ST_BandMetadata (
  ST_AddBand(
    ST_MakeEmptyRaster(10, 10, 0, 0, 1, -1, 0, 0, 0),
    ARRAY[
      ROW(NULL, '8BUI', 255, 0),
      ROW(NULL, '16BUI', 1, 2),
      ROW(2, '32BUI', 100, 12),
      ROW(2, '32BF', 3.14, -1)
    ]::addbandarg[]
  ),
  ARRAY[]::integer[]
);

```

bandnum	pixeltype	nodatavalue	isoutdb	path
1	8BUI	0	f	
2	32BF	-1	f	
3	32BUI	12	f	
4	16BUI	2	f	

```

-- Aggregate the 1st band of a table of like rasters into a single raster
-- with as many bands as there are test_types and as many rows (new rasters) as there are ←
  mice
-- NOTE: The ORDER BY test_type is only supported in PostgreSQL 9.0+
-- for 8.4 and below it usually works to order your data in a subselect (but not guaranteed ←
  )
-- The resulting raster will have a band for each test_type alphabetical by test_type
-- For mouse lovers: No mice were harmed in this exercise
SELECT
  mouse,
  ST_AddBand(NULL, array_agg(rast ORDER BY test_type), 1) As rast
FROM mice_studies
GROUP BY mouse;

```

**Examples: New Out-db band**

```

SELECT
  *
FROM ST_BandMetadata (
  ST_AddBand(
    ST_MakeEmptyRaster(10, 10, 0, 0, 1, -1, 0, 0, 0),
    '/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

**See Also**

[ST\\_BandMetaData](#), [ST\\_BandPixelType](#), [ST\\_MakeEmptyRaster](#), [ST\\_MetaData](#), [ST\\_NumBands](#), [ST\\_Reclass](#)

### 12.3.2 ST\_AsRaster

ST\_AsRaster — Converts a PostGIS geometry to a PostGIS raster.

#### Synopsis

```
raster ST_AsRaster(geometry geom, raster ref, text pixeltype, double precision value=1, double precision nodataval=0, boolean touched=false);
raster ST_AsRaster(geometry geom, raster ref, text[] pixeltype=ARRAY['8BUI'], double precision[] value=ARRAY[1], double precision[] nodataval=ARRAY[0], boolean touched=false);
raster ST_AsRaster(geometry geom, double precision scalex, double precision scaley, double precision gridx, double precision gridy, text pixeltype, double precision value=1, double precision nodataval=0, double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, double precision scalex, double precision scaley, double precision gridx=NULL, double precision gridy=NULL, text[] pixeltype=ARRAY['8BUI'], double precision[] value=ARRAY[1], double precision[] nodataval=ARRAY[0], double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, double precision scalex, double precision scaley, text pixeltype, double precision value=1, double precision nodataval=0, double precision upperleftx=NULL, double precision upperlefty=NULL, double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, double precision scalex, double precision scaley, text[] pixeltype, double precision[] value=ARRAY[1], double precision[] nodataval=ARRAY[0], double precision upperleftx=NULL, double precision upperlefty=NULL, double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, integer width, integer height, double precision gridx, double precision gridy, text pixeltype, double precision value=1, double precision nodataval=0, double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, integer width, integer height, double precision gridx=NULL, double precision gridy=NULL, text[] pixeltype=ARRAY['8BUI'], double precision[] value=ARRAY[1], double precision[] nodataval=ARRAY[0], double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, integer width, integer height, text pixeltype, double precision value=1, double precision nodataval=0, double precision upperleftx=NULL, double precision upperlefty=NULL, double precision skewx=0, double precision skewy=0, boolean touched=false);
raster ST_AsRaster(geometry geom, integer width, integer height, text[] pixeltype, double precision[] value=ARRAY[1], double precision[] nodataval=ARRAY[0], double precision upperleftx=NULL, double precision upperlefty=NULL, double precision skewx=0, double precision skewy=0, boolean touched=false);
```

#### Description

Converts a PostGIS geometry to a PostGIS raster. The many variants offers three groups of possibilities for setting the alignment and pixel size of the resulting raster.

The first group, composed of the two first variants, produce a raster having the same alignment (*scalex*, *scaley*, *gridx* and *gridy*), pixel type and nodata value as the provided reference raster. You generally pass this reference raster by joining the table containing the geometry with the table containing the reference raster.

The second group, composed of four variants, let you set the dimensions of the raster by providing the parameters of a pixel size (*scalex* & *scaley* and *skewx* & *skewy*). The width & height of the resulting raster will be adjusted to fit the extent of the geometry. In most cases, you must cast integer *scalex* & *scaley* arguments to double precision so that PostgreSQL choose the right variant.

The third group, composed of four variants, let you fix the dimensions of the raster by providing the dimensions of the raster (*width* & *height*). The parameters of the pixel size (*scalex* & *scaley* and *skewx* & *skewy*) of the resulting raster will be adjusted to fit the extent of the geometry.

The two first variants of each of those two last groups let you specify the alignment with an arbitrary corner of the alignment grid (*gridx* & *gridy*) and the two last variants takes the upper left corner (*upperleftx* & *upperlefty*).

Each group of variant allows producing a one band raster or a multiple bands raster. To produce a multiple bands raster, you must provide an array of pixel types (*pixeltype*[]), an array of initial values (*value*) and an array of nodata values (*nodataval*). If not provided *pixeltype* defaults to 8BUI, *value* to 1 and *nodataval* to 0.

The output raster will be in the same spatial reference as the source geometry. The only exception is for variants with a reference raster. In this case the resulting raster will get the same SRID as the reference raster.

The optional `touched` parameter defaults to `false` and maps to the GDAL `ALL_TOUCHED` rasterization option, which determines if pixels touched by lines or polygons will be burned. Not just those on the line render path, or whose center point is within the polygon.

This is particularly useful for rendering `jpgs` and `pngs` of geometries directly from the database when using in combination with `ST_AsPNG` and other `ST_AsGDALRaster` family of functions.

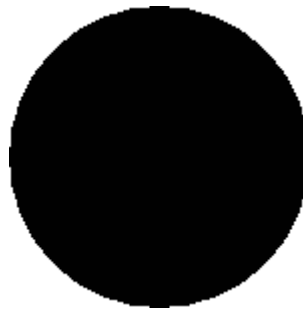
Availability: 2.0.0 - requires GDAL  $\geq$  1.6.0.



#### Note

Not yet capable of rendering complex geometry types such as curves, TINS, and PolyhedralSurfaces, but should be able too once GDAL can.

### Examples: Output geometries as PNG files



*black circle*

```
-- this will output a black circle taking up 150 x 150 pixels --
SELECT ST_AsPNG(ST_AsRaster(ST_Buffer(ST_Point(1,5),10),150, 150));
```



*example from buffer rendered with just PostGIS*

```
-- the bands map to RGB bands - the value (118,154,118) - teal --
SELECT ST_AsPNG(
  ST_AsRaster(
    ST_Buffer(
      ST_GeomFromText('LINESTRING(50 50,150 150,150 50)'), 10,'join=bevel'),
      200,200,ARRAY['8BUI', '8BUI', '8BUI'], ARRAY[118,154,118], ARRAY[0,0,0]));
```

**See Also**

[ST\\_BandPixelType](#), [ST\\_Buffer](#), [ST\\_GDALDrivers](#), [ST\\_AsGDALRaster](#), [ST\\_AsPNG](#), [ST\\_AsJPEG](#), [ST\\_SRID](#)

**12.3.3 ST\_Band**

**ST\_Band** — Returns one or more bands of an existing raster as a new raster. Useful for building new rasters from existing rasters.

**Synopsis**

```
raster ST_Band(raster rast, integer[] nbands = ARRAY[1]);
raster ST_Band(raster rast, integer nband);
raster ST_Band(raster rast, text nbands, character delimiter=,);
```

**Description**

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**

For the `nbands` as text variant of function, the default delimiter is `,`, which means you can ask for `'1,2,3'` and if you wanted to use a different delimiter you would do `ST_Band(rast, '1@2@3', '@')`. For asking for multiple bands, we strongly suggest you use the array form of this function e.g. `ST_Band(rast, '{1,2,3}'::int[])`; since the `text` list of bands form may be removed in future versions of PostGIS.

Availability: 2.0.0

**Examples**

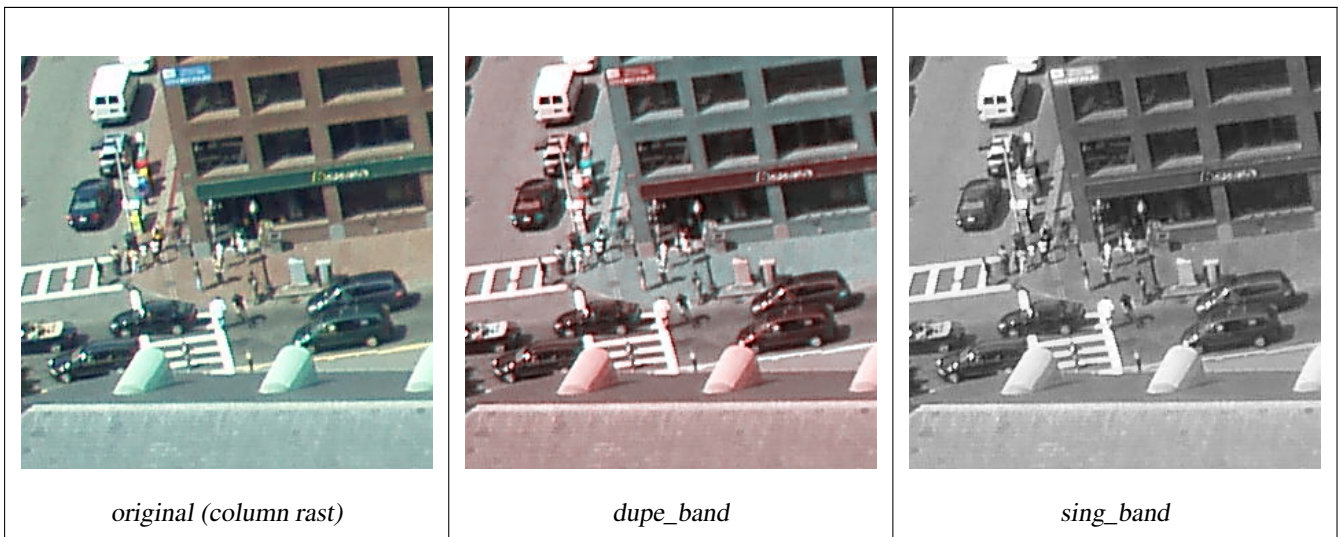
```
-- Make 2 new rasters: 1 containing band 1 of dummy, second containing band 2 of dummy and ←
  then reclassified as a 2BUI
SELECT ST_NumBands(rast1) As numb1, ST_BandPixelType(rast1) As pix1,
  ST_NumBands(rast2) As numb2, ST_BandPixelType(rast2) As pix2
FROM (
  SELECT ST_Band(rast) As rast1, ST_Reclass(ST_Band(rast,3), '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;
```

### See Also

[ST\\_AddBand](#), [ST\\_NumBands](#), [ST\\_Reclass](#), Chapter 12

### 12.3.4 ST\_MakeEmptyCoverage

`ST_MakeEmptyCoverage` — Cover georeferenced area with a grid of empty raster tiles.

#### Synopsis

raster **ST\_MakeEmptyCoverage**(integer tilewidth, integer tileheight, integer width, integer height, double precision upperleftx, double precision upperlefty, double precision scalex, double precision scaley, double precision skewx, double precision skewy, integer srid=unknown);

#### Description

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.

Availability: 2.4.0

### Examples Basic

Create 16 tiles in a 4x4 grid to cover the WGS84 area from upper left corner (22, 77) to lower right corner (55, 33).

```
SELECT (ST_MetaData(tile)).* FROM ST_MakeEmptyCoverage(1, 1, 4, 4, 22, 33, (55 - 22)/(4)::float, (33 - 77)/(4)::float, 0., 0., 4326) tile;
```

upperleftx	upperlefty	width	height	scalex	scaley	skewx	skewy	srid	numbands
22	33	1	1	8.25	-11	0	0	4326	0
30.25	33	1	1	8.25	-11	0	0	4326	0
38.5	33	1	1	8.25	-11	0	0	4326	0
46.75	33	1	1	8.25	-11	0	0	4326	0
22	22	1	1	8.25	-11	0	0	4326	0
30.25	22	1	1	8.25	-11	0	0	4326	0
38.5	22	1	1	8.25	-11	0	0	4326	0
46.75	22	1	1	8.25	-11	0	0	4326	0
22	11	1	1	8.25	-11	0	0	4326	0
30.25	11	1	1	8.25	-11	0	0	4326	0
38.5	11	1	1	8.25	-11	0	0	4326	0
46.75	11	1	1	8.25	-11	0	0	4326	0
22	0	1	1	8.25	-11	0	0	4326	0
30.25	0	1	1	8.25	-11	0	0	4326	0
38.5	0	1	1	8.25	-11	0	0	4326	0
46.75	0	1	1	8.25	-11	0	0	4326	0

### See Also

[ST\\_MakeEmptyRaster](#)

### 12.3.5 ST\_MakeEmptyRaster

**ST\_MakeEmptyRaster** — Returns an empty raster (having no bands) of given dimensions (width & height), upperleft X and Y, pixel size and rotation (scalex, scaley, skewx & skewy) and reference system (srid). If a raster is passed in, returns a new raster with the same size, alignment and SRID. If srid is left out, the spatial ref is set to unknown (0).

### Synopsis

```
raster ST_MakeEmptyRaster(raster rast);
raster ST_MakeEmptyRaster(integer width, integer height, float8 upperleftx, float8 upperlefty, float8 scalex, float8 scaley, float8 skewx, float8 skewy, integer srid=unknown);
raster ST_MakeEmptyRaster(integer width, integer height, float8 upperleftx, float8 upperlefty, float8 pixelsize);
```

## Description

Returns an empty raster (having no band) of given dimensions (width & height) and georeferenced in spatial (or world) coordinates with upper left X (upperleftx), upper left Y (upperlefty), pixel size and rotation (scalex, scaley, skewx & skewy) and reference system (srid).

The last version use a single parameter to specify the pixel size (pixelsize). scalex is set to this argument and scaley is set to the negative value of this argument. skewx and skewy are set to 0.

If an existing raster is passed in, it returns a new raster with the same meta data settings (without the bands).

If no srid is specified it defaults to 0. After you create an empty raster you probably want to add bands to it and maybe edit it. Refer to [ST\\_AddBand](#) to define bands and [ST\\_SetValue](#) to set initial pixel values.

## Examples

```
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	←
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								

## See Also

[ST\\_AddBand](#), [ST\\_MetaData](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_SetValue](#), [ST\\_SkewX](#), [ST\\_SkewY](#)

## 12.3.6 ST\_Tile

**ST\_Tile** — Returns a set of rasters resulting from the split of the input raster based upon the desired dimensions of the output rasters.

### Synopsis

setof raster **ST\_Tile**(raster rast, int[] nband, integer width, integer height, boolean padwithnodata=FALSE, double precision nodataval=NULL);

setof raster **ST\_Tile**(raster rast, integer nband, integer width, integer height, boolean padwithnodata=FALSE, double precision nodataval=NULL);

setof raster **ST\_Tile**(raster rast, integer width, integer height, boolean padwithnodata=FALSE, double precision nodataval=NULL);



## Description

Returns a set of rasters resulting from the split of the input raster based upon the desired dimensions of the output rasters.

If `padwithnodata = FALSE`, edge tiles on the right and bottom sides of the raster may have different dimensions than the rest of the tiles. If `padwithnodata = TRUE`, all tiles will have the same dimensions with the possibility that edge tiles being padded with NODATA values. If raster band(s) do not have NODATA value(s) specified, one can be specified by setting `nodataval`.



### Note

If a specified band of the input raster is out-of-db, the corresponding band in the output rasters will also be out-of-db.

Availability: 2.1.0

## Examples

```
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)
```

## See Also

[ST\\_Union](#), [ST\\_Retile](#)

### 12.3.7 ST\_Retile

ST\_Retile — Return a set of configured tiles from an arbitrarily tiled raster coverage.

#### Synopsis

SETOF raster **ST\_Retile**(regclass tab, name col, geometry ext, float8 sfx, float8 sfy, int tw, int th, text algo='NearestNeighbor');

#### Description

Return a set of tiles having the specified scale (*sfx*, *sfy*) and max size (*tw*, *th*) and covering the specified extent (*ext*) with data coming from the specified raster coverage (*tab*, *col*).

Algorithm options are: 'NearestNeighbor', 'Bilinear', 'Cubic', 'CubicSpline', and 'Lanczos'. Refer to: [GDAL Warp resampling methods](#) for more details.

Availability: 2.2.0

#### See Also

[ST\\_CreateOverview](#)

### 12.3.8 ST\_FromGDALRaster

ST\_FromGDALRaster — Returns a raster from a supported GDAL raster file.

#### Synopsis

raster **ST\_FromGDALRaster**(bytea gdaldata, integer srid=NULL);

#### Description

Returns a raster from a supported GDAL raster file. *gdaldata* is of type *bytea* and should be the contents of the GDAL raster file.

If *srid* is NULL, the function will try to automatically assign the SRID from the GDAL raster. If *srid* is provided, the value provided will override any automatically assigned SRID.

Availability: 2.1.0

#### Examples

```
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)

## See Also

[ST\\_AsGDALRaster](#)

## 12.4 Raster Accessors

### 12.4.1 ST\_GeoReference

`ST_GeoReference` — Returns the georeference meta data in GDAL or ESRI format as commonly seen in a world file. Default is GDAL.

#### Synopsis

```
text ST_GeoReference(raster rast, text format=GDAL);
```

#### Description

Returns the georeference meta data including carriage return in GDAL or ESRI format as commonly seen in a [world file](#). Default is GDAL if no type specified. type is string 'GDAL' or 'ESRI'.

Difference between format representations is as follows:

GDAL:

```

scalex
skewy
skewx
scaley
upperleftx
upperlefty

```

ESRI:

```

scalex
skewy
skewx
scaley
upperleftx + scalex*0.5
upperlefty + scaley*0.5

```

**Examples**

```
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

**See Also**

[ST\\_SetGeoReference](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#)

**12.4.2 ST\_Height**

**ST\_Height** — Returns the height of the raster in pixels.

**Synopsis**

```
integer ST_Height(raster rast);
```

**Description**

Returns the height of the raster.

**Examples**

```
SELECT rid, ST_Height(rast) As rastheight
FROM dummy_rast;
```

rid	rastheight
1	20
2	5

**See Also**

[ST\\_Width](#)

**12.4.3 ST\_IsEmpty**

**ST\_IsEmpty** — Returns true if the raster is empty (width = 0 and height = 0). Otherwise, returns false.

**Synopsis**

```
boolean ST_IsEmpty(raster rast);
```

**Description**

Returns true if the raster is empty (width = 0 and height = 0). Otherwise, returns false.

Availability: 2.0.0

**Examples**

```
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          |
```

**See Also**

[ST\\_HasNoBand](#)

**12.4.4 ST\_MemSize**

**ST\_MemSize** — Returns the amount of space (in bytes) the raster takes.

**Synopsis**

integer **ST\_MemSize**(raster rast);

**Description**

Returns the amount of space (in bytes) the raster takes.

This is a nice compliment to PostgreSQL built in functions `pg_column_size`, `pg_size_pretty`, `pg_relation_size`, `pg_total_relation_size`.

**Note**

`pg_relation_size` which gives the byte size of a table may return byte size lower than `ST_MemSize`. This is because `pg_relation_size` does not add toasted table contribution and large geometries are stored in TOAST tables. `pg_column_size` might return lower because it returns the compressed size. `pg_total_relation_size` - includes, the table, the toasted tables, and the indexes.

Availability: 2.2.0

**Examples**

```
SELECT ST_MemSize(ST_AsRaster(ST_Buffer(ST_Point(1,5),10,1000),150, 150, '8BUI')) ←
      As rast_mem;

rast_mem
-----
22568
```

**See Also****12.4.5 ST\_MetaData**

`ST_MetaData` — Returns basic meta data about a raster object such as pixel size, rotation (skew), upper, lower left, etc.

**Synopsis**

```
record ST_MetaData(raster rast);
```

**Description**

Returns basic meta data about a raster object such as pixel size, rotation (skew), upper, lower left, etc. Columns returned: upperleftx | upperlefty | width | height | scalex | scaley | skewx | skewy | srid | numbands

**Examples**

```
SELECT rid, (foo.md).*
FROM (SELECT rid, ST_MetaData(rast) As md
FROM dummy_rast) As foo;
```

rid	upperleftx	upperlefty	width	height	scalex	scaley	skewx	skewy	srid	numbands
1	0.5	0.5	10	20	2	3	0	0	0	0
2	3427927.75	5793244	5	5	0.05	-0.05	0	0	0	3

**See Also**

[ST\\_BandMetaData](#), [ST\\_NumBands](#)

**12.4.6 ST\_NumBands**

`ST_NumBands` — Returns the number of bands in the raster object.

**Synopsis**

```
integer ST_NumBands(raster rast);
```

**Description**

Returns the number of bands in the raster object.

## Examples

```
SELECT rid, ST_NumBands(rast) As numbands
FROM dummy_rast;
```

rid	numbands
1	0
2	3

## See Also

[ST\\_Value](#)

## 12.4.7 ST\_PixelHeight

**ST\_PixelHeight** — Returns the pixel height in geometric units of the spatial reference system.

### Synopsis

double precision **ST\_PixelHeight**(raster rast);

### Description

Returns the height of a pixel in geometric units of the spatial reference system. In the common case where there is no skew, the pixel height is just the scale ratio between geometric coordinates and raster pixels.

Refer to [ST\\_PixelWidth](#) for a diagrammatic visualization of the relationship.

### Examples: Rasters with no skew

```
SELECT ST_Height(rast) As rastheight, ST_PixelHeight(rast) As pixheight,
       ST_ScaleX(rast) As scalex, ST_ScaleY(rast) As scaley, ST_SkewX(rast) As skewx,
       ST_SkewY(rast) As skewy
FROM dummy_rast;
```

rastheight	pixheight	scalex	scaley	skewx	skewy
20	3	2	3	0	0
5	0.05	0.05	-0.05	0	0

### Examples: Rasters with skew different than 0

```
SELECT ST_Height(rast) As rastheight, ST_PixelHeight(rast) As pixheight,
       ST_ScaleX(rast) As scalex, ST_ScaleY(rast) As scaley, ST_SkewX(rast) As skewx,
       ST_SkewY(rast) As skewy
FROM (SELECT ST_SetSKew(rast,0.5,0.5) As rast
      FROM dummy_rast) As skewed;
```

rastheight	pixheight	scalex	scaley	skewx	skewy
20	3.04138126514911	2	3	0.5	0.5
5	0.502493781056044	0.05	-0.05	0.5	0.5



**See Also**

[ST\\_PixelWidth](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_SkewX](#), [ST\\_SkewY](#)

**12.4.8 ST\_PixelWidth**

ST\_PixelWidth — Returns the pixel width in geometric units of the spatial reference system.

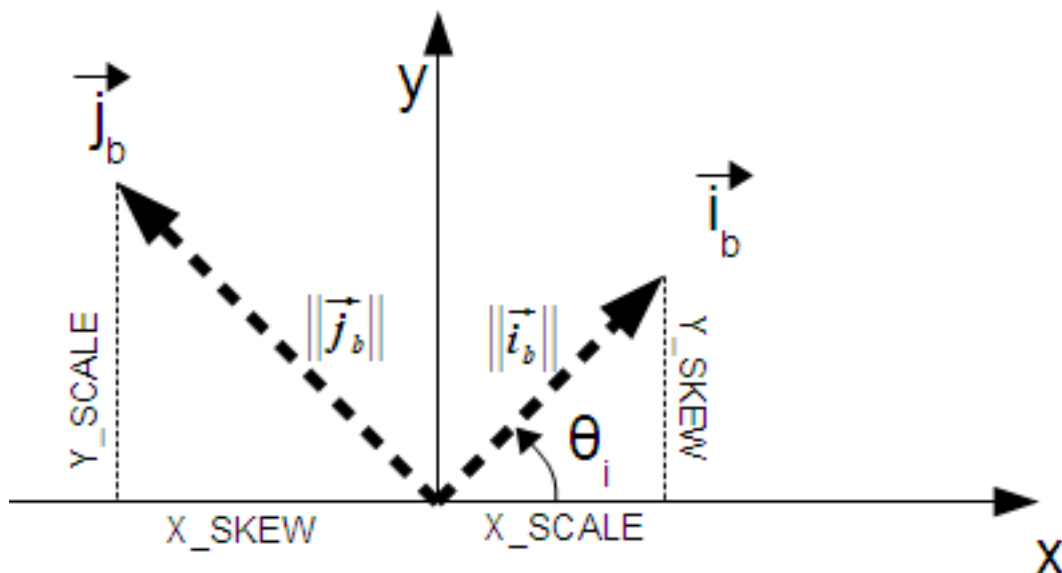
**Synopsis**

double precision **ST\_PixelWidth**(raster rast);

**Description**

Returns the width of a pixel in geometric units of the spatial reference system. In the common case where there is no skew, the pixel width is just the scale ratio between geometric coordinates and raster pixels.

The following diagram demonstrates the relationship:



*Pixel Width: Pixel size in the i direction*  
*Pixel Height: Pixel size in the j direction*

**Examples: Rasters with no skew**

```
SELECT ST_Width(rast) As rastwidth, ST_PixelWidth(rast) As pixwidth,
       ST_ScaleX(rast) As scalex, ST_ScaleY(rast) As scaley, ST_SkewX(rast) As skewx,
       ST_SkewY(rast) As skewy
FROM dummy_rast;
```

rastwidth	pixwidth	scalex	scaley	skewx	skewy
10	2	2	3	0	0
5	0.05	0.05	-0.05	0	0

**Examples: Rasters with skew different than 0**

```
SELECT ST_Width(rast) As rastwidth, ST_PixelWidth(rast) As pixwidth,
       ST_ScaleX(rast) As scalex, ST_ScaleY(rast) As scaley, ST_SkewX(rast) As skewx,
       ST_SkewY(rast) As skewy
FROM (SELECT ST_SetSkew(rast,0.5,0.5) As rast
      FROM dummy_rast) As skewed;
```

rastwidth	pixwidth	scalex	scaley	skewx	skewy
10	2.06155281280883	2	3	0.5	0.5
5	0.502493781056044	0.05	-0.05	0.5	0.5

**See Also**

[ST\\_PixelHeight](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_SkewX](#), [ST\\_SkewY](#)

**12.4.9 ST\_ScaleX**

**ST\_ScaleX** — Returns the X component of the pixel width in units of coordinate reference system.

**Synopsis**

```
float8 ST_ScaleX(raster rast);
```

**Description**

Returns the X component of the pixel width in units of coordinate reference system. Refer to [World File](#) for more details.

Changed: 2.0.0. In WKTRaster versions this was called `ST_PixelSizeX`.

**Examples**

```
SELECT rid, ST_ScaleX(rast) As rastpixwidth
FROM dummy_rast;
```

rid	rastpixwidth
1	2
2	0.05

**See Also**

[ST\\_Width](#)

**12.4.10 ST\_ScaleY**

**ST\_ScaleY** — Returns the Y component of the pixel height in units of coordinate reference system.

**Synopsis**

```
float8 ST_ScaleY(raster rast);
```

**Description**

Returns the Y component of the pixel height in units of coordinate reference system. May be negative. Refer to [World File](#) for more details.

Changed: 2.0.0. In WKTRaster versions this was called ST\_PixelSizeY.

**Examples**

```
SELECT rid, ST_ScaleY(rast) As rastpixheight
FROM dummy_rast;
```

rid	rastpixheight
1	3
2	-0.05

**See Also**

[ST\\_Height](#)

**12.4.11 ST\_RasterToWorldCoord**

**ST\_RasterToWorldCoord** — Returns the raster's upper left corner as geometric X and Y (longitude and latitude) given a column and row. Column and row starts at 1.

**Synopsis**

record **ST\_RasterToWorldCoord**(raster rast, integer xcolumn, integer yrow);

**Description**

Returns the upper left corner as geometric X and Y (longitude and latitude) given a column and row. Returned X and Y are in geometric units of the georeferenced raster. Numbering of column and row starts at 1 but if either parameter is passed a zero, a negative number or a number greater than the respective dimension of the raster, it will return coordinates outside of the raster assuming the raster's grid is applicable outside the raster's bounds.

Availability: 2.1.0

**Examples**

```
-- 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
```

### See Also

[ST\\_RasterToWorldCoordX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SetSkew](#)

## 12.4.12 ST\_RasterToWorldCoordX

`ST_RasterToWorldCoordX` — Returns the geometric X coordinate upper left of a raster, column and row. Numbering of columns and rows starts at 1.

### Synopsis

```
float8 ST_RasterToWorldCoordX(raster rast, integer xcolumn);
float8 ST_RasterToWorldCoordX(raster rast, integer xcolumn, integer yrow);
```

### Description

Returns the upper left X coordinate of a raster column row in geometric units of the georeferenced raster. Numbering of columns and rows starts at 1 but if you pass in a negative number or number higher than number of columns in raster, it will give you coordinates outside of the raster file to left or right with the assumption that the skew and pixel sizes are same as selected raster.



#### Note

For non-skewed rasters, providing the X column is sufficient. For skewed rasters, the georeferenced coordinate is a function of the `ST_ScaleX` and `ST_SkewX` and row and column. An error will be raised if you give just the X column for a skewed raster.

Changed: 2.1.0 In prior versions, this was called `ST_Raster2WorldCoordX`

### Examples

```
-- non-skewed raster providing column is sufficient
SELECT rid, ST_RasterToWorldCoordX(rast,1) As x1coord,
  ST_RasterToWorldCoordX(rast,2) As x2coord,
  ST_ScaleX(rast) As pixelx
FROM dummy_rast;
```

rid	x1coord	x2coord	pixelx
1	0.5	2.5	2
2	3427927.75	3427927.8	0.05

```
-- for fun lets skew it
SELECT rid, ST_RasterToWorldCoordX(rast, 1, 1) As x1coord,
       ST_RasterToWorldCoordX(rast, 2, 3) As x2coord,
       ST_ScaleX(rast) As pixelx
FROM (SELECT rid, ST_SetSkew(rast, 100.5, 0) As rast FROM dummy_rast) As foo;
```

rid	x1coord	x2coord	pixelx
1	0.5	203.5	2
2	3427927.75	3428128.8	0.05

### See Also

[ST\\_ScaleX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SetSkew](#), [ST\\_SkewX](#)

### 12.4.13 ST\_RasterToWorldCoordY

**ST\_RasterToWorldCoordY** — Returns the geometric Y coordinate upper left corner of a raster, column and row. Numbering of columns and rows starts at 1.

#### Synopsis

```
float8 ST_RasterToWorldCoordY(raster rast, integer yrow);
float8 ST_RasterToWorldCoordY(raster rast, integer xcolumn, integer yrow);
```

#### Description

Returns the upper left Y coordinate of a raster column row in geometric units of the georeferenced raster. Numbering of columns and rows starts at 1 but if you pass in a negative number or number higher than number of columns/rows in raster, it will give you coordinates outside of the raster file to left or right with the assumption that the skew and pixel sizes are same as selected raster tile.



#### Note

For non-skewed rasters, providing the Y column is sufficient. For skewed rasters, the georeferenced coordinate is a function of the `ST_ScaleY` and `ST_SkewY` and row and column. An error will be raised if you give just the Y row for a skewed raster.

Changed: 2.1.0 In prior versions, this was called `ST_Raster2WorldCoordY`

#### Examples

```
-- non-skewed raster providing row is sufficient
SELECT rid, ST_RasterToWorldCoordY(rast,1) As y1coord,
       ST_RasterToWorldCoordY(rast,3) As y2coord,
       ST_ScaleY(rast) As pixely
FROM dummy_rast;
```

```

rid | ylcoord | y2coord | pixely
-----+-----+-----+-----
  1 |    0.5 |    6.5 |    3
  2 | 5793244 | 5793243.9 | -0.05

```

```

-- for fun lets skew it
SELECT rid, ST_RasterToWorldCoordY(rast,1,1) As ylcoord,
         ST_RasterToWorldCoordY(rast,2,3) As y2coord,
         ST_ScaleY(rast) As pixely
FROM (SELECT rid, ST_SetSkew(rast,0,100.5) As rast FROM dummy_rast) As foo;

```

```

rid | ylcoord | y2coord | pixely
-----+-----+-----+-----
  1 |    0.5 |    107 |    3
  2 | 5793244 | 5793344.4 | -0.05

```

**See Also**

[ST\\_ScaleY](#), [ST\\_RasterToWorldCoordX](#), [ST\\_SetSkew](#), [ST\\_SkewY](#)

**12.4.14 ST\_Rotation**

`ST_Rotation` — Returns the rotation of the raster in radian.

**Synopsis**

```
float8 ST_Rotation(raster rast);
```

**Description**

Returns the uniform rotation of the raster in radian. If a raster does not have uniform rotation, NaN is returned. Refer to [World File](#) for more details.

**Examples**

```
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

```

**See Also**

[ST\\_SetRotation](#), [ST\\_SetScale](#), [ST\\_SetSkew](#)

**12.4.15 ST\_SkewX**

`ST_SkewX` — Returns the georeference X skew (or rotation parameter).

**Synopsis**

```
float8 ST_SkewX(raster rast);
```

**Description**

Returns the georeference X skew (or rotation parameter). Refer to [World File](#) for more details.

**Examples**

```
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

**See Also**

[ST\\_GeoReference](#), [ST\\_SkewY](#), [ST\\_SetSkew](#)

**12.4.16 ST\_SkewY**

ST\_SkewY — Returns the georeference Y skew (or rotation parameter).

**Synopsis**

```
float8 ST_SkewY(raster rast);
```

**Description**

Returns the georeference Y skew (or rotation parameter). Refer to [World File](#) for more details.

**Examples**

```
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

```

**See Also**

[ST\\_GeoReference](#), [ST\\_SkewX](#), [ST\\_SetSkew](#)

**12.4.17 ST\_SRID**

**ST\_SRID** — Returns the spatial reference identifier of the raster as defined in `spatial_ref_sys` table.

**Synopsis**

integer **ST\_SRID**(raster rast);

**Description**

Returns the spatial reference identifier of the raster object as defined in the `spatial_ref_sys` table.

**Note**

From PostGIS 2.0+ the srid of a non-georeferenced raster/geometry is 0 instead of the prior -1.

**Examples**

```

SELECT ST_SRID(rast) As srid
FROM dummy_rast WHERE rid=1;

```

```

srid
-----
0

```

**See Also**

Section [4.5](#), [ST\\_SRID](#)

**12.4.18 ST\_Summary**

**ST\_Summary** — Returns a text summary of the contents of the raster.



**Synopsis**

```
text ST_Summary(raster rast);
```

**Description**

Returns a text summary of the contents of the raster.

Availability: 2.1.0

**Examples**

```
SELECT ST_Summary(
  ST_AddBand(
    ST_AddBand(
      ST_AddBand(
        ST_MakeEmptyRaster(10, 10, 0, 0, 1, -1, 0, 0, 0)
          , 1, '8BUI', 1, 0
        )
      , 2, '32BF', 0, -9999
    )
    , 3, '16BSI', 0, NULL
  )
);

          st_summary
-----
Raster of 10x10 pixels has 3 bands and extent of BOX(0 -10,10 0)+
band 1 of pixtype 8BUI is in-db with NODATA value of 0      +
band 2 of pixtype 32BF is in-db with NODATA value of -9999 +
band 3 of pixtype 16BSI is in-db with no NODATA value
(1 row)
```

**See Also**

[ST\\_MetaData](#), [ST\\_BandMetaData](#), [ST\\_Summary](#) [ST\\_Extent](#)

**12.4.19 ST\_UpperLeftX**

ST\_UpperLeftX — Returns the upper left X coordinate of raster in projected spatial ref.

**Synopsis**

```
float8 ST_UpperLeftX(raster rast);
```

**Description**

Returns the upper left X coordinate of raster in projected spatial ref.

## Examples

```
SELECT rid, ST_UpperLeftX(rast) As ulx
FROM dummy_rast;
```

rid	ulx
1	0.5
2	3427927.75

## See Also

[ST\\_UpperLeftY](#), [ST\\_GeoReference](#), [Box3D](#)

### 12.4.20 ST\_UpperLeftY

`ST_UpperLeftY` — Returns the upper left Y coordinate of raster in projected spatial ref.

## Synopsis

```
float8 ST_UpperLeftY(raster rast);
```

## Description

Returns the upper left Y coordinate of raster in projected spatial ref.

## Examples

```
SELECT rid, ST_UpperLeftY(rast) As uly
FROM dummy_rast;
```

rid	uly
1	0.5
2	5793244

## See Also

[ST\\_UpperLeftX](#), [ST\\_GeoReference](#), [Box3D](#)

### 12.4.21 ST\_Width

`ST_Width` — Returns the width of the raster in pixels.

## Synopsis

```
integer ST_Width(raster rast);
```

## Description

Returns the width of the raster in pixels.

---

**Examples**

```
SELECT ST_Width(rast) As rastwidth
FROM dummy_rast WHERE rid=1;
```

```
rastwidth
-----
10
```

**See Also**

[ST\\_Height](#)

**12.4.22 ST\_WorldToRasterCoord**

**ST\_WorldToRasterCoord** — Returns the upper left corner as column and row given geometric X and Y (longitude and latitude) or a point geometry expressed in the spatial reference coordinate system of the raster.

**Synopsis**

```
record ST_WorldToRasterCoord(raster rast, geometry pt);
record ST_WorldToRasterCoord(raster rast, double precision longitude, double precision latitude);
```

**Description**

Returns the upper left corner as column and row given geometric X and Y (longitude and latitude) or a point geometry. This function works regardless of whether or not the geometric X and Y or point geometry is outside the extent of the raster. Geometric X and Y must be expressed in the spatial reference coordinate system of the raster.

Availability: 2.1.0

**Examples**

```
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
```

**See Also**

[ST\\_WorldToRasterCoordX](#), [ST\\_WorldToRasterCoordY](#), [ST\\_RasterToWorldCoordX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SRID](#)

**12.4.23 ST\_WorldToRasterCoordX**

**ST\_WorldToRasterCoordX** — Returns the column in the raster of the point geometry (pt) or a X and Y world coordinate (xw, yw) represented in world spatial reference system of raster.

**Synopsis**

integer **ST\_WorldToRasterCoordX**(raster rast, geometry pt);  
integer **ST\_WorldToRasterCoordX**(raster rast, double precision xw);  
integer **ST\_WorldToRasterCoordX**(raster rast, double precision xw, double precision yw);

**Description**

Returns the column in the raster of the point geometry (pt) or a X and Y world coordinate (xw, yw). A point, or (both xw and yw world coordinates are required if a raster is skewed). If a raster is not skewed then xw is sufficient. World coordinates are in the spatial reference coordinate system of the raster.

Changed: 2.1.0 In prior versions, this was called **ST\_World2RasterCoordX**

**Examples**

```
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

**See Also**

[ST\\_RasterToWorldCoordX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SRID](#)

**12.4.24 ST\_WorldToRasterCoordY**

**ST\_WorldToRasterCoordY** — Returns the row in the raster of the point geometry (pt) or a X and Y world coordinate (xw, yw) represented in world spatial reference system of raster.

**Synopsis**

integer **ST\_WorldToRasterCoordY**(raster rast, geometry pt);  
integer **ST\_WorldToRasterCoordY**(raster rast, double precision xw);  
integer **ST\_WorldToRasterCoordY**(raster rast, double precision xw, double precision yw);

**Description**

Returns the row in the raster of the point geometry (pt) or a X and Y world coordinate (xw, yw). A point, or (both xw and yw world coordinates are required if a raster is skewed). If a raster is not skewed then xw is sufficient. World coordinates are in the spatial reference coordinate system of the raster.

Changed: 2.1.0 In prior versions, this was called **ST\_World2RasterCoordY**

## Examples

```
SELECT rid, ST_WorldToRasterCoordY(rast,20.5) As ycoord,
       ST_WorldToRasterCoordY(rast,3427927.8,20.5) As ycoord_xwyw,
       ST_WorldToRasterCoordY(rast,ST_GeomFromText('POINT(3427927.8 20.5)',ST_SRID(rast))) ←
       As ptycoord
FROM dummy_rast;
```

rid	ycoord	ycoord_xwyw	ptycoord
1	7	7	7
2	115864471	115864471	115864471

## See Also

[ST\\_RasterToWorldCoordX](#), [ST\\_RasterToWorldCoordY](#), [ST\\_SRID](#)

## 12.5 Raster Band Accessors

### 12.5.1 ST\_BandMetaData

`ST_BandMetaData` — Returns basic meta data for a specific raster band. band num 1 is assumed if none-specified.

#### Synopsis

- (1) record `ST_BandMetaData`(raster rast, integer band=1);
- (2) record `ST_BandMetaData`(raster rast, integer[] band);

#### Description

Returns basic meta data about a raster band. Columns returned: pixeltype, nodatavalue, isoutdb, path, outdbbandnum, filesize, filetimestamp.



#### Note

If raster contains no bands then an error is thrown.



#### Note

If band has no NODATA value, nodatavalue are NULL.



#### Note

If isoutdb is False, path, outdbbandnum, filesize and filetimestamp are NULL. If outdb access is disabled, filesize and filetimestamp will also be NULL.

Enhanced: 2.5.0 to include `outdbbandnum`, `filesize` and `filetimestamp` for outdb rasters.

**Examples: Variant 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		

**Examples: Variant 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	path	outdbbandnum	filesize	filetimestamp
1	8BUI		t	/home/pele/devel/geo/postgis-git/raster/test ← /regress/loader/Projected.tif	1	12345	1521807257
3	8BUI		t	/home/pele/devel/geo/postgis-git/raster/test ← /regress/loader/Projected.tif	3	12345	1521807257
2	8BUI		t	/home/pele/devel/geo/postgis-git/raster/test ← /regress/loader/Projected.tif	2	12345	1521807257

**See Also**

[ST\\_MetaData](#), [ST\\_BandPixelType](#)

**12.5.2 ST\_BandNoDataValue**

`ST_BandNoDataValue` — Returns the value in a given band that represents no data. If no band num 1 is assumed.

**Synopsis**

```
double precision ST_BandNoDataValue(raster rast, integer bandnum=1);
```

## Description

Returns the value that represents no data for the band

## Examples

```
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
```

## See Also

[ST\\_NumBands](#)

### 12.5.3 ST\_BandIsNoData

`ST_BandIsNoData` — Returns true if the band is filled with only nodata values.

## Synopsis

```
boolean ST_BandIsNoData(raster rast, integer band, boolean forceChecking=true);
boolean ST_BandIsNoData(raster rast, boolean forceChecking=true);
```

## Description

Returns true if the band is filled with only nodata values. Band 1 is assumed if not specified. If the last argument is TRUE, the entire band is checked pixel by pixel. Otherwise, the function simply returns the value of the isnodata flag for the band. The default value for this parameter is FALSE, if not specified.

Availability: 2.0.0



### Note

If the flag is dirty (this is, the result is different using TRUE as last parameter and not using it) you should update the raster to set this flag to true, by using `ST_SetBandIsNodata()`, or `ST_SetBandNodataValue()` with TRUE as last argument. See [ST\\_SetBandIsNoData](#).

## Examples

```
-- 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

```

**See Also**

[ST\\_BandNoDataValue](#), [ST\\_NumBands](#), [ST\\_SetBandNoDataValue](#), [ST\\_SetBandIsNoData](#)

**12.5.4 ST\_BandPath**

**ST\_BandPath** — Returns system file path to a band stored in file system. If no bandnum specified, 1 is assumed.

**Synopsis**

```
text ST_BandPath(raster rast, integer bandnum=1);
```



**Description**

Returns system file path to a band. Throws an error if called with an in db band.

**Examples****See Also****12.5.5 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);
```

**Description**

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

**Examples**

```
SELECT ST_BandFileSize(rast,1) FROM dummy_rast WHERE rid = 1;

 st_bandfilesize
-----
          240574
```

**12.5.6 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);
```

**Description**

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

**Examples**

```
SELECT ST_BandFileTimestamp(rast,1) FROM dummy_rast WHERE rid = 1;

 st_bandfiletimestamp
-----
          1521807257
```

**12.5.7 ST\_BandPixelType**

`ST_BandPixelType` — Returns the type of pixel for given band. If no bandnum specified, 1 is assumed.

**Synopsis**

text `ST_BandPixelType`(raster rast, integer bandnum=1);

**Description**

Returns name describing data type and size of values stored in each cell of given band.

There are 11 pixel types. Pixel Types supported are as follows:

- 1BB - 1-bit boolean
- 2BUI - 2-bit unsigned integer
- 4BUI - 4-bit unsigned integer
- 8BSI - 8-bit signed integer
- 8BUI - 8-bit unsigned integer
- 16BSI - 16-bit signed integer
- 16BUI - 16-bit unsigned integer
- 32BSI - 32-bit signed integer
- 32BUI - 32-bit unsigned integer
- 32BF - 32-bit float
- 64BF - 64-bit float

**Examples**

```
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
```

**See Also**

[ST\\_NumBands](#)

## 12.5.8 ST\_MinPossibleValue

ST\_MinPossibleValue — Returns the minimum value this pixeltype can store.

### Synopsis

```
integer ST_MinPossibleValue(text pixeltype);
```

### Description

Returns the minimum value this pixeltype can store.

### Examples

```
SELECT ST_MinPossibleValue('16BSI');
```

```
 st_minpossiblevalue
-----
                -32768
```

```
SELECT ST_MinPossibleValue('8BUI');
```

```
 st_minpossiblevalue
-----
                    0
```

### See Also

[ST\\_BandPixelType](#)

## 12.5.9 ST\_HasNoBand

ST\_HasNoBand — Returns true if there is no band with given band number. If no band number is specified, then band number 1 is assumed.

### Synopsis

```
boolean ST_HasNoBand(raster rast, integer bandnum=1);
```

### Description

Returns true if there is no band with given band number. If no band number is specified, then band number 1 is assumed.

Availability: 2.0.0

---

## Examples

```
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

## See Also

[ST\\_NumBands](#)

## 12.6 Raster Pixel Accessors and Setters

### 12.6.1 ST\_PixelAsPolygon

`ST_PixelAsPolygon` — Returns the polygon geometry that bounds the pixel for a particular row and column.

#### Synopsis

geometry `ST_PixelAsPolygon`(raster rast, integer columnx, integer rowy);

#### Description

Returns the polygon geometry that bounds the pixel for a particular row and column.

Availability: 2.0.0

#### Examples

```
-- 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, ..

## See Also

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#), [ST\\_Intersection](#), [ST\\_AsText](#)

## 12.6.2 ST\_PixelAsPolygons

**ST\_PixelAsPolygons** — Returns the polygon geometry that bounds every pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel.

### Synopsis

setof record **ST\_PixelAsPolygons**(raster rast, integer band=1, boolean exclude\_nodata\_value=TRUE);

### Description

Returns the polygon geometry that bounds every pixel of a raster band along with the value (double precision), the X and the Y raster coordinates (integers) of each pixel.

Return record format: *geom* **geometry**, *val* double precision, *x* integer, *y* integers.



#### Note

When *exclude\_nodata\_value* = TRUE, only those pixels whose values are not NODATA are returned as points.



#### Note

**ST\_PixelAsPolygons** returns one polygon geometry for every pixel. This is different than **ST\_DumpAsPolygons** where each geometry represents one or more pixels with the same pixel value.

Availability: 2.0.0

Enhanced: 2.1.0 *exclude\_nodata\_value* optional argument was added.

Changed: 2.1.1 Changed behavior of *exclude\_nodata\_value*.

### Examples

```
-- 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))

### See Also

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#), [ST\\_AsText](#)

### 12.6.3 ST\_PixelAsPoint

`ST_PixelAsPoint` — Returns a point geometry of the pixel's upper-left corner.

#### Synopsis

geometry `ST_PixelAsPoint`(raster rast, integer columnx, integer rowy);

#### Description

Returns a point geometry of the pixel's upper-left corner.

Availability: 2.1.0

#### Examples

```
SELECT ST_AsText(ST_PixelAsPoint(rast, 1, 1)) FROM dummy_rast WHERE rid = 1;

  st_astext
-----
POINT(0.5 0.5)
```

#### See Also

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#)

### 12.6.4 ST\_PixelAsPoints

`ST_PixelAsPoints` — Returns a point geometry for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The coordinates of the point geometry are of the pixel's upper-left corner.

#### Synopsis

setof record `ST_PixelAsPoints`(raster rast, integer band=1, boolean exclude\_nodata\_value=TRUE);

#### Description

Returns a point geometry for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The coordinates of the point geometry are of the pixel's upper-left corner.

Return record format: *geom* geometry, *val* double precision, *x* integer, *y* integers.



#### Note

When `exclude_nodata_value = TRUE`, only those pixels whose values are not NODATA are returned as points.

Availability: 2.1.0

Changed: 2.1.1 Changed behavior of `exclude_nodata_value`.

## Examples

```
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)

## See Also

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsCentroid](#), [ST\\_PixelAsCentroids](#)

### 12.6.5 ST\_PixelAsCentroid

`ST_PixelAsCentroid` — Returns the centroid (point geometry) of the area represented by a pixel.

#### Synopsis

geometry `ST_PixelAsCentroid`(raster rast, integer x, integer y);

#### Description

Returns the centroid (point geometry) of the area represented by a pixel.

Enhanced: 3.2.0 Faster now implemented in C.

Availability: 2.1.0

## Examples

```
SELECT ST_AsText(ST_PixelAsCentroid(rast, 1, 1)) FROM dummy_rast WHERE rid = 1;
```

```
  st_astext
-----
POINT(1.5 2)
```

## See Also

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroids](#)

## 12.6.6 ST\_PixelAsCentroids

**ST\_PixelAsCentroids** — Returns the centroid (point geometry) for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The point geometry is the centroid of the area represented by a pixel.

### Synopsis

setof record **ST\_PixelAsCentroids**(raster rast, integer band=1, boolean exclude\_nodata\_value=TRUE);

### Description

Returns the centroid (point geometry) for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The point geometry is the centroid of the area represented by a pixel.

Return record format: *geom* **geometry**, *val* double precision, *x* integer, *y* integers.



#### Note

When `exclude_nodata_value = TRUE`, only those pixels whose values are not NODATA are returned as points.

Enhanced: 3.2.0 Faster now implemented in C.

Changed: 2.1.1 Changed behavior of `exclude_nodata_value`.

Availability: 2.1.0

## Examples

```
--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)

```

### See Also

[ST\\_DumpAsPolygons](#), [ST\\_PixelAsPolygon](#), [ST\\_PixelAsPolygons](#), [ST\\_PixelAsPoint](#), [ST\\_PixelAsPoints](#), [ST\\_PixelAsCentroid](#)

## 12.6.7 ST\_Value

**ST\_Value** — Returns the value of a given band in a given columnx, rowy pixel or at a particular geometric point. Band numbers start at 1 and assumed to be 1 if not specified. If `exclude_nodata_value` is set to false, then all pixels include `nodata` pixels are considered to intersect and return value. If `exclude_nodata_value` is not passed in then reads it from metadata of raster.

### Synopsis

```

double precision ST_Value(raster rast, geometry pt, boolean exclude_nodata_value=true);
double precision ST_Value(raster rast, integer 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);

```

### Description

Returns the value of a given band in a given columnx, rowy pixel or at a given geometry point. Band numbers start at 1 and band is assumed to be 1 if not specified.

If `exclude_nodata_value` is set to true, then only non `nodata` pixels are considered. If `exclude_nodata_value` is set to false, then all pixels are considered.

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.

Enhanced: 3.2.0 `resample` optional argument was added.

Enhanced: 2.0.0 `exclude_nodata_value` optional argument was added.

### Examples

```
-- 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;

-----
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)))

```

### See Also

[ST\\_SetValue](#), [ST\\_DumpAsPolygons](#), [ST\\_NumBands](#), [ST\\_PixelAsPolygon](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_UpperLeftX](#), [ST\\_UpperLeftY](#), [ST\\_SRID](#), [ST\\_AsText](#), [ST\\_Point](#), [ST\\_MakeEnvelope](#), [ST\\_Intersects](#), [ST\\_Intersection](#)

## 12.6.8 ST\_NearestValue

**ST\_NearestValue** — Returns the nearest non-NODATA value of a given band's pixel specified by a columnx and rowy or a geometric point expressed in the same spatial reference coordinate system as the raster.

### Synopsis

```

double precision ST_NearestValue(raster rast, integer bandnum, geometry pt, boolean exclude_nodata_value=true);
double precision ST_NearestValue(raster rast, geometry pt, boolean exclude_nodata_value=true);
double precision ST_NearestValue(raster rast, integer bandnum, integer columnx, integer rowy, boolean exclude_nodata_value=true);
double precision ST_NearestValue(raster rast, integer columnx, integer rowy, boolean exclude_nodata_value=true);

```

### Description

Returns the nearest non-NODATA value of a given band in a given columnx, rowy pixel or at a specific geometric point. If the columnx, rowy pixel or the pixel at the specified geometric point is NODATA, the function will find the nearest pixel to the columnx, rowy pixel or geometric point whose value is not NODATA.

Band numbers start at 1 and bandnum is assumed to be 1 if not specified. If `exclude_nodata_value` is set to false, then all pixels include nodata pixels are considered to intersect and return value. If `exclude_nodata_value` is not passed in then reads it from metadata of raster.

Availability: 2.1.0



#### Note

`ST_NearestValue` is a drop-in replacement for `ST_Value`.

**Examples**

```
-- pixel 2x2 has value
SELECT
  ST_Value(rast, 2, 2) AS value,
  ST_NearestValue(rast, 2, 2) 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 | 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
```

## See Also

[ST\\_Neighborhood](#), [ST\\_Value](#)

## 12.6.9 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);
```

### Description

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

### Examples

```
--
-- 2x2 test raster with values
--
-- 10 50
-- 40 20
--
WITH test_raster AS (
SELECT
ST_SetValues(
  ST_AddBand(
    ST_MakeEmptyRaster(width => 2,height => 2,
      upperleftx => 0, upperlefty => 2,
      scalex => 1.0, scaley => -1.0,
      skewx => 0, skewy => 0, srid => 4326),
    index => 1, pixeltype => '16BSI',
    initialvalue => 0,
    nodataval => -999),
  1,1,1,
  newvalueset =>ARRAY[ARRAY[10.0::float8, 50.0::float8], ARRAY[40.0::float8, 20.0::float8 ←
    ]]) AS rast
)
SELECT
ST_AsText(
  ST_SetZ(
    rast,
    band => 1,
    geom => 'SRID=4326;LINESTRING(1.0 1.9, 1.0 0.2)::geometry,
    resample => 'bilinear'
```

```

))
FROM test_raster

          st_astext
-----
LINESTRING Z (1 1.9 38,1 0.2 27)

```

### See Also

[ST\\_Value](#), [ST\\_SetM](#)

## 12.6.10 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 Z dimension using the requested resample algorithm.

### Synopsis

geometry **ST\_SetM**(raster rast, geometry geom, text resample=nearest, integer band=1);

### Description

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

### Examples

```

--
-- 2x2 test raster with values
--
-- 10 50
-- 40 20
--
WITH test_raster AS (
SELECT
ST_SetValues(
  ST_AddBand(
    ST_MakeEmptyRaster(width => 2, height => 2,
      upperleftx => 0, upperlefty => 2,
      scalex => 1.0, scaley => -1.0,
      skewx => 0, skewy => 0, srid => 4326),
    index => 1, pixeltype => '16BSI',
    initialvalue => 0,
    nodataval => -999),
  1,1,1,
  newvalueset =>ARRAY[ARRAY[10.0::float8, 50.0::float8], ARRAY[40.0::float8, 20.0::float8 ↔
    ]) AS rast
)
SELECT
ST_AsText(
  ST_SetM(

```

```

rast,
band => 1,
geom => 'SRID=4326;LINESTRING(1.0 1.9, 1.0 0.2)::geometry,
resample => 'bilinear'
))
FROM test_raster

          st_astext
-----
LINESTRING M (1 1.9 38,1 0.2 27)

```

## See Also

[ST\\_Value](#), [ST\\_SetZ](#)

### 12.6.11 ST\_Neighborhood

**ST\_Neighborhood** — Returns a 2-D double precision array of the non-NODATA values around a given band's pixel specified by either a columnX and rowY or a geometric point expressed in the same spatial reference coordinate system as the raster.

#### Synopsis

```

double precision[][] ST_Neighborhood(raster rast, integer bandnum, integer columnX, integer rowY, integer distanceX, integer
distanceY, boolean exclude_nodata_value=true);
double precision[][] ST_Neighborhood(raster rast, integer columnX, integer rowY, integer distanceX, integer distanceY, boolean
exclude_nodata_value=true);
double precision[][] ST_Neighborhood(raster rast, integer bandnum, geometry pt, integer distanceX, integer distanceY, boolean
exclude_nodata_value=true);
double precision[][] ST_Neighborhood(raster rast, geometry pt, integer distanceX, integer distanceY, boolean exclude_nodata_value=true);

```

#### Description

Returns a 2-D double precision array of the non-NODATA values around a given band's pixel specified by either a columnX and rowY or a geometric point expressed in the same spatial reference coordinate system as the raster. The `distanceX` and `distanceY` parameters define the number of pixels around the specified pixel in the X and Y axes, e.g. I want all values within 3 pixel distance along the X axis and 2 pixel distance along the Y axis around my pixel of interest. The center value of the 2-D array will be the value at the pixel specified by the columnX and rowY or the geometric point.

Band numbers start at 1 and `bandnum` is assumed to be 1 if not specified. If `exclude_nodata_value` is set to false, then all pixels include nodata pixels are considered to intersect and return value. If `exclude_nodata_value` is not passed in then reads it from metadata of raster.



#### Note

The number of elements along each axis of the returning 2-D array is  $2 * (\text{distanceX}|\text{distanceY}) + 1$ . So for a `distanceX` and `distanceY` of 1, the returning array will be 3x3.



#### Note

The 2-D array output can be passed to any of the raster processing builtin functions, e.g. `ST_Min4ma`, `ST_Sum4ma`, `ST_Mean4ma`.

Availability: 2.1.0



**Examples**

```

-- pixel 2x2 has value
SELECT
  ST_Neighborhood(rast, 2, 2, 1, 1)
FROM (
  SELECT
    ST_SetValues(
      ST_AddBand(
        ST_MakeEmptyRaster(5, 5, -2, 2, 1, -1, 0, 0, 0),
        '8BUI'::text, 1, 0
      ),
      1, 1, 1, ARRAY[
        [0, 1, 1, 1, 1],
        [1, 1, 1, 0, 1],
        [1, 0, 1, 1, 1],
        [1, 1, 1, 1, 0],
        [1, 1, 0, 1, 1]
      ]::double precision[],
      1
    ) AS rast
) AS foo

      st_neighborhood
-----
{{NULL,1,1},{1,1,1},{1,NULL,1}}

```

```

-- pixel 2x3 is NODATA
SELECT
  ST_Neighborhood(rast, 2, 3, 1, 1)
FROM (
  SELECT
    ST_SetValues(
      ST_AddBand(
        ST_MakeEmptyRaster(5, 5, -2, 2, 1, -1, 0, 0, 0),
        '8BUI'::text, 1, 0
      ),
      1, 1, 1, ARRAY[
        [0, 1, 1, 1, 1],
        [1, 1, 1, 0, 1],
        [1, 0, 1, 1, 1],
        [1, 1, 1, 1, 0],
        [1, 1, 0, 1, 1]
      ]::double precision[],
      1
    ) AS rast
) AS foo

      st_neighborhood
-----
{{1,1,1},{1,NULL,1},{1,1,1}}

```

```

-- pixel 3x3 has value
-- exclude_nodata_value = FALSE
SELECT
  ST_Neighborhood(rast, 3, 3, 1, 1, false)
FROM ST_SetValues(
  ST_AddBand(
    ST_MakeEmptyRaster(5, 5, -2, 2, 1, -1, 0, 0, 0),
    '8BUI'::text, 1, 0
  ),

```

```

        1, 1, 1, ARRAY[
            [0, 1, 1, 1, 1],
            [1, 1, 1, 0, 1],
            [1, 0, 1, 1, 1],
            [1, 1, 1, 1, 0],
            [1, 1, 0, 1, 1]
        ]::double precision[],
        1
    ) AS rast

    st_neighborhood
-----
{{1,1,0},{0,1,1},{1,1,1}}

```

### See Also

[ST\\_NearestValue](#), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Range4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

## 12.6.12 ST\_SetValue

**ST\_SetValue** — Returns modified raster resulting from setting the value of a given band in a given columnx, rowy pixel or the pixels that intersect a particular geometry. Band numbers start at 1 and assumed to be 1 if not specified.

### Synopsis

```

raster ST_SetValue(raster rast, integer bandnum, geometry geom, double precision newvalue);
raster ST_SetValue(raster rast, geometry geom, double precision newvalue);
raster ST_SetValue(raster rast, integer bandnum, integer columnx, integer rowy, double precision newvalue);
raster ST_SetValue(raster rast, integer columnx, integer rowy, double precision newvalue);

```

### Description

Returns modified raster resulting from setting the specified pixels' values to new value for the designated band given the raster's row and column or a geometry. If no band is specified, then band 1 is assumed.

Enhanced: 2.1.0 Geometry variant of `ST_SetValue()` now supports any geometry type, not just point. The geometry variant is a wrapper around the `geomval[]` variant of `ST_SetValues()`

### Examples

```

-- Geometry example
SELECT (foo.geomval).val, ST_AsText(ST_Union((foo.geomval).geom))
FROM (SELECT ST_DumpAsPolygons(
    ST_SetValue(rast,1,
        ST_Point(3427927.75, 5793243.95),
        50)
    ) As geomval
FROM dummy_rast
where rid = 2) As foo
WHERE (foo.geomval).val < 250
GROUP BY (foo.geomval).val;

```

val	st_astext
50	POLYGON((3427927.75 5793244,3427927.75 5793243.95,3427927.8 579324 ...
249	POLYGON((3427927.95 5793243.95,3427927.95 5793243.85,3427928 57932 ...

```
-- Store the changed raster --
UPDATE dummy_rast SET rast = ST_SetValue(rast,1, ST_Point(3427927.75, 5793243.95),100)
WHERE rid = 2 ;
```

## See Also

[ST\\_Value](#), [ST\\_DumpAsPolygons](#)

## 12.6.13 ST\_SetValues

`ST_SetValues` — Returns modified raster resulting from setting the values of a given band.

### Synopsis

```
raster ST_SetValues(raster rast, integer nband, integer columnx, integer rowy, double precision[][] newvalueset, boolean[][] noset=NULL, boolean keepnodata=FALSE);
raster ST_SetValues(raster rast, integer nband, integer columnx, integer rowy, double precision[][] newvalueset, double precision nosetvalue, boolean keepnodata=FALSE);
raster ST_SetValues(raster rast, integer nband, integer columnx, integer rowy, integer width, integer height, double precision newvalue, boolean keepnodata=FALSE);
raster ST_SetValues(raster rast, integer columnx, integer rowy, integer width, integer height, double precision newvalue, boolean keepnodata=FALSE);
raster ST_SetValues(raster rast, integer nband, geomval[] geomvalset, boolean keepnodata=FALSE);
```

### Description

Returns modified raster resulting from setting specified pixels to new value(s) for the designated band. `columnx` and `rowy` are 1-indexed.

If `keepnodata` is TRUE, those pixels whose values are NODATA will not be set with the corresponding value in `newvalue set`.

For Variant 1, the specific pixels to be set are determined by the `columnx`, `rowy` pixel coordinates and the dimensions of the `newvalueset` array. `noset` can be used to prevent pixels with values present in `newvalueset` from being set (due to PostgreSQL not permitting ragged/jagged arrays). See example Variant 1.

Variant 2 is like Variant 1 but with a simple double precision `nosetvalue` instead of a boolean `noset` array. Elements in `newvalueset` with the `nosetvalue` value will be skipped. See example Variant 2.

For Variant 3, the specific pixels to be set are determined by the `columnx`, `rowy` pixel coordinates, `width` and `height`. See example Variant 3.

Variant 4 is the same as Variant 3 with the exception that it assumes that the first band's pixels of `rast` will be set.

For Variant 5, an array of `geomval` is used to determine the specific pixels to be set. If all the geometries in the array are of type POINT or MULTIPOINT, the function uses a shortcut where the longitude and latitude of each point is used to set a pixel directly. Otherwise, the geometries are converted to rasters and then iterated through in one pass. See example Variant 5.

Availability: 2.1.0

### Examples: Variant 1

```

/*
The ST_SetValues() does the following...

+ - + - + - +      + - + - + - +
| 1 | 1 | 1 |      | 1 | 1 | 1 |
+ - + - + - +      + - + - + - +
| 1 | 1 | 1 |      => | 1 | 9 | 9 |
+ - + - + - +      + - + - + - +
| 1 | 1 | 1 |      | 1 | 9 | 9 |
+ - + - + - +      + - + - + - +
*/
SELECT
  (poly).x,
  (poly).y,
  (poly).val
FROM (
SELECT
  ST_PixelAsPolygons(
    ST_SetValues(
      ST_AddBand(
        ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0),
        1, '8BUI', 1, 0
      ),
      1, 2, 2, ARRAY[[9, 9], [9, 9]]::double precision[][]
    )
  ) AS poly
) foo
ORDER BY 1, 2;

 x | y | val
---+---+-----
 1 | 1 |   1
 1 | 2 |   1
 1 | 3 |   1
 2 | 1 |   1
 2 | 2 |   9
 2 | 3 |   9
 3 | 1 |   1
 3 | 2 |   9
 3 | 3 |   9

```

```

/*
The ST_SetValues() does the following...

+ - + - + - +      + - + - + - +
| 1 | 1 | 1 |      | 9 | 9 | 9 |
+ - + - + - +      + - + - + - +
| 1 | 1 | 1 |      => | 9 |   | 9 |
+ - + - + - +      + - + - + - +
| 1 | 1 | 1 |      | 9 | 9 | 9 |
+ - + - + - +      + - + - + - +
*/
SELECT
  (poly).x,
  (poly).y,
  (poly).val
FROM (
SELECT
  ST_PixelAsPolygons(
    ST_SetValues(
      ST_AddBand(

```

```

        ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0),
        1, '8BUI', 1, 0
    ),
    1, 1, 1, ARRAY[[9, 9, 9], [9, NULL, 9], [9, 9, 9]]::double precision[]
) AS poly
) foo
ORDER BY 1, 2;

```

x	y	val
1	1	9
1	2	9
1	3	9
2	1	9
2	2	
2	3	9
3	1	9
3	2	9
3	3	9

```

/*
The ST_SetValues() does the following...

```

```

+ - + - + - +          + - + - + - +
| 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	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
1 | 2 | 1
1 | 3 | 9
2 | 1 | 9
2 | 2 | 9
2 | 3 | 9
3 | 1 | 9
3 | 2 | 9
3 | 3 | 9

```

**Examples: Variant 2**

```

/*
The ST_SetValues() does the following...

+ - + - + - +          + - + - + - +
| 1 | 1 | 1 |          | 1 | 1 | 1 |
+ - + - + - +          + - + - + - +
| 1 | 1 | 1 |          => | 1 | 9 | 9 |
+ - + - + - +          + - + - + - +
| 1 | 1 | 1 |          | 1 | 9 | 9 |

```

```

+ - + - + - +          + - + - + - +
*/
SELECT
  (poly).x,
  (poly).y,
  (poly).val
FROM (
SELECT
  ST_PixelAsPolygons(
    ST_SetValues(
      ST_AddBand(
        ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0),
        1, '8BUI', 1, 0
      ),
      1, 1, 1, ARRAY[[-1, -1, -1], [-1, 9, 9], [-1, 9, 9]]::double precision[][], -1
    )
  ) AS poly
) foo
ORDER BY 1, 2;

```

x	y	val
1	1	1
1	2	1
1	3	1
2	1	1
2	2	9
2	3	9
3	1	1
3	2	9
3	3	9

```

/*
This example is like the previous one. Instead of nosetvalue = -1, nosetvalue = NULL

```

The ST\_SetValues() does the following...

```

+ - + - + - +          + - + - + - +
| 1 | 1 | 1 |          | 1 | 1 | 1 |
+ - + - + - +          + - + - + - +
| 1 | 1 | 1 |    =>   | 1 | 9 | 9 |
+ - + - + - +          + - + - + - +
| 1 | 1 | 1 |          | 1 | 9 | 9 |
+ - + - + - +          + - + - + - +
*/
SELECT
  (poly).x,
  (poly).y,
  (poly).val
FROM (
SELECT
  ST_PixelAsPolygons(
    ST_SetValues(
      ST_AddBand(
        ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0),
        1, '8BUI', 1, 0
      ),
      1, 1, 1, ARRAY[[NULL, NULL, NULL], [NULL, 9, 9], [NULL, 9, 9]]::double ←
        precision[][], NULL::double precision
    )
  ) AS poly
) foo

```

```
ORDER BY 1, 2;
```

```

x | y | val
---+---+-----
1 | 1 | 1
1 | 2 | 1
1 | 3 | 1
2 | 1 | 1
2 | 2 | 9
2 | 3 | 9
3 | 1 | 1
3 | 2 | 9
3 | 3 | 9

```

### Examples: Variant 3

```

/*
The ST_SetValues() does the following...

+ - + - + - +          + - + - + - +
| 1 | 1 | 1 |          | 1 | 1 | 1 |
+ - + - + - +          + - + - + - +
| 1 | 1 | 1 |          => | 1 | 9 | 9 |
+ - + - + - +          + - + - + - +
| 1 | 1 | 1 |          | 1 | 9 | 9 |
+ - + - + - +          + - + - + - +
*/
SELECT
    (poly).x,
    (poly).y,
    (poly).val
FROM (
SELECT
    ST_PixelAsPolygons(
        ST_SetValues(
            ST_AddBand(
                ST_MakeEmptyRaster(3, 3, 0, 0, 1, -1, 0, 0, 0),
                1, '8BUI', 1, 0
            ),
            1, 2, 2, 2, 2, 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

```

### Examples: Variant 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, NULL}, {NULL, NULL, NULL, NULL, NULL}, {NULL, NULL, NULL, NULL, NULL}")
1	2	(1, "{NULL, NULL, NULL, NULL, NULL}, {NULL, NULL, 2, 2, 2, NULL}, {NULL, 2, 2, 2, NULL}, {NULL, 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, NULL, NULL}, {NULL, NULL, NULL, NULL, NULL}")
1	4	(1, "{4, NULL, NULL, NULL, NULL}, {NULL, NULL, NULL, NULL, NULL}, {NULL, NULL, NULL, NULL, NULL}, {NULL, NULL, NULL, NULL, NULL}, {NULL, NULL, NULL, NULL, 4}")

(4 rows)

The following shows that geomvals later in the array can overwrite prior geomvals

```
WITH foo AS (
  SELECT 1 AS rid, ST_AddBand(ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0), 1, '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}, {NULL, 2, 2, 2, NULL}, {NULL, NULL, NULL, NULL, NULL}")

(1 row)

This example is the opposite of the prior example

```
WITH foo AS (
  SELECT 1 AS rid, ST_AddBand(ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0), 1, '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},{
      NULL,2,2,2,NULL},{NULL,NULL,NULL,NULL,NULL}")
(1 row)
```

**See Also**

[ST\\_Value](#), [ST\\_SetValue](#), [ST\\_PixelAsPolygons](#)

**12.6.14 ST\_DumpValues**

**ST\_DumpValues** — Get the values of the specified band as a 2-dimension array.

**Synopsis**

```
setof record ST_DumpValues( raster rast , integer[] nband=NULL , boolean exclude_nodata_value=true );
double precision[][] ST_DumpValues( raster rast , integer nband , boolean exclude_nodata_value=true );
```

**Description**

Get the values of the specified band as a 2-dimension array (first index is row, second is column). If nband is NULL or not provided, all raster bands are processed.

Availability: 2.1.0

**Examples**

```
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)

```

**See Also**

[ST\\_Value](#), [ST\\_SetValue](#), [ST\\_SetValues](#)

**12.6.15 ST\_PixelOfValue**

`ST_PixelOfValue` — Get the columnx, rowy coordinates of the pixel whose value equals the search value.

**Synopsis**

```

setof record ST_PixelOfValue( raster rast , integer nband , double precision[] search , boolean exclude_nodata_value=true );
setof record ST_PixelOfValue( raster rast , double precision[] search , boolean exclude_nodata_value=true );
setof record ST_PixelOfValue( raster rast , integer nband , double precision search , boolean exclude_nodata_value=true );
setof record ST_PixelOfValue( raster rast , double precision search , boolean exclude_nodata_value=true );

```

**Description**

Get the columnx, rowy coordinates of the pixel whose value equals the search value. If no band is specified, then band 1 is assumed.

Availability: 2.1.0

**Examples**

```

SELECT
  (pixels).*
FROM (
  SELECT
    ST_PixelOfValue(
      ST_SetValue(
        ST_SetValue(
          ST_SetValue(
            ST_SetValue(
              ST_SetValue(
                ST_AddBand(

```

```

        ST_MakeEmptyRaster(5, 5, -2, 2, 1, -1, 0, 0, 0),
        '8BUI'::text, 1, 0
    ),
    1, 1, 0
),
2, 3, 0
),
3, 5, 0
),
4, 2, 0
),
5, 4, 255
)
, 1, ARRAY[1, 255]) AS pixels
) AS foo

```

val	x	y
1	1	2
1	1	3
1	1	4
1	1	5
1	2	1
1	2	2
1	2	4
1	2	5
1	3	1
1	3	2
1	3	3
1	3	4
1	4	1
1	4	3
1	4	4
1	4	5
1	5	1
1	5	2
1	5	3
255	5	4
1	5	5

## 12.7 Raster Editors

### 12.7.1 ST\_SetGeoReference

**ST\_SetGeoReference** — Set Georeference 6 georeference parameters in a single call. Numbers should be separated by white space. Accepts inputs in GDAL or ESRI format. Default is GDAL.

#### Synopsis

```

raster ST_SetGeoReference(raster rast, text georefcoords, text format=GDAL);
raster ST_SetGeoReference(raster rast, double precision upperleftx, double precision upperlefty, double precision scalex, double precision scaley, double precision skewx, double precision skewy);

```

#### Description

Set Georeference 6 georeference parameters in a single call. Accepts inputs in 'GDAL' or 'ESRI' format. Default is GDAL. If 6 coordinates are not provided will return null.

Difference between format representations is as follows:

GDAL:

```
scalex skewy skewx scaley upperleftx upperlefty
```

ESRI:

```
scalex skewy skewx scaley upperleftx + scalex*0.5 upperlefty + scaley*0.5
```



**Note**

If the raster has out-db bands, changing the georeference may result in incorrect access of the band's externally stored data.

Enhanced: 2.1.0 Addition of ST\_SetGeoReference(raster, double precision, ...) variant

**Examples**

```
WITH foo AS (
  SELECT ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0) AS rast
)
SELECT
  0 AS rid, (ST_Metadata(rast)).*
FROM foo
UNION ALL
SELECT
  1, (ST_Metadata(ST_SetGeoReference(rast, '10 0 0 -10 0.1 0.1', 'GDAL'))).*
FROM foo
UNION ALL
SELECT
  2, (ST_Metadata(ST_SetGeoReference(rast, '10 0 0 -10 5.1 -4.9', 'ESRI'))).*
FROM foo
UNION ALL
SELECT
  3, (ST_Metadata(ST_SetGeoReference(rast, 1, 1, 10, -10, 0.001, 0.001))).*
FROM foo
```

rid	upperleftx skewy	srid	numbands	upperlefty	width	height	scalex	scaley	skewx	↔
0			0	0	5	5	1	-1	0	↔
1			0.1	0.1	5	5	10	-10	0	↔
2	0.09999999999999996		0.09999999999999996		5	5	10	-10	0	↔
3	0.001		1	1	5	5	10	-10	0.001	↔

**See Also**

[ST\\_GeoReference](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_UpperLeftX](#), [ST\\_UpperLeftY](#)

## 12.7.2 ST\_SetRotation

ST\_SetRotation — Set the rotation of the raster in radian.

### Synopsis

```
raster ST_SetRotation(raster rast, float8 rotation);
```

### Description

Uniformly rotate the raster. Rotation is in radian. Refer to [World File](#) for more details.

### Examples

```
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	
-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	

### See Also

[ST\\_Rotation](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_SkewX](#), [ST\\_SkewY](#)

## 12.7.3 ST\_SetScale

ST\_SetScale — Sets the X and Y size of pixels in units of coordinate reference system. Number units/pixel width/height.

### Synopsis

```
raster ST_SetScale(raster rast, float8 xy);
raster ST_SetScale(raster rast, float8 x, float8 y);
```

### Description

Sets the X and Y size of pixels in units of coordinate reference system. Number units/pixel width/height. If only one unit passed in, assumed X and Y are the same number.



#### Note

ST\_SetScale is different from [ST\\_Rescale](#) in that ST\_SetScale do not resample the raster to match the raster extent. It only changes the metadata (or georeference) of the raster to correct an originally mis-specified scaling. ST\_Rescale results in a raster having different width and height computed to fit the geographic extent of the input raster. ST\_SetScale do not modify the width, nor the height of the raster.

Changed: 2.0.0 In WKTRaster versions this was called ST\_SetPixelSize. This was changed in 2.0.0.

## Examples

```
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)

## See Also

[ST\\_ScaleX](#), [ST\\_ScaleY](#), [Box3D](#)

## 12.7.4 ST\_SetSkew

**ST\_SetSkew** — Sets the georeference X and Y skew (or rotation parameter). If only one is passed in, sets X and Y to the same value.

### Synopsis

```
raster ST_SetSkew(raster rast, float8 skewxy);
raster ST_SetSkew(raster rast, float8 skewx, float8 skewy);
```

### Description

Sets the georeference X and Y skew (or rotation parameter). If only one is passed in, sets X and Y to the same value. Refer to [World File](#) for more details.

## Examples

```
-- 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	



```

1 |      1 |      2 | 2.0000000000
   : 2.0000000000
   : 1.0000000000
   : 3.0000000000
   : 0.5000000000
   : 0.5000000000

```

```

-- Example 2 set both to same number:
UPDATE dummy_rast SET rast = ST_SetSkew(rast,0) WHERE rid = 1;
SELECT rid, ST_SkewX(rast) As skewx, ST_SkewY(rast) As skewy,
       ST_GeoReference(rast) as georef
FROM dummy_rast WHERE rid = 1;

```

```

rid | skewx | skewy |      georef
-----+-----+-----+-----
1 |      0 |      0 | 2.0000000000
   : 0.0000000000
   : 0.0000000000
   : 3.0000000000
   : 0.5000000000
   : 0.5000000000

```

### See Also

[ST\\_GeoReference](#), [ST\\_SetGeoReference](#), [ST\\_SkewX](#), [ST\\_SkewY](#)

## 12.7.5 ST\_SetSRID

`ST_SetSRID` — Sets the SRID of a raster to a particular integer srid defined in the `spatial_ref_sys` table.

### Synopsis

raster `ST_SetSRID`(raster rast, integer srid);

### Description

Sets the SRID on a raster to a particular integer value.



#### Note

This function does not transform the raster in any way - it simply sets meta data defining the spatial ref of the coordinate reference system that it's currently in. Useful for transformations later.

### See Also

Section [4.5](#), [ST\\_SRID](#)

## 12.7.6 ST\_SetUpperLeft

`ST_SetUpperLeft` — Sets the value of the upper left corner of the pixel of the raster to projected X and Y coordinates.

## Synopsis

raster **ST\_SetUpperLeft**(raster rast, double precision x, double precision y);

## Description

Set the value of the upper left corner of raster to the projected X and Y coordinates

## Examples

```
SELECT ST_SetUpperLeft (rast, -71.01, 42.37)
FROM dummy_rast
WHERE rid = 2;
```

## See Also

[ST\\_UpperLeftX](#), [ST\\_UpperLeftY](#)

## 12.7.7 ST\_Resample

**ST\_Resample** — Resample a raster using a specified resampling algorithm, new dimensions, an arbitrary grid corner and a set of raster georeferencing attributes defined or borrowed from another raster.

## Synopsis

raster **ST\_Resample**(raster rast, integer width, integer height, double precision gridx=NULL, double precision gridy=NULL, double precision skewx=0, double precision skewy=0, text algorithm=NearestNeighbor, double precision maxerr=0.125);  
raster **ST\_Resample**(raster rast, double precision scalex=0, double precision scaley=0, double precision gridx=NULL, double precision gridy=NULL, double precision skewx=0, double precision skewy=0, text algorithm=NearestNeighbor, double precision maxerr=0.125);  
raster **ST\_Resample**(raster rast, raster ref, text algorithm=NearestNeighbor, double precision maxerr=0.125, boolean usescale=true);  
raster **ST\_Resample**(raster rast, raster ref, boolean usescale, text algorithm=NearestNeighbor, double precision maxerr=0.125);

## Description

Resample a raster using a specified resampling algorithm, new dimensions (width & height), a grid corner (gridx & gridy) and a set of raster georeferencing attributes (scalex, scaley, skewx & skewy) defined or borrowed from another raster. If using a reference raster, the two rasters must have the same SRID.

New pixel values are computed using the NearestNeighbor (English or American spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor which is the fastest but produce the worst interpolation.

A maxerror percent of 0.125 is used if no `maxerr` is specified.



### Note

Refer to: [GDAL Warp resampling methods](#) for more details.

Availability: 2.0.0 Requires GDAL 1.6.1+

Changed: 2.1.0 Parameter `srld` removed. Variants with a reference raster no longer applies the reference raster's SRID. Use `ST_Transform()` to reproject raster. Works on rasters with no SRID.

## Examples

```

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

```

## See Also

[ST\\_Rescale](#), [ST\\_Resize](#), [ST\\_Transform](#)

### 12.7.8 ST\_Rescale

**ST\_Rescale** — Resample a raster by adjusting only its scale (or pixel size). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.

#### Synopsis

```

raster ST_Rescale(raster rast, double precision scalexy, text algorithm=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);

```

#### Description

Resample a raster by adjusting only its scale (or pixel size). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. The default is NearestNeighbor which is the fastest but results in the worst interpolation.

`scalex` and `scaley` define the new pixel size. `scaley` must often be negative to get well oriented raster.

When the new `scalex` or `scaley` is not a divisor of the raster width or height, the extent of the resulting raster is expanded to encompass the extent of the provided raster. If you want to be sure to retain exact input extent see [ST\\_Resize](#)

`maxerr` is the threshold for transformation approximation by the resampling algorithm (in pixel units). A default of 0.125 is used if no `maxerr` is specified, which is the same value used in GDAL `gdalwarp` utility. If set to zero, no approximation takes place.



#### Note

Refer to: [GDAL Warp resampling methods](#) for more details.

**Note**

ST\_Rescale is different from [ST\\_SetScale](#) in that ST\_SetScale do not resample the raster to match the raster extent. ST\_SetScale only changes the metadata (or georeference) of the raster to correct an originally mis-specified scaling. ST\_Rescale results in a raster having different width and height computed to fit the geographic extent of the input raster. ST\_SetScale do not modify the width, nor the height of the raster.

Availability: 2.0.0 Requires GDAL 1.6.1+

Changed: 2.1.0 Works on rasters with no SRID

**Examples**

A simple example rescaling a raster from a pixel size of 0.001 degree to a pixel size of 0.0015 degree.

```
-- the original raster pixel size
SELECT ST_PixelWidth(ST_AddBand(ST_MakeEmptyRaster(100, 100, 0, 0, 0.001, -0.001, 0, 0, ←
    4269), '8BUI'::text, 1, 0)) width

width
-----
0.001

-- the rescaled raster raster pixel size
SELECT ST_PixelWidth(ST_Rescale(ST_AddBand(ST_MakeEmptyRaster(100, 100, 0, 0, 0.001, ←
    -0.001, 0, 0, 4269), '8BUI'::text, 1, 0), 0.0015)) width

width
-----
0.0015
```

**See Also**

[ST\\_Resize](#), [ST\\_Resample](#), [ST\\_SetScale](#), [ST\\_ScaleX](#), [ST\\_ScaleY](#), [ST\\_Transform](#)

**12.7.9 ST\_Reskew**

ST\_Reskew — Resample a raster by adjusting only its skew (or rotation parameters). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.

**Synopsis**

```
raster ST_Reskew(raster rast, double precision skewxy, text algorithm=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);
```

**Description**

Resample a raster by adjusting only its skew (or rotation parameters). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. The default is NearestNeighbor which is the fastest but results in the worst interpolation.

`skewx` and `skewy` define the new skew.

The extent of the new raster will encompass the extent of the provided raster.

A `maxerror` percent of 0.125 if no `maxerr` is specified.

**Note**

Refer to: [GDAL Warp resampling methods](#) for more details.

**Note**

ST\_Reskew is different from [ST\\_SetSkew](#) in that ST\_SetSkew do not resample the raster to match the raster extent. ST\_SetSkew only changes the metadata (or georeference) of the raster to correct an originally mis-specified skew. ST\_Reskew results in a raster having different width and height computed to fit the geographic extent of the input raster. ST\_SetSkew do not modify the width, nor the height of the raster.

Availability: 2.0.0 Requires GDAL 1.6.1+

Changed: 2.1.0 Works on rasters with no SRID

**Examples**

A simple example reskewing a raster from a skew of 0.0 to a skew of 0.0015.

```
-- the original raster non-rotated
SELECT ST_Rotation(ST_AddBand(ST_MakeEmptyRaster(100, 100, 0, 0, 0.001, -0.001, 0, 0, 4269) ←
  , '8BUI'::text, 1, 0));

-- result
0

-- the reskewed raster raster rotation
SELECT ST_Rotation(ST_Reskew(ST_AddBand(ST_MakeEmptyRaster(100, 100, 0, 0, 0.001, -0.001, ←
  0, 0, 4269), '8BUI'::text, 1, 0), 0.0015));

-- result
-0.982793723247329
```

**See Also**

[ST\\_Resample](#), [ST\\_Rescale](#), [ST\\_SetSkew](#), [ST\\_SetRotation](#), [ST\\_SkewX](#), [ST\\_SkewY](#), [ST\\_Transform](#)

**12.7.10 ST\_SnapToGrid**

ST\_SnapToGrid — Resample a raster by snapping it to a grid. New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.

**Synopsis**

```
raster ST_SnapToGrid(raster rast, double precision gridx, double precision gridy, text algorithm=NearestNeighbor, double precision maxerr=0.125, double precision scalex=DEFAULT 0, double precision scaley=DEFAULT 0);
raster ST_SnapToGrid(raster rast, double precision gridx, double precision gridy, double precision scalex, double precision scaley, text algorithm=NearestNeighbor, double precision maxerr=0.125);
raster ST_SnapToGrid(raster rast, double precision gridx, double precision gridy, double precision scalex, text algorithm=NearestNeighbor, double precision maxerr=0.125);
```

## Description

Resample a raster by snapping it to a grid defined by an arbitrary pixel corner (`gridx` & `gridy`) and optionally a pixel size (`scalex` & `scaley`). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. The default is NearestNeighbor which is the fastest but results in the worst interpolation.

`gridx` and `gridy` define any arbitrary pixel corner of the new grid. This is not necessarily the upper left corner of the new raster and it does not have to be inside or on the edge of the new raster extent.

You can optionally define the pixel size of the new grid with `scalex` and `scaley`.

The extent of the new raster will encompass the extent of the provided raster.

A `maxerror` percent of 0.125 if no `maxerr` is specified.



### Note

Refer to: [GDAL Warp resampling methods](#) for more details.



### Note

Use [ST\\_Resample](#) if you need more control over the grid parameters.

Availability: 2.0.0 Requires GDAL 1.6.1+

Changed: 2.1.0 Works on rasters with no SRID

## Examples

A simple example snapping a raster to a slightly different grid.

```
-- the original raster upper left X
SELECT ST_UpperLeftX(ST_AddBand(ST_MakeEmptyRaster(10, 10, 0, 0, 0.001, -0.001, 0, 0, 4269) ←
, '8BUI'::text, 1, 0));
-- result
0

-- the upper left of raster after snapping
SELECT ST_UpperLeftX(ST_SnapToGrid(ST_AddBand(ST_MakeEmptyRaster(10, 10, 0, 0, 0.001, ←
-0.001, 0, 0, 4269), '8BUI'::text, 1, 0), 0.0002, 0.0002));

--result
-0.0008
```

## See Also

[ST\\_Resample](#), [ST\\_Rescale](#), [ST\\_UpperLeftX](#), [ST\\_UpperLeftY](#)

### 12.7.11 ST\_Resize

`ST_Resize` — Resize a raster to a new width/height

## Synopsis

raster **ST\_Resize**(raster rast, integer width, integer height, text algorithm=NearestNeighbor, double precision maxerr=0.125);  
 raster **ST\_Resize**(raster rast, double precision percentwidth, double precision percentheight, text algorithm=NearestNeighbor, double precision maxerr=0.125);  
 raster **ST\_Resize**(raster rast, text width, text height, text algorithm=NearestNeighbor, double precision maxerr=0.125);

## Description

Resize a raster to a new width/height. The new width/height can be specified in exact number of pixels or a percentage of the raster's width/height. The extent of the the new raster will be the same as the extent of the provided raster.

New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. The default is NearestNeighbor which is the fastest but results in the worst interpolation.

Variant 1 expects the actual width/height of the output raster.

Variant 2 expects decimal values between zero (0) and one (1) indicating the percentage of the input raster's width/height.

Variant 3 takes either the actual width/height of the output raster or a textual percentage ("20%") indicating the percentage of the input raster's width/height.

Availability: 2.1.0 Requires GDAL 1.6.1+

## Examples

```
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_Metadata(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	←
	1									
2	0	0	500	100	1	-1	0	0	0	←
	1									
3	0	0	250	900	1	-1	0	0	0	←
	1									
(3 rows)										

**See Also**

[ST\\_Resample](#), [ST\\_Rescale](#), [ST\\_Reskew](#), [ST\\_SnapToGrid](#)

**12.7.12 ST\_Transform**

ST\_Transform — Reprojects a raster in a known spatial reference system to another known spatial reference system using specified resampling algorithm. Options are NearestNeighbor, Bilinear, Cubic, CubicSpline, Lanczos defaulting to NearestNeighbor.

**Synopsis**

```
raster ST_Transform(raster rast, integer srid, text algorithm=NearestNeighbor, double precision maxerr=0.125, double precision scalex, double precision scaley);
raster ST_Transform(raster rast, integer srid, double precision scalex, double precision scaley, text algorithm=NearestNeighbor, double precision maxerr=0.125);
raster ST_Transform(raster rast, raster alignto, text algorithm=NearestNeighbor, double precision maxerr=0.125);
```

**Description**

Reprojects a raster in a known spatial reference system to another known spatial reference system using specified pixel warping algorithm. Uses 'NearestNeighbor' if no algorithm is specified and maxerror percent of 0.125 if no maxerr is specified.


Algorithm options are: 'NearestNeighbor', 'Bilinear', 'Cubic', 'CubicSpline', and 'Lanczos'. Refer to: [GDAL Warp resampling methods](#) for more details.

ST\_Transform is often confused with ST\_SetSRID(). ST\_Transform actually changes the coordinates of a raster (and resamples the pixel values) from one spatial reference system to another, while ST\_SetSRID() simply changes the SRID identifier of the raster.

Unlike the other variants, Variant 3 requires a reference raster as alignto. The transformed raster will be transformed to the spatial reference system (SRID) of the reference raster and be aligned (ST\_SameAlignment = TRUE) to the reference raster.


---

**Note**

 If you find your transformation support is not working right, you may need to set the environment variable PROJSO to the .so or .dll projection library your PostGIS is using. This just needs to have the name of the file. So for example on windows, you would in Control Panel -> System -> Environment Variables add a system variable called PROJSO and set it to libproj.dll (if you are using proj 4.6.1). You'll have to restart your PostgreSQL service/daemon after this change.

---

**Warning**

 When transforming a coverage of tiles, you almost always want to use a reference raster to insure same alignment and no gaps in your tiles as demonstrated in example: Variant 3.

---



Availability: 2.0.0 Requires GDAL 1.6.1+

Enhanced: 2.1.0 Addition of ST\_Transform(rast, alignto) variant

### Examples

```
SELECT ST_Width(mass_stm) As w_before, ST_Width(wgs_84) As w_after,
       ST_Height(mass_stm) As h_before, ST_Height(wgs_84) As h_after
FROM
  ( SELECT rast As mass_stm, ST_Transform(rast,4326) As wgs_84
    , ST_Transform(rast,4326, 'Bilinear') AS wgs_84_bilin
    FROM aerials.o_2_boston
    WHERE ST_Intersects(rast,
        ST_Transform(ST_MakeEnvelope(-71.128, 42.2392,-71.1277, 42.2397, 4326) ←
        ,26986) )
    LIMIT 1) As foo;
```

w_before	w_after	h_before	h_after
200	228	200	170



### Examples: Variant 3

The following shows the difference between using ST\_Transform(raster, srid) and ST\_Transform(raster, alignto)

```
WITH foo AS (
  SELECT 0 AS rid, ST_AddBand(ST_MakeEmptyRaster(2, 2, -500000, 600000, 100, -100, 0, 0, ←
    2163), 1, '16BUI', 1, 0) AS rast UNION ALL
  SELECT 1, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499800, 600000, 100, -100, 0, 0, 2163), ←
    1, '16BUI', 2, 0) AS rast UNION ALL
  SELECT 2, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499600, 600000, 100, -100, 0, 0, 2163), ←
    1, '16BUI', 3, 0) AS rast UNION ALL

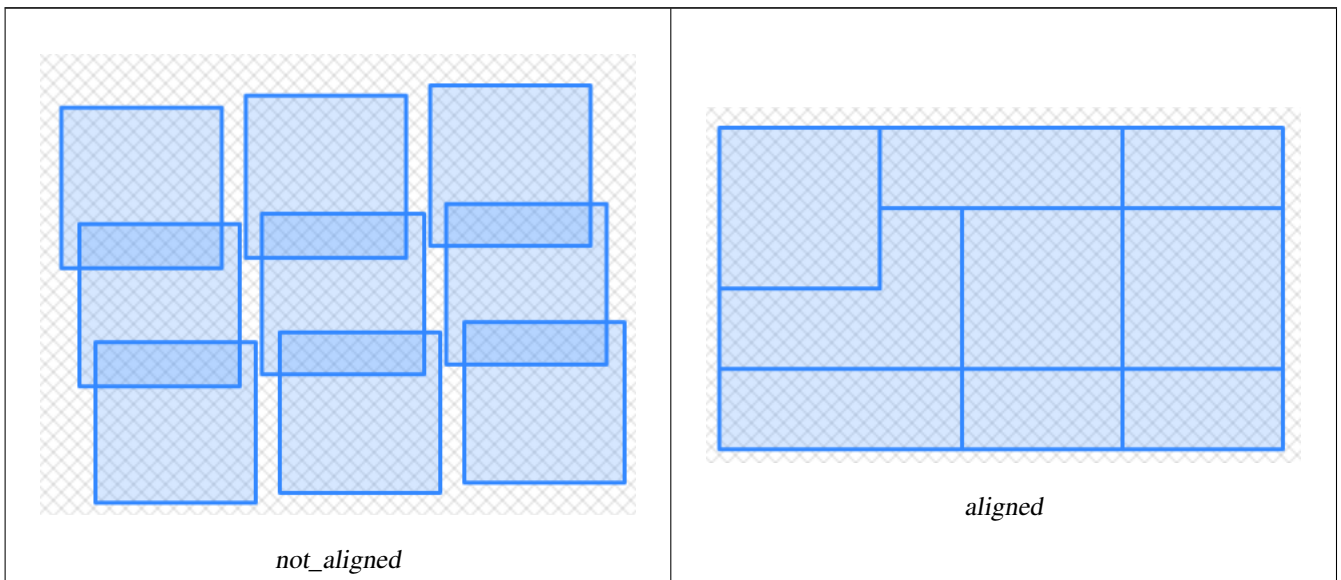
  SELECT 3, ST_AddBand(ST_MakeEmptyRaster(2, 2, -500000, 599800, 100, -100, 0, 0, 2163), ←
    1, '16BUI', 10, 0) AS rast UNION ALL
  SELECT 4, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499800, 599800, 100, -100, 0, 0, 2163), ←
    1, '16BUI', 20, 0) AS rast UNION ALL
  SELECT 5, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499600, 599800, 100, -100, 0, 0, 2163), ←
    1, '16BUI', 30, 0) AS rast UNION ALL
```

```

SELECT 6, ST_AddBand(ST_MakeEmptyRaster(2, 2, -500000, 599600, 100, -100, 0, 0, 2163), ←
  1, '16BUI', 100, 0) AS rast UNION ALL
SELECT 7, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499800, 599600, 100, -100, 0, 0, 2163), ←
  1, '16BUI', 200, 0) AS rast UNION ALL
SELECT 8, ST_AddBand(ST_MakeEmptyRaster(2, 2, -499600, 599600, 100, -100, 0, 0, 2163), ←
  1, '16BUI', 300, 0) AS rast
), bar AS (
  SELECT
    ST_Transform(rast, 4269) AS alignto
  FROM foo
  LIMIT 1
), baz AS (
  SELECT
    rid,
    rast,
    ST_Transform(rast, 4269) AS not_aligned,
    ST_Transform(rast, alignto) AS aligned
  FROM foo
  CROSS JOIN bar
)
SELECT
  ST_SameAlignment(rast) AS rast,
  ST_SameAlignment(not_aligned) AS not_aligned,
  ST_SameAlignment(aligned) AS aligned
FROM baz

rast | not_aligned | aligned
-----+-----+-----
t   | f           | t

```



### See Also

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

## 12.8 Raster Band Editors

### 12.8.1 ST\_SetBandNoDataValue

`ST_SetBandNoDataValue` — Sets the value for the given band that represents no data. Band 1 is assumed if no band is specified. To mark a band as having no nodata value, set the nodata value = NULL.

#### Synopsis

```
raster ST_SetBandNoDataValue(raster rast, double precision nodatavalue);
raster ST_SetBandNoDataValue(raster rast, integer band, double precision nodatavalue, boolean forcechecking=false);
```

#### Description

Sets the value that represents no data for the band. Band 1 is assumed if not specified. This will affect results from [ST\\_Polygon](#), [ST\\_DumpAsPolygons](#), and the `ST_PixelAs...()` functions.

#### Examples

```
-- 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;
```

#### See Also

[ST\\_BandNoDataValue](#), [ST\\_NumBands](#)

### 12.8.2 ST\_SetBandIsNoData

`ST_SetBandIsNoData` — Sets the `isnodata` flag of the band to TRUE.

#### Synopsis

```
raster ST_SetBandIsNoData(raster rast, integer band=1);
```

## Description

Sets the isnodata flag for the band to true. Band 1 is assumed if not specified. This function should be called only when the flag is considered dirty. That is, when the result calling [ST\\_BandIsNoData](#) is different using TRUE as last argument and without using it

Availability: 2.0.0

## Examples

```
-- 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
```

**See Also**

[ST\\_BandNoDataValue](#), [ST\\_NumBands](#), [ST\\_SetBandNoDataValue](#), [ST\\_BandIsNoData](#)

**12.8.3 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);

**Description**

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.

**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

**Examples**

```
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 | pixeltpe | 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

```

**See Also**

[ST\\_BandMetaData](#), [ST\\_SetBandIndex](#)

**12.8.4 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);

**Description**

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

**Examples**

```
WITH foo AS (
  SELECT
    ST_AddBand(NULL::raster, '/home/pele/devel/geo/postgis-git/raster/test/regress/ ↵
      loader/Projected.tif', NULL::int[]) AS rast
)
SELECT
  1 AS query,
  *
FROM ST_BandMetadata (
  (SELECT rast FROM foo),
  ARRAY[1,3,2]::int[]
)
UNION ALL
SELECT
  2,
  *
FROM ST_BandMetadata (
  (
    SELECT
      ST_SetBandIndex (
        rast,
        2,
        1
      ) AS rast
    FROM foo
  ),
  ARRAY[1,3,2]::int[]
)
ORDER BY 1, 2;
```

query	bandnum	pixeltype	nodatavalue	isoutdb	path	outdbbandnum
1	1	8BUI		t	/home/pele/devel/geo/postgis-git/ ↵ raster/test/regress/loader/Projected.tif	1
1	2	8BUI		t	/home/pele/devel/geo/postgis-git/ ↵ raster/test/regress/loader/Projected.tif	2
1	3	8BUI		t	/home/pele/devel/geo/postgis-git/ ↵ raster/test/regress/loader/Projected.tif	3
2	1	8BUI		t	/home/pele/devel/geo/postgis-git/ ↵ raster/test/regress/loader/Projected.tif	1
<b>2</b>	<b>2</b>	<b>8BUI</b>		<b>t</b>	<b>/home/pele/devel/geo/postgis-git/ ↵ raster/test/regress/loader/Projected.tif</b>	<b>1</b>
2	3	8BUI		t	/home/pele/devel/geo/postgis-git/ ↵ raster/test/regress/loader/Projected.tif	3

**See Also**

[ST\\_BandMetaData](#), [ST\\_SetBandPath](#)

## 12.9 Raster Band Statistics and Analytics

### 12.9.1 ST\_Count

**ST\_Count** — Returns the number of pixels in a given band of a raster or raster coverage. If no band is specified defaults to band 1. If `exclude_nodata_value` is set to true, will only count pixels that are not equal to the nodata value.

**Synopsis**

```
bigint ST_Count(raster rast, integer nband=1, boolean exclude_nodata_value=true);
bigint ST_Count(raster rast, boolean exclude_nodata_value);
```

**Description**

Returns the number of pixels in a given band of a raster or raster coverage. If no band is specified `nband` defaults to 1.

**Note**

If `exclude_nodata_value` is set to true, will only count pixels with value not equal to the `nodata` value of the raster. Set `exclude_nodata_value` to false to get count all pixels

Changed: 3.1.0 - The `ST_Count(rastertable, rastercolumn, ...)` variants removed. Use [ST\\_CountAgg](#) instead.

Availability: 2.0.0

**Examples**

```
--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

**See Also**

[ST\\_CountAgg](#), [ST\\_SummaryStats](#), [ST\\_SetBandNoDataValue](#)

### 12.9.2 ST\_CountAgg

**ST\_CountAgg** — Aggregate. Returns the number of pixels in a given band of a set of rasters. If no band is specified defaults to band 1. If `exclude_nodata_value` is set to true, will only count pixels that are not equal to the NODATA value.



## Synopsis

```
bigint ST_CountAgg(raster rast, integer nband, boolean exclude_nodata_value, double precision sample_percent);
bigint ST_CountAgg(raster rast, integer nband, boolean exclude_nodata_value);
bigint ST_CountAgg(raster rast, boolean exclude_nodata_value);
```

## Description

Returns the number of pixels in a given band of a set of rasters. If no band is specified `nband` defaults to 1.

If `exclude_nodata_value` is set to true, will only count pixels with value not equal to the NODATA value of the raster. Set `exclude_nodata_value` to false to get count all pixels

By default will sample all pixels. To get faster response, set `sample_percent` to value between zero (0) and one (1)

Availability: 2.2.0

## Examples

```
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)
```

## See Also

[ST\\_Count](#), [ST\\_SummaryStats](#), [ST\\_SetBandNoDataValue](#)

### 12.9.3 ST\_Histogram

`ST_Histogram` — Returns a set of record summarizing a raster or raster coverage data distribution separate bin ranges. Number of bins are autocomputed if not specified.

## Synopsis

SETOF record **ST\_Histogram**(raster rast, integer nband=1, boolean exclude\_nodata\_value=true, integer bins=autocomputed, double precision[] width=NULL, boolean right=false);

SETOF record **ST\_Histogram**(raster rast, integer nband, integer bins, double precision[] width=NULL, boolean right=false);

SETOF record **ST\_Histogram**(raster rast, integer nband, boolean exclude\_nodata\_value, integer bins, boolean right);

SETOF record **ST\_Histogram**(raster rast, integer nband, integer bins, boolean right);

## Description

Returns set of records consisting of min, max, count, percent for a given raster band for each bin. If no band is specified nband defaults to 1.



### Note

By default only considers pixel values not equal to the `nodata` value . Set `exclude_nodata_value` to false to get count all pixels.

**width** **double precision[]** width: an array indicating the width of each category/bin. If the number of bins is greater than the number of widths, the widths are repeated.

Example: 9 bins, widths are [a, b, c] will have the output be [a, b, c, a, b, c, a, b, c]

**bins** **integer** Number of breakouts -- this is the number of records you'll get back from the function if specified. If not specified then the number of breakouts is autocomputed.

**right** **boolean** compute the histogram from the right rather than from the left (default). This changes the criteria for evaluating a value x from [a, b) to (a, b]

Changed: 3.1.0 Removed `ST_Histogram(table_name, column_name)` variant.

Availability: 2.0.0

## Example: Single raster tile - compute histograms for bands 1, 2, 3 and autocompute bins

```
SELECT band, (stats).*
FROM (SELECT rid, band, ST_Histogram(rast, band) As stats
      FROM dummy_rast CROSS JOIN generate_series(1,3) As band
      WHERE rid=2) As foo;
```

band	min	max	count	percent
1	249	250	2	0.08
1	250	251	2	0.08
1	251	252	1	0.04
1	252	253	2	0.08
1	253	254	18	0.72
2	78	113.2	11	0.44
2	113.2	148.4	4	0.16
2	148.4	183.6	4	0.16
2	183.6	218.8	1	0.04
2	218.8	254	5	0.2
3	62	100.4	11	0.44
3	100.4	138.8	5	0.2
3	138.8	177.2	4	0.16
3	177.2	215.6	1	0.04
3	215.6	254	4	0.16

**Example: Just band 2 but for 6 bins**

```
SELECT (stats).*
FROM (SELECT rid, ST_Histogram(rast, 2,6) As stats
      FROM dummy_rast
      WHERE rid=2) As foo;
```

min	max	count	percent
78	107.333333	9	0.36
107.333333	136.666667	6	0.24
136.666667	166	0	0
166	195.333333	4	0.16
195.333333	224.666667	1	0.04
224.666667	254	5	0.2

(6 rows)

-- Same as previous but we explicitly control the pixel value range of each bin.

```
SELECT (stats).*
FROM (SELECT rid, ST_Histogram(rast, 2,6,ARRAY[0.5,1,4,100,5]) As stats
      FROM dummy_rast
      WHERE rid=2) As foo;
```

min	max	count	percent
78	78.5	1	0.08
78.5	79.5	1	0.04
79.5	83.5	0	0
83.5	183.5	17	0.0068
183.5	188.5	0	0
188.5	254	6	0.003664

(6 rows)

**See Also**

[ST\\_Count](#), [ST\\_SummaryStats](#), [ST\\_SummaryStatsAgg](#)

**12.9.4 ST\_Quantile**

**ST\_Quantile** — Compute quantiles for a raster or raster table coverage in the context of the sample or population. Thus, a value could be examined to be at the raster's 25%, 50%, 75% percentile.

**Synopsis**

```
SETOF record ST_Quantile(raster rast, integer nband=1, boolean exclude_nodata_value=true, double precision[] quantiles=NULL);
SETOF record ST_Quantile(raster rast, double precision[] quantiles);
SETOF record ST_Quantile(raster rast, integer nband, double precision[] quantiles);
double precision ST_Quantile(raster rast, double precision quantile);
double precision ST_Quantile(raster rast, boolean exclude_nodata_value, double precision quantile=NULL);
double precision ST_Quantile(raster rast, integer nband, double precision quantile);
double precision ST_Quantile(raster rast, integer nband, boolean exclude_nodata_value, double precision quantile);
double precision ST_Quantile(raster rast, integer nband, double precision quantile);
```

**Description**

Compute quantiles for a raster or raster table coverage in the context of the sample or population. Thus, a value could be examined to be at the raster's 25%, 50%, 75% percentile.

**Note**

If `exclude_nodata_value` is set to `false`, will also count pixels with no data.

Changed: 3.1.0 Removed `ST_Quantile(table_name, column_name)` variant.

Availability: 2.0.0

**Examples**

```
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

**See Also**

[ST\\_Count](#), [ST\\_SummaryStats](#), [ST\\_SummaryStatsAgg](#), [ST\\_SetBandNoDataValue](#)

**12.9.5 ST\_SummaryStats**

`ST_SummaryStats` — Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. Band 1 is assumed is no band is specified.

**Synopsis**

```
summarystats ST_SummaryStats(raster rast, boolean exclude_nodata_value);
summarystats ST_SummaryStats(raster rast, integer nband, boolean exclude_nodata_value);
```

**Description**

Returns **summarystats** consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. If no band is specified nband defaults to 1.

**Note**

By default only considers pixel values not equal to the `nodata_value`. Set `exclude_nodata_value` to false to get count of all pixels.

**Note**

By default will sample all pixels. To get faster response, set `sample_percent` to lower than 1

Changed: 3.1.0 `ST_SummaryStats(rastertable, rastercolumn, ...)` variants are removed. Use [ST\\_SummaryStatsAgg](#) instead.

Availability: 2.0.0

**Example: Single raster tile**

```
SELECT rid, band, (stats).*
FROM (SELECT rid, band, ST_SummaryStats(rast, band) As stats
      FROM dummy_rast CROSS JOIN generate_series(1,3) As band
      WHERE rid=2) As foo;
```

rid	band	count	sum	mean	stddev	min	max
2	1	23	5821	253.086957	1.248061	250	254
2	2	25	3682	147.28	59.862188	78	254
2	3	25	3290	131.6	61.647384	62	254

**Example: Summarize pixels that intersect buildings of interest**

This example took 574ms on PostGIS windows 64-bit with all of Boston Buildings and aerial Tiles (tiles each 150x150 pixels ~ 134,000 tiles), ~102,000 building records

```
WITH
-- our features of interest
  feat AS (SELECT gid As building_id, geom_26986 As geom FROM buildings AS b
    WHERE gid IN(100, 103,150)
  ),
-- clip band 2 of raster tiles to boundaries of builds
-- then get stats for these clipped regions
  b_stats AS
    (SELECT building_id, (stats).*
FROM (SELECT building_id, ST_SummaryStats(ST_Clip(rast,2,geom)) As stats
  FROM aerials.boston
    INNER JOIN feat
  ON ST_Intersects(feats.geom,rast)
) As foo
)
-- finally summarize stats
SELECT building_id, SUM(count) As num_pixels
  , MIN(min) As min_pval
  , MAX(max) As max_pval
  , SUM(mean*count)/SUM(count) As avg_pval
  FROM b_stats
WHERE count > 0
  GROUP BY building_id
  ORDER BY building_id;
```

building_id	num_pixels	min_pval	max_pval	avg_pval
100	1090	1	255	61.0697247706422
103	655	7	182	70.5038167938931
150	895	2	252	185.642458100559

**Example: Raster coverage**

```
-- stats for each band --
SELECT band, (stats).*
FROM (SELECT band, ST_SummaryStats('o_4_boston','rast', band) As stats
  FROM generate_series(1,3) As band) As foo;
```

band	count	sum	mean	stddev	min	max
1	8450000	725799	82.7064349112426	45.6800222638537	0	255
2	8450000	700487	81.4197705325444	44.2161184161765	0	255
3	8450000	575943	74.682739408284	44.2143885481407	0	255

```
-- For a table -- will get better speed if set sampling to less than 100%
-- Here we set to 25% and get a much faster answer
SELECT band, (stats).*
FROM (SELECT band, ST_SummaryStats('o_4_boston','rast', band,true,0.25) As stats
  FROM generate_series(1,3) As band) As foo;
```

band	count	sum	mean	stddev	min	max
1	2112500	180686	82.6890480473373	45.6961043857248	0	255
2	2112500	174571	81.448503668639	44.2252623171821	0	255
3	2112500	144364	74.6765884023669	44.2014869384578	0	255

**See Also**

[summarystats](#), [ST\\_SummaryStatsAgg](#), [ST\\_Count](#), [ST\\_Clip](#)

**12.9.6 ST\_SummaryStatsAgg**

`ST_SummaryStatsAgg` — Aggregate. Returns `summarystats` consisting of count, sum, mean, stddev, min, max for a given raster band of a set of raster. Band 1 is assumed is no band is specified.

**Synopsis**

```
summarystats ST_SummaryStatsAgg(raster rast, integer nband, boolean exclude_nodata_value, double precision sample_percent);
summarystats ST_SummaryStatsAgg(raster rast, boolean exclude_nodata_value, double precision sample_percent);
summarystats ST_SummaryStatsAgg(raster rast, integer nband, boolean exclude_nodata_value);
```

**Description**

Returns `summarystats` consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. If no band is specified `nband` defaults to 1.

**Note**

By default only considers pixel values not equal to the `NODATA` value. Set `exclude_nodata_value` to `False` to get count of all pixels.

**Note**

By default will sample all pixels. To get faster response, set `sample_percent` to value between 0 and 1

Availability: 2.2.0

**Examples**

```
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)

## See Also

[summarystats](#), [ST\\_SummaryStats](#), [ST\\_Count](#), [ST\\_Clip](#)

## 12.9.7 ST\_ValueCount

**ST\_ValueCount** — Returns a set of records containing a pixel band value and count of the number of pixels in a given band of a raster (or a raster coverage) that have a given set of values. If no band is specified defaults to band 1. By default nodata value pixels are not counted. and all other values in the pixel are output and pixel band values are rounded to the nearest integer.

### Synopsis

SETOF record **ST\_ValueCount**(raster rast, integer nband=1, boolean exclude\_nodata\_value=true, double precision[] searchvalues=NULL, double precision roundto=0, double precision OUT value, integer OUT count);

SETOF record **ST\_ValueCount**(raster rast, integer nband, double precision[] searchvalues, double precision roundto=0, double precision OUT value, integer OUT count);

SETOF record **ST\_ValueCount**(raster rast, double precision[] searchvalues, double precision roundto=0, double precision OUT value, integer OUT count);

bigint **ST\_ValueCount**(raster rast, double precision searchvalue, double precision roundto=0);

bigint **ST\_ValueCount**(raster rast, integer nband, boolean exclude\_nodata\_value, double precision searchvalue, double precision roundto=0);

bigint **ST\_ValueCount**(raster rast, integer nband, double precision searchvalue, double precision roundto=0);

SETOF record **ST\_ValueCount**(text rastertable, text rastercolumn, integer nband=1, boolean exclude\_nodata\_value=true, double precision[] searchvalues=NULL, double precision roundto=0, double precision OUT value, integer OUT count);

SETOF record **ST\_ValueCount**(text rastertable, text rastercolumn, double precision[] searchvalues, double precision roundto=0, double precision OUT value, integer OUT count);

SETOF record **ST\_ValueCount**(text rastertable, text rastercolumn, integer nband, double precision[] searchvalues, double precision roundto=0, double precision OUT value, integer OUT count);

bigint **ST\_ValueCount**(text rastertable, text rastercolumn, integer nband, boolean exclude\_nodata\_value, double precision searchvalue, double precision roundto=0);

bigint **ST\_ValueCount**(text rastertable, text rastercolumn, double precision searchvalue, double precision roundto=0);

bigint **ST\_ValueCount**(text rastertable, text rastercolumn, integer nband, double precision searchvalue, double precision roundto=0);



## Description

Returns a set of records with columns `value` `count` which contain the pixel band value and count of pixels in the raster tile or raster coverage of selected band.

If no band is specified `nband` defaults to 1. If no `searchvalues` are specified, will return all pixel values found in the raster or raster coverage. If one `searchvalue` is given, will return an integer instead of records denoting the count of pixels having that pixel band value



### Note

If `exclude_nodata_value` is set to `false`, will also count pixels with no data.

Availability: 2.0.0

## Examples

```
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
GROUP BY (pvc).value
HAVING SUM((pvc).count) > 500
ORDER BY (pvc).value;

value | total
-----+-----
51 | 502
54 | 521

```

```

-- Just return count of pixels in each raster tile that have value of 100 of tiles that ←
  intersect a specific geometry --
SELECT rid, ST_ValueCount(rast,2,100) As count
FROM o_4_boston
WHERE ST_Intersects(rast,
  ST_GeomFromText('POLYGON((224486 892151,224486 892200,224706 892200,224706 ←
    892151,224486 892151))',26986)
  ) ;

rid | count
----+-----
1 | 56
2 | 95
14 | 37
15 | 64

```

## See Also

[ST\\_Count](#), [ST\\_SetBandNoDataValue](#)

## 12.10 Raster Inputs

### 12.10.1 ST\_RastFromWKB

`ST_RastFromWKB` — Return a raster value from a Well-Known Binary (WKB) raster.





### 12.11.2 ST\_AsHexWKB

`ST_AsHexWKB` — Return the Well-Known Binary (WKB) in Hex representation of the raster.

#### Synopsis

```
bytea ST_AsHexWKB(raster rast, boolean outasin=FALSE);
```

#### Description

Returns the Binary representation in Hex representation of the raster. If `outasin` is `TRUE`, out-db bands are treated as in-db. Refer to `raster/doc/RFC2-WellKnownBinaryFormat` located in the PostGIS source folder for details of the representation.



#### Note

By default, Hex WKB output contains the external file path for out-db bands. If the client does not have access to the raster file underlying an out-db band, set `outasin` to `TRUE`.

Availability: 2.5.0

#### Examples

```
SELECT ST_AsHexWKB(rast) As rastbin FROM dummy_rast WHERE rid=1;
```

```
st_ashexwkb
```

```
0100000000000000000000000000000000400000000000000840000000000000 ←
E03F000000000000E03F00000000000000000000000000000000A0000000A001400
```

#### See Also

[ST\\_RastFromHexWKB](#), [ST\\_AsBinary/ST\\_AsWKB](#)

### 12.11.3 ST\_AsGDALRaster

`ST_AsGDALRaster` — Return the raster tile in the designated GDAL Raster format. Raster formats are one of those supported by your compiled library. Use `ST_GDALDrivers()` to get a list of formats supported by your library.

#### Synopsis

```
bytea ST_AsGDALRaster(raster rast, text format, text[] options=NULL, integer srid=sameassource);
```

#### Description

Returns the raster tile in the designated format. Arguments are itemized below:

- `format` format to output. This is dependent on the drivers compiled in your `libgdal` library. Generally available are 'JPEG', 'GTiff', 'PNG'. Use [ST\\_GDALDrivers](#) to get a list of formats supported by your library.
- `options` text array of GDAL options. Valid options are dependent on the format. Refer to [GDAL Raster format options](#) for more details.
- `srs` The `proj4text` or `srttext` (from `spatial_ref_sys`) to embed in the image

Availability: 2.0.0 - requires GDAL >= 1.6.0.

### JPEG Output Example, multiple tiles as single raster

```
SELECT ST_AsGDALRaster(ST_Union(rast), 'JPEG', ARRAY['QUALITY=50']) As rastjpg
FROM dummy_rast
WHERE rast && ST_MakeEnvelope(10, 10, 11, 11);
```

### Using PostgreSQL Large Object Support to export raster

One way to export raster into another format is using [PostgreSQL large object export functions](#). We'll repeat the prior example but also exporting. Note for this you'll need to have super user access to db since it uses server side lo functions. It will also export to path on server network. If you need export locally, use the psql equivalent lo\_ functions which export to the local file system instead of the server file system.

```
DROP TABLE IF EXISTS tmp_out ;

CREATE TABLE tmp_out AS
SELECT lo_from_bytea(0,
    ST_AsGDALRaster(ST_Union(rast), 'JPEG', ARRAY['QUALITY=50'])
    ) AS loid
FROM dummy_rast
WHERE rast && ST_MakeEnvelope(10, 10, 11, 11);

SELECT lo_export(loid, '/tmp/dummy.jpg')
FROM tmp_out;

SELECT lo_unlink(loid)
FROM tmp_out;
```

### GTIFF Output Examples

```
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;
```

### See Also

Section [11.3, ST\\_GDALDrivers](#), [ST\\_SRID](#)

#### 12.11.4 ST\_AsJPEG

**ST\_AsJPEG** — Return the raster tile selected bands as a single Joint Photographic Exports Group (JPEG) image (byte array). If no band is specified and 1 or more than 3 bands, then only the first band is used. If only 3 bands then all 3 bands are used and mapped to RGB.

#### Synopsis

```
bytea ST_AsJPEG(raster rast, text[] options=NULL);
bytea ST_AsJPEG(raster rast, integer nband, integer quality);
bytea ST_AsJPEG(raster rast, integer nband, text[] options=NULL);
bytea ST_AsJPEG(raster rast, integer[] nbands, text[] options=NULL);
bytea ST_AsJPEG(raster rast, integer[] nbands, integer quality);
```

## Description

Returns the selected bands of the raster as a single Joint Photographic Exports Group Image (JPEG). Use [ST\\_AsGDALRaster](#) if you need to export as less common raster types. If no band is specified and 1 or more than 3 bands, then only the first band is used. If 3 bands then all 3 bands are used. There are many variants of the function with many options. These are itemized below:

- `nband` is for single band exports.
- `nbands` is an array of bands to export (note that max is 3 for JPEG) and the order of the bands is RGB. e.g `ARRAY[3,2,1]` means map band 3 to Red, band 2 to green and band 1 to blue
- `quality` number from 0 to 100. The higher the number the crisper the image.
- `options` text Array of GDAL options as defined for JPEG (look at `create_options` for JPEG [ST\\_GDALDrivers](#)). For JPEG valid ones are `PROGRESSIVE ON` or `OFF` and `QUALITY` a range from 0 to 100 and default to 75. Refer to [GDAL Raster format options](#) for more details.

Availability: 2.0.0 - requires GDAL  $\geq$  1.6.0.

## Examples: Output

```
-- output first 3 bands 75% quality
SELECT ST_AsJPEG(rast) As rastjpg
   FROM dummy_rast WHERE rid=2;

-- output only first band as 90% quality
SELECT ST_AsJPEG(rast,1,90) As rastjpg
   FROM dummy_rast WHERE rid=2;

-- output first 3 bands (but make band 2 Red, band 1 green, and band 3 blue, progressive ↔
  and 90% quality
SELECT ST_AsJPEG(rast,ARRAY[2,1,3],ARRAY['QUALITY=90','PROGRESSIVE=ON']) As rastjpg
   FROM dummy_rast WHERE rid=2;
```

## See Also

Section [11.3](#), [ST\\_GDALDrivers](#), [ST\\_AsGDALRaster](#), [ST\\_AsPNG](#), [ST\\_AsTIFF](#)

### 12.11.5 ST\_AsPNG

`ST_AsPNG` — Return the raster tile selected bands as a single portable network graphics (PNG) image (byte array). If 1, 3, or 4 bands in raster and no bands are specified, then all bands are used. If more 2 or more than 4 bands and no bands specified, then only band 1 is used. Bands are mapped to RGB or RGBA space.

## Synopsis

```
bytea ST_AsPNG(raster rast, text[] options=NULL);
bytea ST_AsPNG(raster rast, integer nband, integer compression);
bytea ST_AsPNG(raster rast, integer nband, text[] options=NULL);
bytea ST_AsPNG(raster rast, integer[] nbands, integer compression);
bytea ST_AsPNG(raster rast, integer[] nbands, text[] options=NULL);
```

## Description

Returns the selected bands of the raster as a single Portable Network Graphics Image (PNG). Use [ST\\_AsGDALRaster](#) if you need to export as less common raster types. If no band is specified, then the first 3 bands are exported. There are many variants of the function with many options. If no `srid` is specified then the `srid` of the raster is used. These are itemized below:

- `nband` is for single band exports.
- `nbands` is an array of bands to export (note that max is 4 for PNG) and the order of the bands is RGBA. e.g `ARRAY[3,2,1]` means map band 3 to Red, band 2 to green and band 1 to blue
- `compression` number from 1 to 9. The higher the number the greater the compression.
- `options` text Array of GDAL options as defined for PNG (look at `create_options` for PNG of [ST\\_GDALDrivers](#)). For PNG valid one is only `ZLEVEL` (amount of time to spend on compression -- default 6) e.g. `ARRAY['ZLEVEL=9']`. `WORLDFILE` is not allowed since the function would have to output two outputs. Refer to [GDAL Raster format options](#) for more details.

Availability: 2.0.0 - requires GDAL >= 1.6.0.

## Examples

```
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;
```

## See Also

[ST\\_AsGDALRaster](#), [ST\\_ColorMap](#), [ST\\_GDALDrivers](#), [Section 11.3](#)

### 12.11.6 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=sameassource);
bytea ST_AsTIFF(raster rast, text compression='', integer srid=sameassource);
bytea ST_AsTIFF(raster rast, integer[] nbands, text compression='', integer srid=sameassource);
bytea ST_AsTIFF(raster rast, integer[] nbands, text[] options, integer srid=sameassource);
```

## Description

Returns the selected bands of the raster as a single Tagged Image File Format (TIFF). If no band is specified, will try to use all bands. This is a wrapper around [ST\\_AsGDALRaster](#). Use [ST\\_AsGDALRaster](#) if you need to export as less common raster types. There are many variants of the function with many options. If no spatial reference SRS text is present, the spatial reference of the raster is used. These are itemized below:

- `nbands` is an array of bands to export (note that max is 3 for PNG) and the order of the bands is RGB. e.g `ARRAY[3,2,1]` means map band 3 to Red, band 2 to green and band 1 to blue



- `compression` Compression expression -- JPEG90 (or some other percent), LZW, JPEG, DEFLATE9.
- `options` text Array of GDAL create options as defined for GTiff (look at `create_options` for GTiff of [ST\\_GDALDrivers](#)). or refer to [GDAL Raster format options](#) for more details.
- `srid` srid of `spatial_ref_sys` of the raster. This is used to populate the georeference information

Availability: 2.0.0 - requires GDAL >= 1.6.0.

#### Examples: Use jpeg compression 90%

```
SELECT ST_AsTIFF(rast, 'JPEG90') As rasttiff
FROM dummy_rast WHERE rid=2;
```

#### See Also

[ST\\_GDALDrivers](#), [ST\\_AsGDALRaster](#), [ST\\_SRID](#)

## 12.12 Raster Processing: Map Algebra

### 12.12.1 ST\_Clip

`ST_Clip` — Returns the raster clipped by the input geometry. If band number not is specified, all bands are processed. If `crop` is not specified or TRUE, the output raster is cropped.

#### Synopsis

```
raster ST_Clip(raster rast, integer[] nband, geometry geom, double precision[] nodataval=NULL, boolean crop=TRUE);
raster ST_Clip(raster rast, integer nband, geometry geom, double precision nodataval, boolean crop=TRUE);
raster ST_Clip(raster rast, integer nband, geometry geom, boolean crop);
raster ST_Clip(raster rast, geometry geom, double precision[] nodataval=NULL, boolean crop=TRUE);
raster ST_Clip(raster rast, geometry geom, double precision nodataval, boolean crop=TRUE);
raster ST_Clip(raster rast, geometry geom, boolean crop);
```

#### Description

Returns a raster that is clipped by the input geometry `geom`. If band index is not specified, all bands are processed.

Rasters resulting from `ST_Clip` must have a nodata value assigned for areas clipped, one for each band. If none are provided and the input raster do not have a nodata value defined, nodata values of the resulting raster are set to `ST_MinPossibleValue(ST_BandPixelType(rast, band))`. When the number of nodata value in the array is smaller than the number of band, the last one in the array is used for the remaining bands. If the number of nodata value is greater than the number of band, the extra nodata values are ignored. All variants accepting an array of nodata values also accept a single value which will be assigned to each band.

If `crop` is not specified, true is assumed meaning the output raster is cropped to the intersection of the `geom` and `rast` extents. If `crop` is set to false, the new raster gets the same extent as `rast`.

Availability: 2.0.0

Enhanced: 2.1.0 Rewritten in C

Examples here use Massachusetts aerial data available on MassGIS site [MassGIS Aerial Orthos](#). Coordinates are in Massachusetts State Plane Meters.

**Examples: 1 band clipping**

```
-- Clip the first band of an aerial tile by a 20 meter buffer.
SELECT ST_Clip(rast, 1,
              ST_Buffer(ST_Centroid(ST_Envelope(rast)),20)
              ) from aerials.boston
WHERE rid = 4;
```

```
-- Demonstrate effect of crop on final dimensions of raster
-- Note how final extent is clipped to that of the geometry
-- if crop = true
SELECT ST_XMax(ST_Envelope(ST_Clip(rast, 1, clipper, true))) As xmax_w_trim,
       ST_XMax(clipper) As xmax_clipper,
       ST_XMax(ST_Envelope(ST_Clip(rast, 1, clipper, false))) As xmax_wo_trim,
       ST_XMax(ST_Envelope(rast)) As xmax_rast_orig
FROM (SELECT rast, ST_Buffer(ST_Centroid(ST_Envelope(rast)),6) As clipper
      FROM aerials.boston
      WHERE rid = 6) As foo;
```

xmax_w_trim	xmax_clipper	xmax_wo_trim	xmax_rast_orig
230657.436173996	230657.436173996	230666.436173996	230666.436173996



*Full raster tile before clipping*



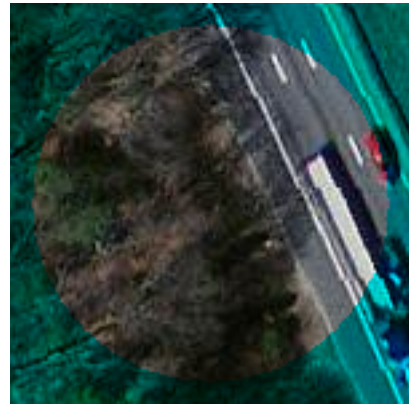
*After Clipping*

**Examples: 1 band clipping with no crop and add back other bands unchanged**

```
-- Same example as before, but we need to set crop to false to be able to use ST_AddBand
-- because ST_AddBand requires all bands be the same Width and height
SELECT ST_AddBand(ST_Clip(rast, 1,
                          ST_Buffer(ST_Centroid(ST_Envelope(rast)),20),false
                          ), ARRAY[ST_Band(rast,2),ST_Band(rast,3)] ) from aerials.boston
WHERE rid = 6;
```



*Full raster tile before clipping*



*After Clipping - surreal*

### Examples: Clip all bands

```
-- Clip all bands of an aerial tile by a 20 meter buffer.
-- Only difference is we don't specify a specific band to clip
-- so all bands are clipped
SELECT ST_Clip(rast,
               ST_Buffer(ST_Centroid(ST_Envelope(rast)), 20),
               false
          ) from aerials.boston
WHERE rid = 4;
```



*Full raster tile before clipping*



*After Clipping*

### See Also

[ST\\_AddBand](#), [ST\\_MapAlgebra \(callback function version\)](#), [ST\\_Intersection](#)

## 12.12.2 ST\_ColorMap

`ST_ColorMap` — Creates a new raster of up to four 8BUI bands (grayscale, RGB, RGBA) from the source raster and a specified band. Band 1 is assumed if not specified.

### Synopsis

```
raster ST_ColorMap(raster rast, integer nband=1, text colormap=grayscale, text method=INTERPOLATE);
```

```
raster ST_ColorMap(raster rast, text colormap, text method=INTERPOLATE);
```

### Description

Apply a `colormap` to the band at `nband` of `rast` resulting a new raster comprised of up to four 8BUI bands. The number of 8BUI bands in the new raster is determined by the number of color components defined in `colormap`.

If `nband` is not specified, then band 1 is assumed.

`colormap` can be a keyword of a pre-defined colormap or a set of lines defining the value and the color components.

Valid pre-defined `colormap` keyword:

- `grayscale` or `greyscale` for a one 8BUI band raster of shades of gray.
- `pseudocolor` for a four 8BUI (RGBA) band raster with colors going from blue to green to red.
- `fire` for a four 8BUI (RGBA) band raster with colors going from black to red to pale yellow.
- `bluered` for a four 8BUI (RGBA) band raster with colors going from blue to pale white to red.

Users can pass a set of entries (one per line) to `colormap` to specify custom colormaps. Each entry generally consists of five values: the pixel value and corresponding Red, Green, Blue, Alpha components (color components between 0 and 255). Percent values can be used instead of pixel values where 0% and 100% are the minimum and maximum values found in the raster band. Values can be separated with commas (`,`), tabs, colons (`:`) and/or spaces. The pixel value can be set to `nv`, `null` or `nodata` for the NODATA value. An example is provided below.

```
5 0 0 0 255
4 100:50 55 255
1 150,100 150 255
0% 255 255 255 255
nv 0 0 0 0
```

The syntax of `colormap` is similar to that of the color-relief mode of GDAL [gdaldem](#).

Valid keywords for `method`:

- `INTERPOLATE` to use linear interpolation to smoothly blend the colors between the given pixel values
- `EXACT` to strictly match only those pixels values found in the colormap. Pixels whose value does not match a colormap entry will be set to 0 0 0 0 (RGBA)
- `NEAREST` to use the colormap entry whose value is closest to the pixel value



#### Note

A great reference for colormaps is [ColorBrewer](#).

---

**Warning**

The resulting bands of new raster will have no NODATA value set. Use [ST\\_SetBandNoDataValue](#) to set a NODATA value if one is needed.

Availability: 2.1.0

**Examples**

This is a junk table to play with

```
-- setup test raster table --
DROP TABLE IF EXISTS funky_shapes;
CREATE TABLE funky_shapes(rast raster);

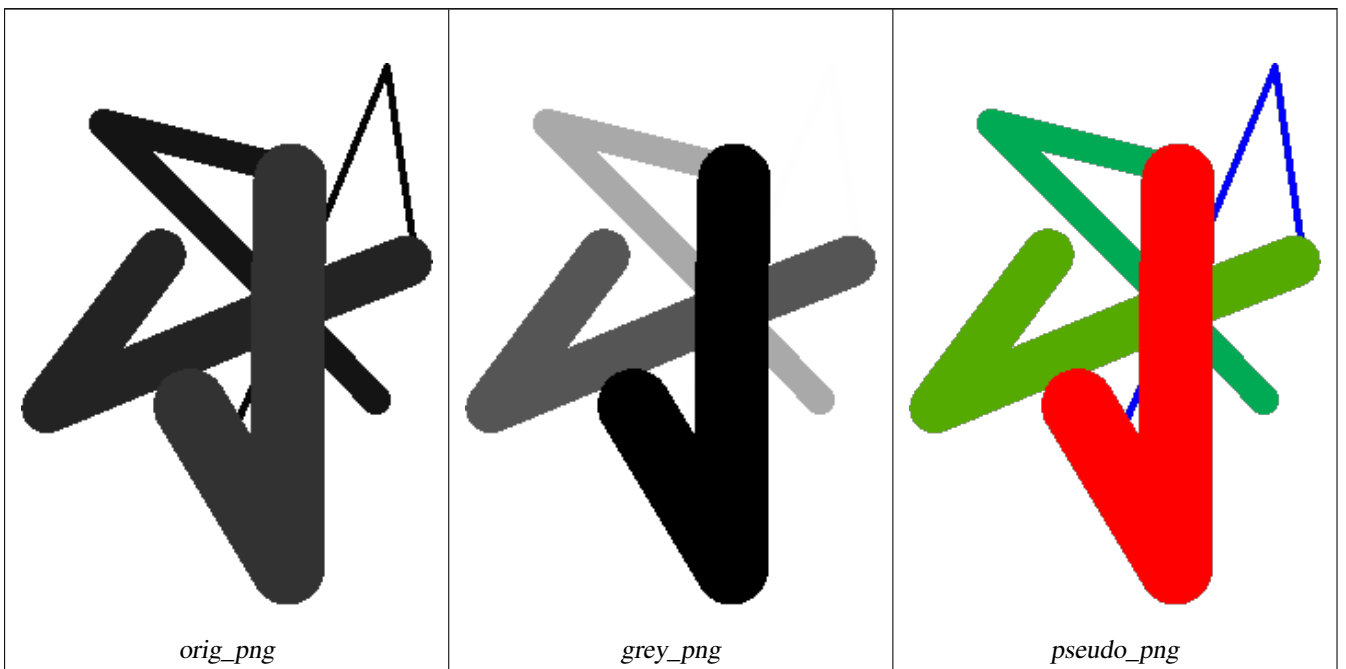
INSERT INTO funky_shapes(rast)
WITH ref AS (
  SELECT ST_MakeEmptyRaster( 200, 200, 0, 200, 1, -1, 0, 0) AS rast
)
SELECT
  ST_Union(rast)
FROM (
  SELECT
    ST_AsRaster(
      ST_Rotate(
        ST_Buffer(
          ST_GeomFromText('LINESTRING(0 2,50 50,150 150,125 50)'),
          i*2
        ),
        pi() * i * 0.125, ST_Point(50,50)
      ),
      ref.rast, '8BUI'::text, i * 5
    ) AS rast
  FROM ref
  CROSS JOIN generate_series(1, 10, 3) AS i
) AS shapes;
```

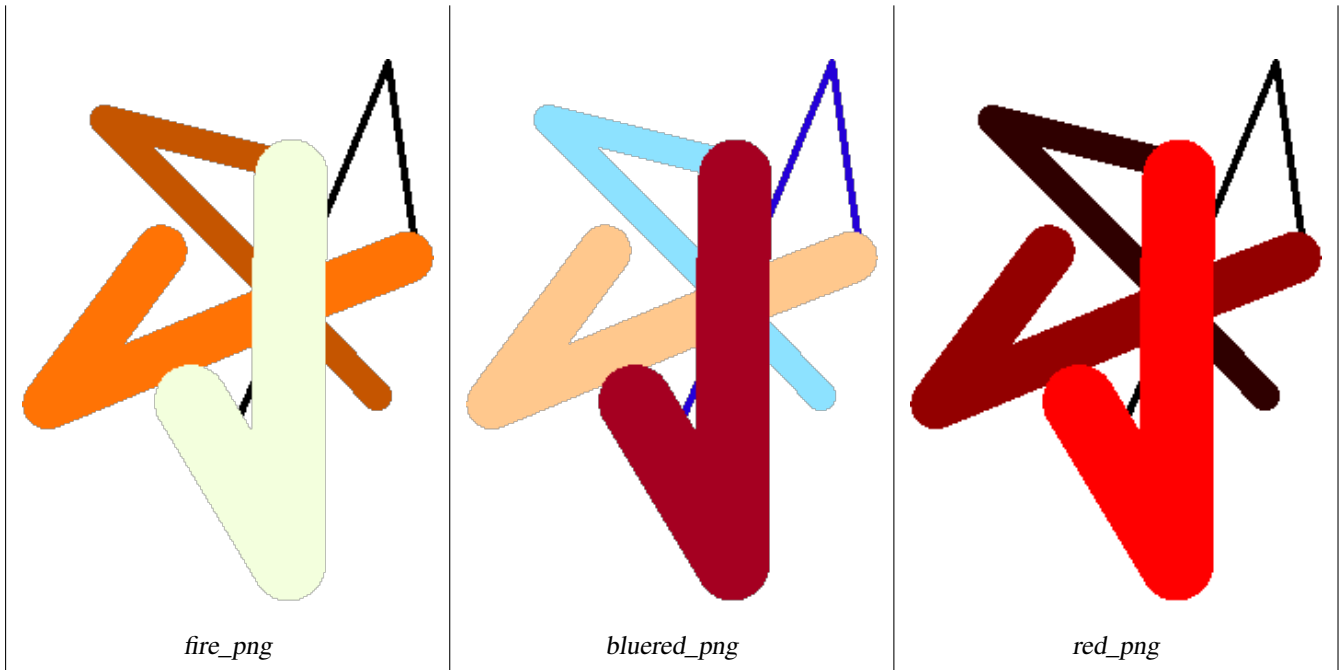
```
SELECT
  ST_NumBands(rast) As n_orig,
  ST_NumBands(ST_ColorMap(rast,1, 'greyscale')) As ngrey,
  ST_NumBands(ST_ColorMap(rast,1, 'pseudocolor')) As npseudo,
  ST_NumBands(ST_ColorMap(rast,1, 'fire')) As nfire,
  ST_NumBands(ST_ColorMap(rast,1, 'bluered')) As nbluered,
  ST_NumBands(ST_ColorMap(rast,1, '
100% 255 0 0
80% 160 0 0
50% 130 0 0
30% 30 0 0
20% 60 0 0
0% 0 0 0
nv 255 255 255
')) As nred
FROM funky_shapes;
```

n_orig	ngrey	npseudo	nfire	nbluered	nred
1	1	4	4	4	3

**Examples: Compare different color map looks using ST\_AsPNG**

```
SELECT
  ST_AsPNG(rast) As orig_png,
  ST_AsPNG(ST_ColorMap(rast,1,'greyscale')) As grey_png,
  ST_AsPNG(ST_ColorMap(rast,1,'pseudocolor')) As pseudo_png,
  ST_AsPNG(ST_ColorMap(rast,1,'nfire')) As fire_png,
  ST_AsPNG(ST_ColorMap(rast,1,'bluered')) As bluered_png,
  ST_AsPNG(ST_ColorMap(rast,1, '
100% 255 0 0
80% 160 0 0
50% 130 0 0
30% 30 0 0
20% 60 0 0
0% 0 0 0
nv 255 255 255
')) As red_png
FROM funky_shapes;
```





### See Also

[ST\\_AsPNG](#), [ST\\_AsRaster](#) [ST\\_MapAlgebra](#) (callback function version), [ST\\_Grayscale](#) [ST\\_NumBands](#), [ST\\_Reclass](#), [ST\\_SetBandNoDataValue](#), [ST\\_Union](#)

### 12.12.3 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 extntype=INTERSECTION);
- (2) raster **ST\_Grayscale**(rastbandarg[] rastbandargset, text extntype=INTERSECTION);

#### Description

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

**Examples: Variant 1**

```

SET postgis.gdal_enabled_drivers = 'ENABLE_ALL';
SET postgis.enable_outdb_rasters = True;

WITH apple AS (
  SELECT ST_AddBand(
    ST_MakeEmptyRaster(350, 246, 0, 0, 1, -1, 0, 0, 0),
    '/tmp/apple.png'::text,
    NULL::int[]
  ) AS rast
)
SELECT
  ST_AsPNG(rast) AS original_png,
  ST_AsPNG(ST_Grayscale(rast)) AS grayscale_png
FROM apple;

```

*original\_png**grayscale\_png***Examples: Variant 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;

```



**See Also**

[ST\\_AsPNG](#), [ST\\_Reclass](#), [ST\\_ColorMap](#)

**12.12.4 ST\_Intersection**

**ST\_Intersection** — Returns a raster or a set of geometry-pixelvalue pairs representing the shared portion of two rasters or the geometrical intersection of a vectorization of the raster and a geometry.

**Synopsis**

```
setof geomval ST_Intersection(geometry geom, raster rast, integer band_num=1);
setof geomval ST_Intersection(raster rast, geometry geom);
setof geomval ST_Intersection(raster rast, integer band, 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);
```

**Description**

Returns a raster or a set of geometry-pixelvalue pairs representing the shared portion of two rasters or the geometrical intersection of a vectorization of the raster and a geometry.

The first three variants, returning a setof geomval, works in vector space. The raster is first vectorized (using [ST\\_DumpAsPolygons](#)) into a set of geomval rows and those rows are then intersected with the geometry using the [ST\\_Intersection](#) (geometry, geometry) PostGIS function. Geometries intersecting only with a nodata value area of a raster returns an empty geometry. They are normally excluded from the results by the proper usage of [ST\\_Intersects](#) in the WHERE clause.

You can access the geometry and the value parts of the resulting set of geomval by surrounding them with parenthesis and adding '.geom' or '.val' at the end of the expression. e.g. (ST\_Intersection(rast, geom)).geom

The other variants, returning a raster, works in raster space. They are using the two rasters version of ST\_MapAlgebraExpr to perform the intersection.

The extent of the resulting raster corresponds to the geometrical intersection of the two raster extents. The resulting raster includes 'BAND1', 'BAND2' or 'BOTH' bands, following what is passed as the `returnband` parameter. Nodata value areas present in any band results in nodata value areas in every bands of the result. In other words, any pixel intersecting with a nodata value pixel becomes a nodata value pixel in the result.

Rasters resulting from ST\_Intersection must have a nodata value assigned for areas not intersecting. You can define or replace the nodata value for any resulting band by providing a `nodataval[]` array of one or two nodata values depending if you request 'BAND1', 'BAND2' or 'BOTH' bands. The first value in the array replace the nodata value in the first band and the second value replace the nodata value in the second band. If one input band do not have a nodata value defined and none are provided as an array, one is chosen using the ST\_MinPossibleValue function. All variant accepting an array of nodata value can also accept a single value which will be assigned to each requested band.

In all variants, if no band number is specified band 1 is assumed. If you need an intersection between a raster and geometry that returns a raster, refer to [ST\\_Clip](#).

**Note**

To get more control on the resulting extent or on what to return when encountering a nodata value, use the two rasters version of [ST\\_MapAlgebraExpr](#).

**Note**

To compute the intersection of a raster band with a geometry in raster space, use [ST\\_Clip](#). `ST_Clip` works on multiple bands rasters and does not return a band corresponding to the rasterized geometry.

**Note**

`ST_Intersection` should be used in conjunction with [ST\\_Intersects](#) and an index on the raster column and/or the geometry column.

Enhanced: 2.0.0 - Intersection in the raster space was introduced. In earlier pre-2.0.0 versions, only intersection performed in vector space were supported.

**Examples: Geometry, Raster -- resulting in geometry vals**

```
SELECT
  foo.rid,
  foo.gid,
  ST_AsText((foo.geomval).geom) As geomwkt,
  (foo.geomval).val
FROM (
  SELECT
    A.rid,
    g.gid,
    ST_Intersection(A.rast, g.geom) As geomval
  FROM dummy_rast AS A
  CROSS JOIN (
    VALUES
      (1, ST_Point(3427928, 5793243.85) ),
      (2, ST_GeomFromText('LINESTRING(3427927.85 5793243.75,3427927.8 5793243.75,3427927.8 5793243.8)')),
      (3, ST_GeomFromText('LINESTRING(1 2, 3 4)'))
    ) As g(gid,geom)
  WHERE A.rid = 2
) As foo;
```

rid	gid	geomwkt	val
2	1	POINT(3427928 5793243.85)	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	

**See Also**

[geomval](#), [ST\\_Intersects](#), [ST\\_MapAlgebraExpr](#), [ST\\_Clip](#), [ST\\_AsText](#)

**12.12.5 ST\_MapAlgebra (callback function version)**

`ST_MapAlgebra (callback function version)` — Callback function version - Returns a one-band raster given one or more input rasters, band indexes and one user-specified callback function.

## Synopsis

```
raster ST_MapAlgebra(rastbandarg[] rastbandargset, regprocedure callbackfunc, text pixeltype=NULL, text 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 pixeltype=NULL,
text extenttype=INTERSECTION, raster customextent=NULL, integer distancex=0, integer distancey=0, text[] VARIADIC user-
args=NULL);
raster ST_MapAlgebra(raster rast, integer nband, regprocedure callbackfunc, float8[] mask, boolean weighted, text pixel-
type=NULL, text extenttype=INTERSECTION, raster customextent=NULL, text[] VARIADIC userargs=NULL);
```

## Description

Returns a one-band raster given one or more input rasters, band indexes and one user-specified callback function.

**rast,rast1,rast2, rastbandargset** Rasters on which the map algebra process is evaluated.

`rastbandargset` allows the use of a map algebra operation on many rasters and/or many bands. See example Variant 1.

**nband, nband1, nband2** Band numbers of the raster to be evaluated. `nband` can be an integer or integer[] denoting the bands. `nband1` is band on `rast1` and `nband2` is band on `rast2` for hte 2 raster/2band case.

**callbackfunc** The `callbackfunc` parameter must be the name and signature of an SQL or PL/pgSQL function, cast to a regprocedure. An example PL/pgSQL function example is:

```
CREATE OR REPLACE FUNCTION sample_callbackfunc(value double precision[][][], position ←
integer[][], VARIADIC userargs text[])
RETURNS double precision
AS $$
BEGIN
    RETURN 0;
END;
$$ LANGUAGE 'plpgsql' IMMUTABLE;
```

The `callbackfunc` must have three arguments: a 3-dimension double precision array, a 2-dimension integer array and a variadic 1-dimension text array. The first argument `value` is the set of values (as double precision) from all input rasters. The three dimensions (where indexes are 1-based) are: raster #, row `y`, column `x`. The second argument `position` is the set of pixel positions from the output raster and input rasters. The outer dimension (where indexes are 0-based) is the raster #. The position at outer dimension index 0 is the output raster's pixel position. For each outer dimension, there are two elements in the inner dimension for `X` and `Y`. The third argument `userargs` is for passing through any user-specified arguments.

Passing a regprocedure argument to a SQL function requires the full function signature to be passed, then cast to a regprocedure type. To pass the above example PL/pgSQL function as an argument, the SQL for the argument is:

```
'sample_callbackfunc(double precision[], integer[], text[])':regprocedure
```

Note that the argument contains the name of the function, the types of the function arguments, quotes around the name and argument types, and a cast to a regprocedure.

**mask** An n-dimensional array (matrix) of numbers used to filter what cells get passed to map algebra call-back function. 0 means a neighbor cell value should be treated as no-data and 1 means value should be treated as data. If `weight` is set to true, then the values, are used as multipliers to multiple the pixel value of that value in the neighborhood position.

**weighted** boolean (true/false) to denote if a mask value should be weighted (multiplied by original value) or not (only applies to proto that takes a mask).

**pixeltype** If `pixeltype` is passed in, the one band of the new raster will be of that `pixeltype`. If `pixeltype` is passed NULL or left out, the new raster band will have the same `pixeltype` as the specified band of the first raster (for extent types: INTERSECTION, UNION, FIRST, CUSTOM) or the specified band of the appropriate raster (for extent types: SECOND, LAST). If in doubt, always specify `pixeltype`.

The resulting pixel type of the output raster must be one listed in [ST\\_BandPixelType](#) or left out or set to NULL.

**extenttype** Possible values are INTERSECTION (default), UNION, FIRST (default for one raster variants), SECOND, LAST, CUSTOM.

**customextent** If `extenttype` is CUSTOM, a raster must be provided for `customextent`. See example 4 of Variant 1.

**distancex** The distance in pixels from the reference cell in x direction. So width of resulting matrix would be  $2 * \text{distancex} + 1$ . If not specified only the reference cell is considered (neighborhood of 0).

**distancey** The distance in pixels from reference cell in y direction. Height of resulting matrix would be  $2 * \text{distancey} + 1$ . If not specified only the reference cell is considered (neighborhood of 0).

**userargs** The third argument to the `callbackfunc` is a variadic text array. All trailing text arguments are passed through to the specified `callbackfunc`, and are contained in the `userargs` argument.



#### Note

For more information about the VARIADIC keyword, please refer to the PostgreSQL documentation and the "SQL Functions with Variable Numbers of Arguments" section of [Query Language \(SQL\) Functions](#).



#### Note

The `text[]` argument to the `callbackfunc` is required, regardless of whether you choose to pass any arguments to the callback function for processing or not.

Variant 1 accepts an array of `rastbandarg` allowing the use of a map algebra operation on many rasters and/or many bands. See example Variant 1.

Variants 2 and 3 operate upon one or more bands of one raster. See example Variant 2 and 3.

Variant 4 operate upon two rasters with one band per raster. See example Variant 4.

Availability: 2.2.0: Ability to add a mask

Availability: 2.1.0

### Examples: Variant 1

#### One raster, one band

```
WITH foo AS (
  SELECT 1 AS rid, ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, 0, 0, 0), 1, '16BUI', ←
    1, 0) AS rast
)
SELECT
  ST_MapAlgebra(
    ARRAY[ROW(rast, 1)]::rastbandarg[],
    'sample_callbackfunc(double precision[], int[], text[])'::regprocedure
  ) AS rast
FROM foo
```

#### One raster, several bands

```

WITH foo AS (
  SELECT 1 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, ←
    0, 0, 0), 1, '16BUI', 1, 0), 2, '8BUI', 10, 0), 3, '32BUI', 100, 0) AS rast
)
SELECT
  ST_MapAlgebra(
    ARRAY[ROW(rast, 3), ROW(rast, 1), ROW(rast, 3), ROW(rast, 2)]::rastbandarg[],
    'sample_callbackfunc(double precision[], int[], text[])'::regprocedure
  ) AS rast
FROM foo

```

### Several rasters, several bands

```

WITH foo AS (
  SELECT 1 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, ←
    0, 0, 0), 1, '16BUI', 1, 0), 2, '8BUI', 10, 0), 3, '32BUI', 100, 0) AS rast UNION ←
  ALL
  SELECT 2 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 1, 1, -1, ←
    0, 0, 0), 1, '16BUI', 2, 0), 2, '8BUI', 20, 0), 3, '32BUI', 300, 0) AS rast
)
SELECT
  ST_MapAlgebra(
    ARRAY[ROW(t1.rast, 3), ROW(t2.rast, 1), ROW(t2.rast, 3), ROW(t1.rast, 2)]:: ←
    rastbandarg[],
    'sample_callbackfunc(double precision[], int[], text[])'::regprocedure
  ) AS rast
FROM foo t1
CROSS JOIN foo t2
WHERE t1.rid = 1
  AND t2.rid = 2

```

### Complete example of tiles of a coverage with neighborhood. This query only works with PostgreSQL 9.1 or higher.

```

WITH foo AS (
  SELECT 0 AS rid, ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, 0, 0, 0), 1, '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

```

Example like the prior one for tiles of a coverage with neighborhood but works with PostgreSQL 9.0.

```

WITH src AS (
  SELECT 0 AS rid, ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, 0, 0, 0), 1, '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_Metadata(rast)),
  (ST_BandMetadata(rast, 1)),

```

```

    ST_Value(rast, 1, 1, 1)
FROM bar;

```

### Examples: Variants 2 and 3

#### One raster, several bands

```

WITH foo AS (
    SELECT 1 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, ←
        0, 0, 0), 1, '16BUI', 1, 0), 2, '8BUI', 10, 0), 3, '32BUI', 100, 0) AS rast
)
SELECT
    ST_MapAlgebra(
        rast, ARRAY[3, 1, 3, 2]::integer[],
        'sample_callbackfunc(double precision[], int[], text[])'::regprocedure
    ) AS rast
FROM foo

```

#### One raster, one band

```

WITH foo AS (
    SELECT 1 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, ←
        0, 0, 0), 1, '16BUI', 1, 0), 2, '8BUI', 10, 0), 3, '32BUI', 100, 0) AS rast
)
SELECT
    ST_MapAlgebra(
        rast, 2,
        'sample_callbackfunc(double precision[], int[], text[])'::regprocedure
    ) AS rast
FROM foo

```

### Examples: Variant 4

#### Two rasters, two bands

```

WITH foo AS (
    SELECT 1 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, ←
        0, 0, 0), 1, '16BUI', 1, 0), 2, '8BUI', 10, 0), 3, '32BUI', 100, 0) AS rast UNION ←
        ALL
    SELECT 2 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 1, 1, -1, ←
        0, 0, 0), 1, '16BUI', 2, 0), 2, '8BUI', 20, 0), 3, '32BUI', 300, 0) AS rast
)
SELECT
    ST_MapAlgebra(
        t1.rast, 2,
        t2.rast, 1,
        'sample_callbackfunc(double precision[], int[], text[])'::regprocedure
    ) AS rast
FROM foo t1
CROSS JOIN foo t2
WHERE t1.rid = 1
    AND t2.rid = 2

```

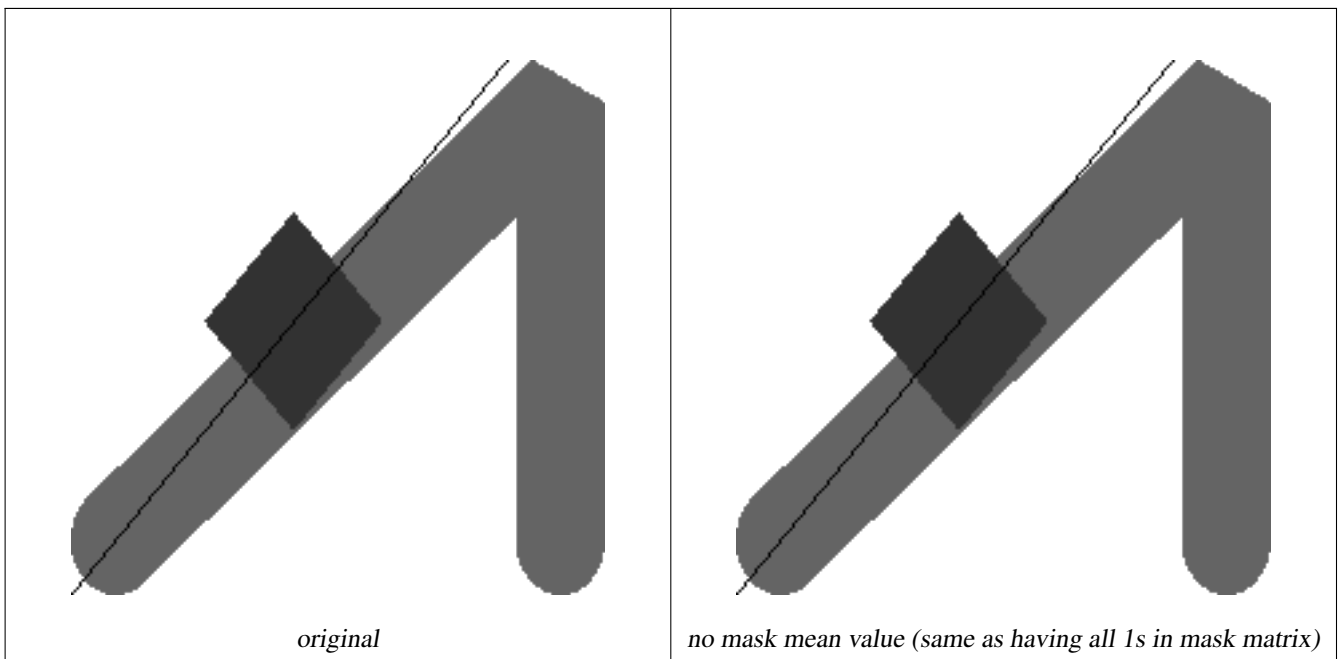
### Examples: Using Masks

```

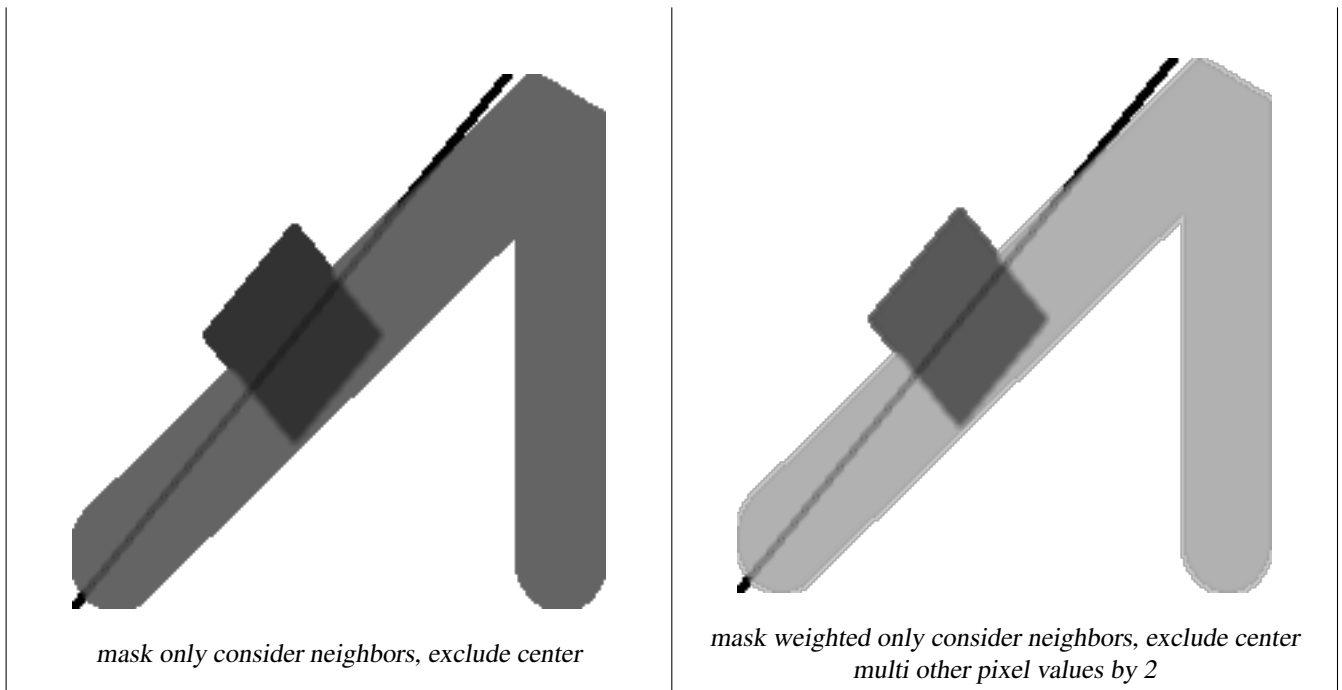
WITH foo AS (SELECT
  ST_SetBandNoDataValue(
ST_SetValue(ST_SetValue(ST_AsRaster(
  ST_Buffer(
    ST_GeomFromText('LINESTRING(50 50,100 90,100 50)'), 5,'join=bevel'),
    200,200,ARRAY['8BUI'], ARRAY[100], ARRAY[0]), ST_Buffer('POINT(70 70)'):: ↵
    geometry,10,'quad_segs=1') ,50),
  'LINESTRING(20 20, 100 100, 150 98)')::geometry,1),0) AS rast )
SELECT 'original' AS title, rast
FROM foo
UNION ALL
SELECT 'no mask mean value' AS title, ST_MapAlgebra(rast,1,'ST_mean4ma(double precision[], ↵
  int[], text[])')::regprocedure) AS rast
FROM foo
UNION ALL
SELECT 'mask only consider neighbors, exclude center' AS title, ST_MapAlgebra(rast,1,' ↵
  ST_mean4ma(double precision[], int[], text[])')::regprocedure,
  '{{1,1,1}, {1,0,1}, {1,1,1}}')::double precision[], false) As rast
FROM foo

UNION ALL
SELECT 'mask weighted only consider neighbors, exclude center multi otehr pixel values by ↵
  2' AS title, ST_MapAlgebra(rast,1,'ST_mean4ma(double precision[], int[], text[])'):: ↵
  regprocedure,
  '{{2,2,2}, {2,0,2}, {2,2,2}}')::double precision[], true) As rast
FROM foo;

```





**See Also**

[rastbandarg](#), [ST\\_Union](#), [ST\\_MapAlgebra \(expression version\)](#)

**12.12.6 ST\_MapAlgebra (expression version)**

`ST_MapAlgebra (expression version)` — Expression version - Returns a one-band raster given one or two input rasters, band indexes and one or more user-specified SQL expressions.

**Synopsis**

```
raster ST_MapAlgebra(raster rast, integer nband, text pixeltype, text expression, double precision nodataval=NULL);
raster ST_MapAlgebra(raster rast, text pixeltype, text expression, double precision nodataval=NULL);
raster ST_MapAlgebra(raster rast1, integer nband1, raster rast2, integer nband2, text expression, text pixeltype=NULL, text
extenttype=INTERSECTION, text nodata1expr=NULL, text nodata2expr=NULL, double precision nodatanodataval=NULL);
raster ST_MapAlgebra(raster rast1, raster rast2, text expression, text pixeltype=NULL, text extenttype=INTERSECTION, text
nodata1expr=NULL, text nodata2expr=NULL, double precision nodatanodataval=NULL);
```

**Description**

Expression version - Returns a one-band raster given one or two input rasters, band indexes and one or more user-specified SQL expressions.

Availability: 2.1.0

**Description: Variants 1 and 2 (one raster)**

Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation defined by the `expression` on the input raster (`rast`). If `nband` is not provided, band 1 is assumed. The new raster will have the same georeference, width, and height as the original raster but will only have one band.

If `pixeltype` is passed in, then the new raster will have a band of that `pixeltype`. If `pixeltype` is passed NULL, then the new raster band will have the same `pixeltype` as the input `rast` band.

- Keywords permitted for `expression`
  1. `[rast]` - Pixel value of the pixel of interest
  2. `[rast.val]` - Pixel value of the pixel of interest
  3. `[rast.x]` - 1-based pixel column of the pixel of interest
  4. `[rast.y]` - 1-based pixel row of the pixel of interest

#### Description: Variants 3 and 4 (two raster)

Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation to the two bands defined by the `expression` on the two input raster bands `rast1`, (`rast2`). If no `band1`, `band2` is specified band 1 is assumed. The resulting raster will be aligned (scale, skew and pixel corners) on the grid defined by the first raster. The resulting raster will have the extent defined by the `extenttype` parameter.

**expression** A PostgreSQL algebraic expression involving the two rasters and PostgreSQL defined functions/operators that will define the pixel value when pixels intersect. e.g. `(([rast1] + [rast2])/2.0)::integer`

**pixeltype** The resulting pixel type of the output raster. Must be one listed in [ST\\_BandPixelType](#), left out or set to NULL. If not passed in or set to NULL, will default to the `pixeltype` of the first raster.

**extenttype** Controls the extent of resulting raster

1. `INTERSECTION` - The extent of the new raster is the intersection of the two rasters. This is the default.
2. `UNION` - The extent of the new raster is the union of the two rasters.
3. `FIRST` - The extent of the new raster is the same as the one of the first raster.
4. `SECOND` - The extent of the new raster is the same as the one of the second raster.

**nodata1expr** An algebraic expression involving only `rast2` or a constant that defines what to return when pixels of `rast1` are nodata values and spatially corresponding `rast2` pixels have values.

**nodata2expr** An algebraic expression involving only `rast1` or a constant that defines what to return when pixels of `rast2` are nodata values and spatially corresponding `rast1` pixels have values.

**nodatanodataval** A numeric constant to return when spatially corresponding `rast1` and `rast2` pixels are both nodata values.

- Keywords permitted in `expression`, `nodata1expr` and `nodata2expr`

1. `[rast1]` - Pixel value of the pixel of interest from `rast1`
2. `[rast1.val]` - Pixel value of the pixel of interest from `rast1`
3. `[rast1.x]` - 1-based pixel column of the pixel of interest from `rast1`
4. `[rast1.y]` - 1-based pixel row of the pixel of interest from `rast1`
5. `[rast2]` - Pixel value of the pixel of interest from `rast2`
6. `[rast2.val]` - Pixel value of the pixel of interest from `rast2`
7. `[rast2.x]` - 1-based pixel column of the pixel of interest from `rast2`
8. `[rast2.y]` - 1-based pixel row of the pixel of interest from `rast2`

#### Examples: Variants 1 and 2

```
WITH foo AS (
  SELECT ST_AddBand(ST_MakeEmptyRaster(10, 10, 0, 0, 1, 1, 0, 0, 0), '32BF'::text, 1, -1) ←
    AS rast
)
SELECT
  ST_MapAlgebra(rast, 1, NULL, 'ceil([rast]*[rast.x]/[rast.y]+[rast.val])')
FROM foo;
```

**Examples: Variant 3 and 4**

```

WITH foo AS (
  SELECT 1 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 0, 1, -1, ←
    0, 0, 0), 1, '16BUI', 1, 0), 2, '8BUI', 10, 0), 3, '32BUI'::text, 100, 0) AS rast ←
  UNION ALL
  SELECT 2 AS rid, ST_AddBand(ST_AddBand(ST_AddBand(ST_MakeEmptyRaster(2, 2, 0, 1, 1, -1, ←
    0, 0, 0), 1, '16BUI', 2, 0), 2, '8BUI', 20, 0), 3, '32BUI'::text, 300, 0) AS rast
)
SELECT
  ST_MapAlgebra(
    t1.rast, 2,
    t2.rast, 1,
    '([rast2] + [rast1.val]) / 2'
  ) AS rast
FROM foo t1
CROSS JOIN foo t2
WHERE t1.rid = 1
  AND t2.rid = 2;

```

**See Also**

[rastbandarg](#), [ST\\_Union](#), [ST\\_MapAlgebra \(callback function version\)](#)

**12.12.7 ST\_MapAlgebraExpr**

**ST\_MapAlgebraExpr** — 1 raster band version: Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation on the input raster band and of pixeltype provided. Band 1 is assumed if no band is specified.

**Synopsis**

raster **ST\_MapAlgebraExpr**(raster rast, integer band, text pixeltype, text expression, double precision nodataval=NULL);  
 raster **ST\_MapAlgebraExpr**(raster rast, text pixeltype, text expression, double precision nodataval=NULL);

**Description****Warning**

**ST\_MapAlgebraExpr** is deprecated as of 2.1.0. Use [ST\\_MapAlgebra \(expression version\)](#) instead.

Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation defined by the *expression* on the input raster (*rast*). If no *band* is specified band 1 is assumed. The new raster will have the same georeference, width, and height as the original raster but will only have one band.

If *pixeltype* is passed in, then the new raster will have a band of that pixeltype. If *pixeltype* is passed NULL, then the new raster band will have the same pixeltype as the input *rast* band.

In the expression you can use the term `[rast]` to refer to the pixel value of the original band, `[rast.x]` to refer to the 1-based pixel column index, `[rast.y]` to refer to the 1-based pixel row index.

Availability: 2.0.0

## Examples

Create a new 1 band raster from our original that is a function of modulo 2 of the original raster band.

```
ALTER TABLE dummy_rast ADD COLUMN map_rast raster;
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

Create a new 1 band raster of pixel-type 2BUI from our original that is reclassified and set the nodata value to be 0.

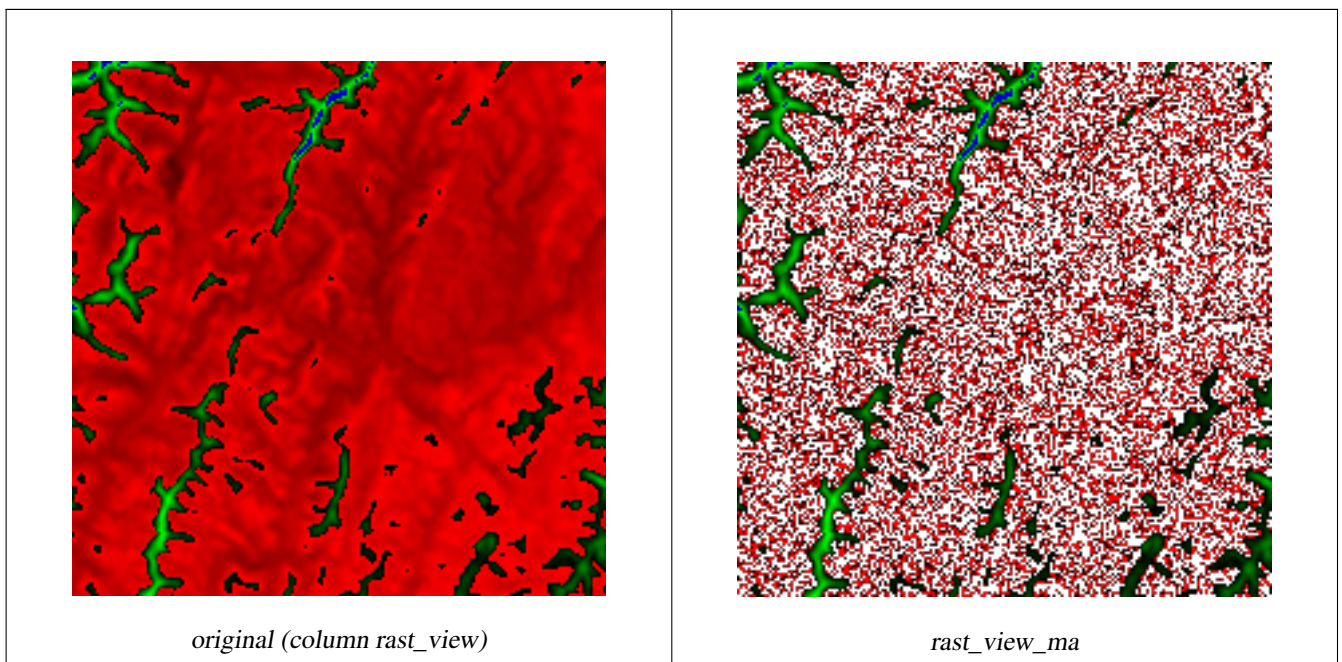
```
ALTER TABLE dummy_rast ADD COLUMN map_rast2 raster;
UPDATE dummy_rast SET
  map_rast2 = ST_MapAlgebraExpr(rast,'2BUI'::text,'CASE WHEN [rast] BETWEEN 100 and 250 ←
    THEN 1 WHEN [rast] = 252 THEN 2 WHEN [rast] BETWEEN 253 and 254 THEN 3 ELSE 0 END':: ←
    text, '0')
WHERE rid = 2;

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
```



Create a new 3 band raster same pixel type from our original 3 band raster with first band altered by map algebra and remaining 2 bands unaltered.

```
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;
```

#### See Also

[ST\\_MapAlgebraExpr](#), [ST\\_MapAlgebraFct](#), [ST\\_BandPixelType](#), [ST\\_GeoReference](#), [ST\\_Value](#)

### 12.12.8 ST\_MapAlgebraExpr

**ST\_MapAlgebraExpr** — 2 raster band version: Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation on the two input raster bands and of pixeltype provided. band 1 of each raster is assumed if no band numbers are specified. The resulting raster will be aligned (scale, skew and pixel corners) on the grid defined by the first raster and have its extent defined by the "extenttype" parameter. Values for "extenttype" can be: INTERSECTION, UNION, FIRST, SECOND.

#### Synopsis

```
raster ST_MapAlgebraExpr(raster rast1, raster rast2, text expression, text pixeltype=same_as_rast1_band, text extenttype=INTERSECTION,
text nodata1expr=NULL, text nodata2expr=NULL, double precision nodatanodataval=NULL);
raster ST_MapAlgebraExpr(raster rast1, integer band1, raster rast2, integer band2, text expression, text pixeltype=same_as_rast1_band,
text extenttype=INTERSECTION, text nodata1expr=NULL, text nodata2expr=NULL, double precision nodatanodataval=NULL);
```

## Description



### Warning

**ST\_MapAlgebraExpr** is deprecated as of 2.1.0. Use **ST\_MapAlgebra (expression version)** instead.

Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation to the two bands defined by the *expression* on the two input raster bands *rast1*, (*rast2*). If no *band1*, *band2* is specified band 1 is assumed. The resulting raster will be aligned (scale, skew and pixel corners) on the grid defined by the first raster. The resulting raster will have the extent defined by the *extenttype* parameter.

**expression** A PostgreSQL algebraic expression involving the two rasters and PostgreSQL defined functions/operators that will define the pixel value when pixels intersect. e.g.  $(([rast1] + [rast2])/2.0)::integer$

**pixeltype** The resulting pixel type of the output raster. Must be one listed in **ST\_BandPixelType**, left out or set to NULL. If not passed in or set to NULL, will default to the pixeltype of the first raster.

**extenttype** Controls the extent of resulting raster

1. INTERSECTION - The extent of the new raster is the intersection of the two rasters. This is the default.
2. UNION - The extent of the new raster is the union of the two rasters.
3. FIRST - The extent of the new raster is the same as the one of the first raster.
4. SECOND - The extent of the new raster is the same as the one of the second raster.

**nodata1expr** An algebraic expression involving only *rast2* or a constant that defines what to return when pixels of *rast1* are nodata values and spatially corresponding *rast2* pixels have values.

**nodata2expr** An algebraic expression involving only *rast1* or a constant that defines what to return when pixels of *rast2* are nodata values and spatially corresponding *rast1* pixels have values.

**nodatanodataval** A numeric constant to return when spatially corresponding *rast1* and *rast2* pixels are both nodata values.

If *pixeltype* is passed in, then the new raster will have a band of that pixeltype. If *pixeltype* is passed NULL or no pixel type specified, then the new raster band will have the same pixeltype as the input *rast1* band.

Use the term `[rast1.val] [rast2.val]` to refer to the pixel value of the original raster bands and `[rast1.x], [rast1.y]` etc. to refer to the column / row positions of the pixels.

Availability: 2.0.0

### Example: 2 Band Intersection and Union

Create a new 1 band raster from our original that is a function of modulo 2 of the original raster band.

```
--Create a cool set of rasters --
DROP TABLE IF EXISTS fun_shapes;
CREATE TABLE fun_shapes(rid serial PRIMARY KEY, fun_name text, rast raster);

-- Insert some cool shapes around Boston in Massachusetts state plane meters --
INSERT INTO fun_shapes(fun_name, rast)
VALUES ('ref', ST_AsRaster(ST_MakeEnvelope(235229, 899970, 237229, 901930),26986),200,200,'8 ←
    BUI',0,0));

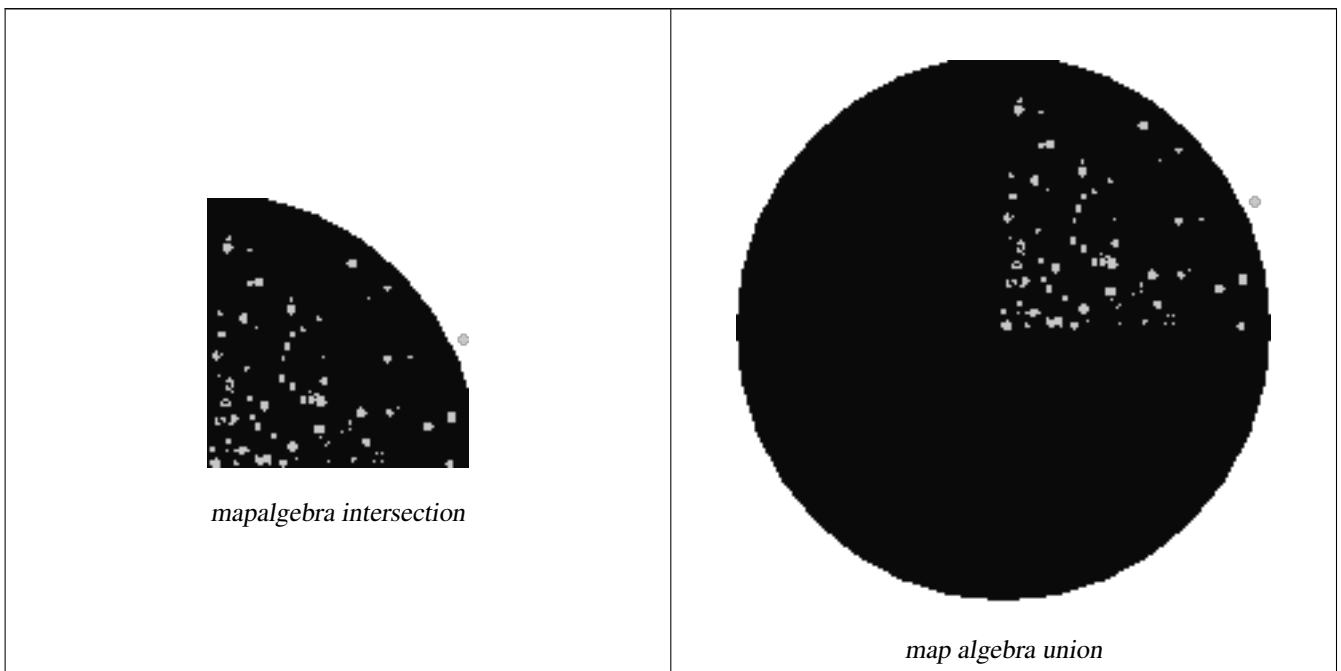
INSERT INTO fun_shapes(fun_name,rast)
WITH ref(rast) AS (SELECT rast FROM fun_shapes WHERE fun_name = 'ref' )
SELECT 'area' AS fun_name, ST_AsRaster(ST_Buffer(ST_SetSRID(ST_Point(236229, 900930),26986) ←
    , 1000),
```

```

        ref.rast,'8BUI', 10, 0) As rast
FROM ref
UNION ALL
SELECT 'rand bubbles',
       ST_AsRaster(
         (SELECT ST_Collect(geom)
          FROM (SELECT ST_Buffer(ST_SetSRID(ST_Point(236229 + i*random()*100, 900930 + j*random() ←
            *100),26986), random()*20) As geom
              FROM generate_series(1,10) As i, generate_series(1,10) As j
              ) As foo ), ref.rast,'8BUI', 200, 0)
FROM ref;

--map them -
SELECT ST_MapAlgebraExpr(
  area.rast, bub.rast, '[rast2.val]', '8BUI', 'INTERSECTION', '[rast2.val]', '[rast1. ←
  val]') As interrast,
  ST_MapAlgebraExpr(
  area.rast, bub.rast, '[rast2.val]', '8BUI', 'UNION', '[rast2.val]', '[rast1.val ←
  ]') As unionrast
FROM
  (SELECT rast FROM fun_shapes WHERE
   fun_name = 'area') As area
CROSS JOIN (SELECT rast
FROM fun_shapes WHERE
fun_name = 'rand bubbles') As bub

```



### Example: Overlaying rasters on a canvas as separate bands

```

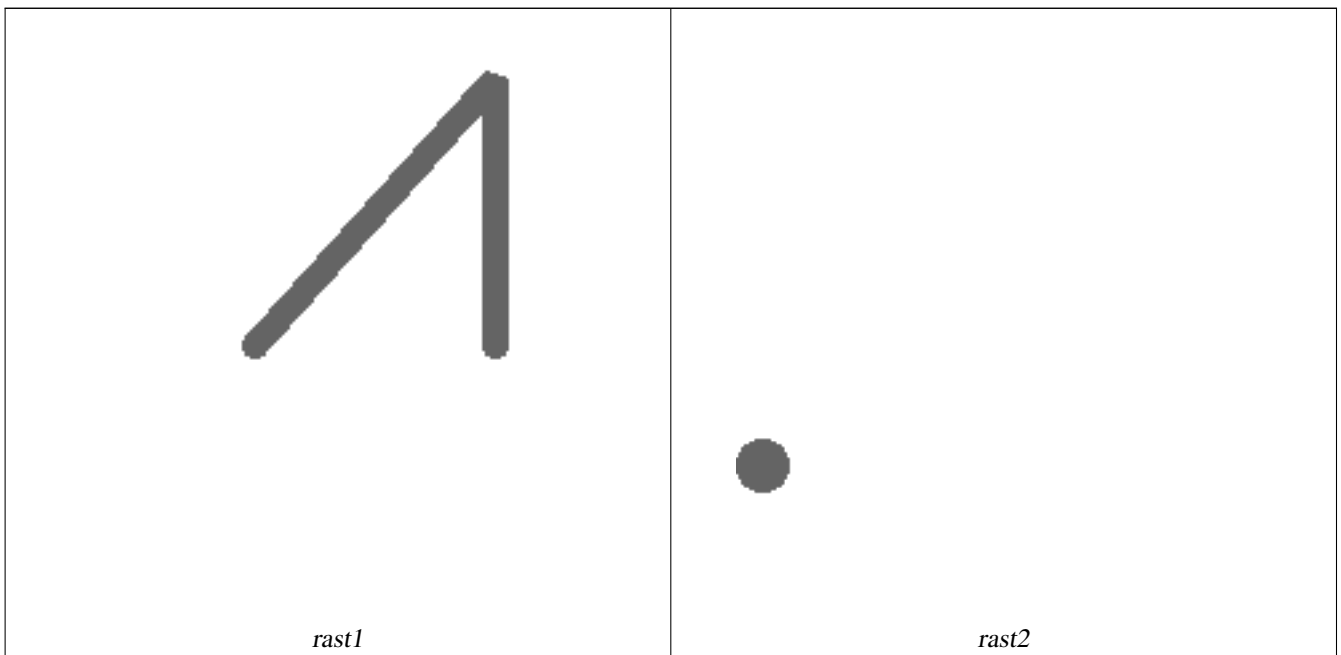
-- we use ST_AsPNG to render the image so all single band ones look grey --
WITH mygeoms
  AS ( SELECT 2 As bnum, ST_Buffer(ST_Point(1,5),10) As geom
      UNION ALL
      SELECT 3 AS bnum,
            ST_Buffer(ST_GeomFromText('LINESTRING(50 50,150 150,150 50)'), 10,'join= ←
            bevel') As geom
      UNION ALL

```

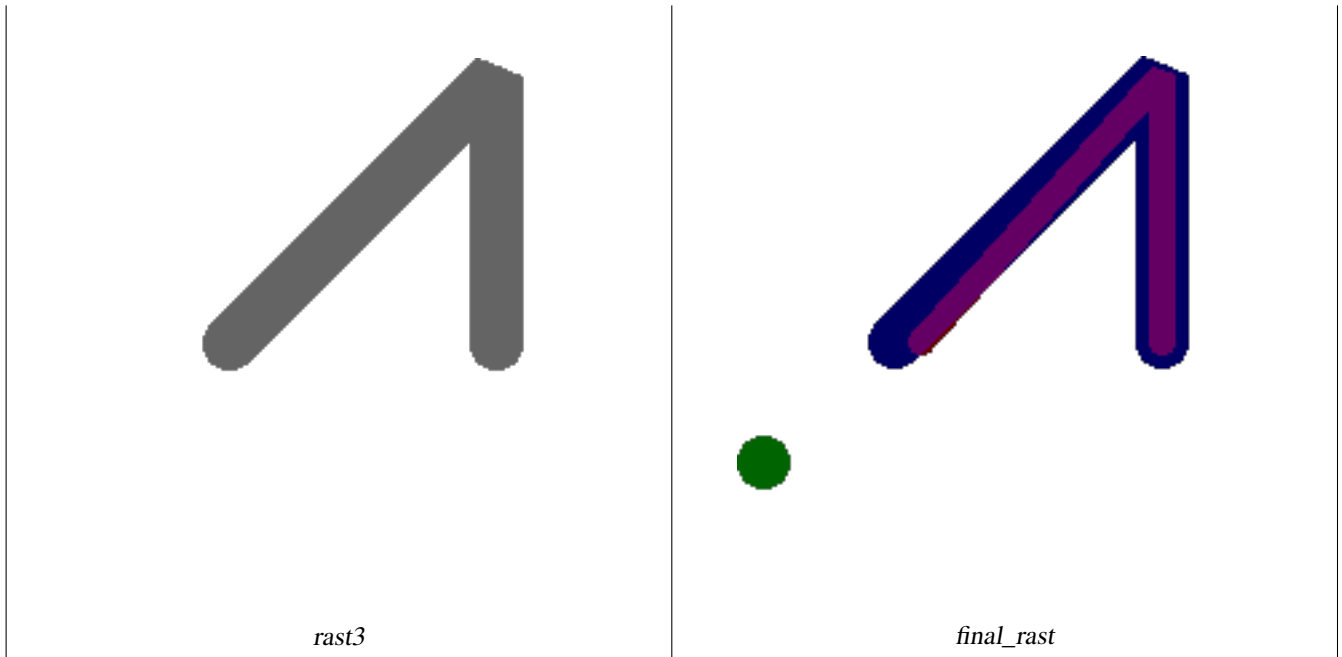
```

SELECT 1 As bnum,
      ST_Buffer(ST_GeomFromText('LINESTRING(60 50,150 150,150 50)'), 5,'join= ↵
      bevel') As geom
    ),
-- define our canvas to be 1 to 1 pixel to geometry
canvas
AS (SELECT ST_AddBand(ST_MakeEmptyRaster(200,
    200,
    ST_XMin(e)::integer, ST_YMax(e)::integer, 1, -1, 0, 0) , '8BUI'::text,0) As rast
FROM (SELECT ST_Extent(geom) As e,
      Max(ST_SRID(geom)) As srid
      from mygeoms
      ) As foo
    ),
rbands AS (SELECT ARRAY(SELECT ST_MapAlgebraExpr(canvas.rast, ST_AsRaster(m.geom, canvas ↵
.rast, '8BUI', 100),
      '[rast2.val]', '8BUI', 'FIRST', '[rast2.val]', '[rast1.val]') As rast
FROM mygeoms AS m CROSS JOIN canvas
ORDER BY m.bnum) As rasts
    )
SELECT rasts[1] As rast1 , rasts[2] As rast2, rasts[3] As rast3, ST_AddBand(
      ST_AddBand(rasts[1],rasts[2]), rasts[3]) As final_rast
FROM rbands;

```







### Example: Overlay 2 meter boundary of select parcels over an aerial imagery

```

-- Create new 3 band raster composed of first 2 clipped bands, and overlay of 3rd band with ←
  our geometry
-- This query took 3.6 seconds on PostGIS windows 64-bit install
WITH pr AS
-- Note the order of operation: we clip all the rasters to dimensions of our region
(SELECT ST_Clip(rast,ST_Expand(geom,50) ) As rast, g.geom
  FROM aerals.o_2_boston AS r INNER JOIN
-- union our parcels of interest so they form a single geometry we can later intersect with
  (SELECT ST_Union(ST_Transform(geom,26986)) AS geom
    FROM landparcels WHERE pid IN('0303890000', '0303900000')) As g
  ON ST_Intersects(rast::geometry, ST_Expand(g.geom,50))
),
-- we then union the raster shards together
-- ST_Union on raster is kinda of slow but much faster the smaller you can get the rasters
-- therefore we want to clip first and then union
prunion AS
(SELECT ST_AddBand(NULL, ARRAY[ST_Union(rast,1),ST_Union(rast,2),ST_Union(rast,3)] ) As ←
  clipped,geom
FROM pr
GROUP BY geom)
-- return our final raster which is the unioned shard with
-- with the overlay of our parcel boundaries
-- add first 2 bands, then mapalgebra of 3rd band + geometry
SELECT ST_AddBand(ST_Band(clipped,ARRAY[1,2])
  , ST_MapAlgebraExpr(ST_Band(clipped,3), ST_AsRaster(ST_Buffer(ST_Boundary(geom),2), ←
  clipped, '8BUI',250),
  '[rast2.val]', '8BUI', 'FIRST', '[rast2.val]', '[rast1.val]')) ) As rast
FROM prunion;

```



*The blue lines are the boundaries of select parcels*

#### See Also

[ST\\_MapAlgebraExpr](#), [ST\\_AddBand](#), [ST\\_AsPNG](#), [ST\\_AsRaster](#), [ST\\_MapAlgebraFct](#), [ST\\_BandPixelType](#), [ST\\_GeoReference](#), [ST\\_Value](#), [ST\\_Union](#), [ST\\_Union](#)

### 12.12.9 ST\_MapAlgebraFct

`ST_MapAlgebraFct` — 1 band version - Creates a new one band raster formed by applying a valid PostgreSQL function on the input raster band and of pixeltype provided. Band 1 is assumed if no band is specified.

#### Synopsis

```
raster ST_MapAlgebraFct(raster rast, regprocedure onerasteruserfunc);
raster ST_MapAlgebraFct(raster rast, regprocedure onerasteruserfunc, text[] VARIADIC args);
raster ST_MapAlgebraFct(raster rast, text 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);
```

#### Description



#### Warning

`ST_MapAlgebraFct` is deprecated as of 2.1.0. Use [ST\\_MapAlgebra \(callback function version\)](#) instead.

Creates a new one band raster formed by applying a valid PostgreSQL function specified by the `onerasteruserfunc` on the input raster (`rast`). If no band is specified, band 1 is assumed. The new raster will have the same georeference, width, and height as the original raster but will only have one band.

If `pixeltype` is passed in, then the new raster will have a band of that `pixeltype`. If `pixeltype` is passed NULL, then the new raster band will have the same `pixeltype` as the input `rast` band.

The `onerasteruserfunc` parameter must be the name and signature of a SQL or PL/pgSQL function, cast to a regprocedure. A very simple and quite useless PL/pgSQL function example is:

```
CREATE OR REPLACE FUNCTION simple_function(pixel FLOAT, pos INTEGER[], VARIADIC args TEXT ←
[])
RETURNS FLOAT
AS $$ BEGIN
    RETURN 0.0;
END; $$
LANGUAGE 'plpgsql' IMMUTABLE;
```

The `userfunction` may accept two or three arguments: a float value, an optional integer array, and a variadic text array. The first argument is the value of an individual raster cell (regardless of the raster datatype). The second argument is the position of the current processing cell in the form '{x,y}'. The third argument indicates that all remaining parameters to `ST_MapAlgebraFct` shall be passed through to the `userfunction`.

Passing a regprocedure argument to a SQL function requires the full function signature to be passed, then cast to a regprocedure type. To pass the above example PL/pgSQL function as an argument, the SQL for the argument is:

```
'simple_function(float,integer[],text[])'::regprocedure
```

Note that the argument contains the name of the function, the types of the function arguments, quotes around the name and argument types, and a cast to a regprocedure.

The third argument to the `userfunction` is a variadic text array. All trailing text arguments to any `ST_MapAlgebraFct` call are passed through to the specified `userfunction`, and are contained in the `args` argument.



#### Note

For more information about the VARIADIC keyword, please refer to the PostgreSQL documentation and the "SQL Functions with Variable Numbers of Arguments" section of [Query Language \(SQL\) Functions](#).



#### Note

The `text[]` argument to the `userfunction` is required, regardless of whether you choose to pass any arguments to your user function for processing or not.

Availability: 2.0.0

## Examples

Create a new 1 band raster from our original that is a function of modulo 2 of the original raster band.

```
ALTER TABLE dummy_rast ADD COLUMN map_rast raster;
CREATE FUNCTION mod_fct(pixel float, pos integer[], variadic args text[])
RETURNS float
AS $$
BEGIN
    RETURN pixel::integer % 2;
END;
$$
```

```
LANGUAGE 'plpgsql' IMMUTABLE;

UPDATE dummy_rast SET map_rast = ST_MapAlgebraFct(rast,NULL,'mod_fct(float,integer[],text ←
  [])'::regprocedure) WHERE rid = 2;

SELECT ST_Value(rast,1,i,j) As origval, ST_Value(map_rast, 1, i, j) As mapval
FROM dummy_rast CROSS JOIN generate_series(1, 3) AS i CROSS JOIN generate_series(1,3) AS j
WHERE rid = 2;
```

origval	mapval
253	1
254	0
253	1
253	1
254	0
254	0
250	0
254	0
254	0

Create a new 1 band raster of pixel-type 2BUI from our original that is reclassified and set the nodata value to a passed parameter to the user function (0).

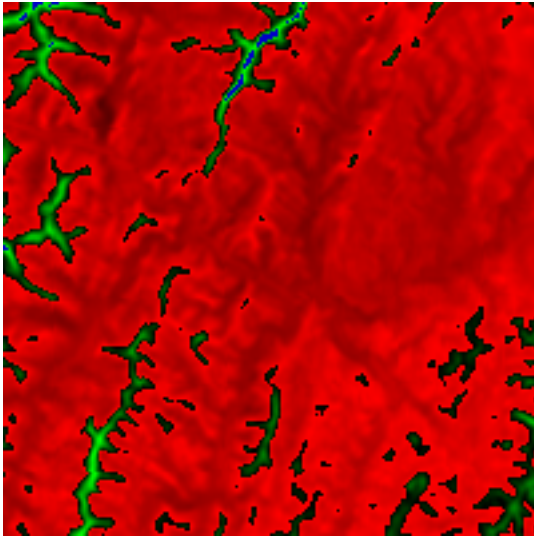
```
ALTER TABLE dummy_rast ADD COLUMN map_rast2 raster;
CREATE FUNCTION classify_fct(pixel float, pos integer[], variadic args text[])
RETURNS float
AS
$$
DECLARE
  nodata float := 0;
BEGIN
  IF NOT args[1] IS NULL THEN
    nodata := args[1];
  END IF;
  IF pixel < 251 THEN
    RETURN 1;
  ELSIF pixel = 252 THEN
    RETURN 2;
  ELSIF pixel > 252 THEN
    RETURN 3;
  ELSE
    RETURN nodata;
  END IF;
END;
$$
LANGUAGE 'plpgsql';
UPDATE dummy_rast SET map_rast2 = ST_MapAlgebraFct(rast,'2BUI','classify_fct(float,integer ←
  [],text[])'::regprocedure, '0') WHERE rid = 2;

SELECT DISTINCT ST_Value(rast,1,i,j) As origval, ST_Value(map_rast2, 1, i, j) As mapval
FROM dummy_rast CROSS JOIN generate_series(1, 5) AS i CROSS JOIN generate_series(1,5) AS j
WHERE rid = 2;
```

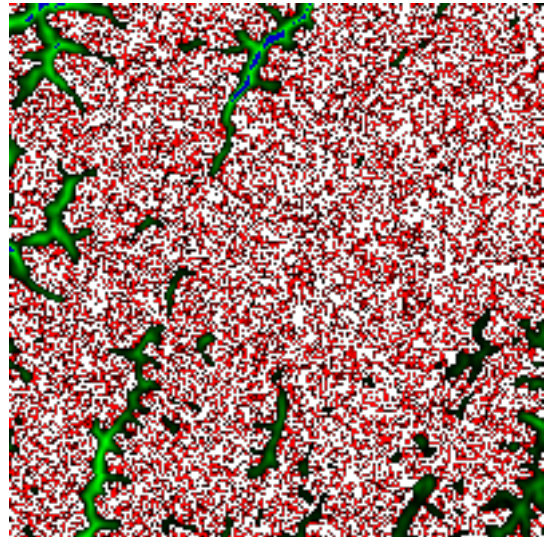
origval	mapval
249	1
250	1
251	
252	2
253	3
254	3

```
SELECT ST_BandPixelType(map_rast2) As b1pixtyp
FROM dummy_rast WHERE rid = 2;
```

```
b1pixtyp
-----
2BUI
```



*original (column rast-view)*



*rast\_view\_ma*

Create a new 3 band raster same pixel type from our original 3 band raster with first band altered by map algebra and remaining 2 bands unaltered.

```
CREATE FUNCTION rast_plus_tan(pixel float, pos integer[], variadic args text[])
RETURNS float
AS
$$
BEGIN
    RETURN tan(pixel) * pixel;
END;
$$
LANGUAGE 'plpgsql';

SELECT ST_AddBand(
    ST_AddBand(
        ST_AddBand(
            ST_MakeEmptyRaster(rast_view),
            ST_MapAlgebraFct(rast_view,1,NULL,'rast_plus_tan(float,integer[],text[])':: ←
                regprocedure)
        ),
        ST_Band(rast_view,2)
    ),
    ST_Band(rast_view, 3) As rast_view_ma
)
FROM wind
WHERE rid=167;
```

**See Also**

[ST\\_MapAlgebraExpr](#), [ST\\_BandPixelType](#), [ST\\_GeoReference](#), [ST\\_SetValue](#)

**12.12.10 ST\_MapAlgebraFct**

`ST_MapAlgebraFct` — 2 band version - Creates a new one band raster formed by applying a valid PostgreSQL function on the 2 input raster bands and of pixeltype provided. Band 1 is assumed if no band is specified. Extent type defaults to INTERSECTION if not specified.

**Synopsis**

raster `ST_MapAlgebraFct`(raster rast1, raster rast2, regprocedure tworastuserfunc, text pixeltype=same\_as\_rast1, text extenttype=INTERSECTION, text[] VARIADIC userargs);

raster `ST_MapAlgebraFct`(raster rast1, integer band1, raster rast2, integer band2, regprocedure tworastuserfunc, text pixeltype=same\_as\_rast1, text extenttype=INTERSECTION, text[] VARIADIC userargs);

**Description****Warning**

`ST_MapAlgebraFct` is deprecated as of 2.1.0. Use [ST\\_MapAlgebra \(callback function version\)](#) instead.

Creates a new one band raster formed by applying a valid PostgreSQL function specified by the `tworastuserfunc` on the input raster `rast1`, `rast2`. If no `band1` or `band2` is specified, band 1 is assumed. The new raster will have the same georeference, width, and height as the original rasters but will only have one band.

If `pixeltype` is passed in, then the new raster will have a band of that pixeltype. If `pixeltype` is passed NULL or left out, then the new raster band will have the same pixeltype as the input `rast1` band.

The `tworastuserfunc` parameter must be the name and signature of an SQL or PL/pgSQL function, cast to a regprocedure. An example PL/pgSQL function example is:

```
CREATE OR REPLACE FUNCTION simple_function_for_two_rasters(pixel1 FLOAT, pixel2 FLOAT, pos ←
  INTEGER[], VARIADIC args TEXT[])
  RETURNS FLOAT
  AS $$ BEGIN
    RETURN 0.0;
  END; $$
LANGUAGE 'plpgsql' IMMUTABLE;
```

The `tworastuserfunc` may accept three or four arguments: a double precision value, a double precision value, an optional integer array, and a variadic text array. The first argument is the value of an individual raster cell in `rast1` (regardless of the raster datatype). The second argument is an individual raster cell value in `rast2`. The third argument is the position of the current processing cell in the form '`{x,y}`'. The fourth argument indicates that all remaining parameters to `ST_MapAlgebraFct` shall be passed through to the `tworastuserfunc`.

Passing a regprocedure argument to a SQL function requires the full function signature to be passed, then cast to a regprocedure type. To pass the above example PL/pgSQL function as an argument, the SQL for the argument is:

```
'simple_function(double precision, double precision, integer[], text[])'::regprocedure
```

Note that the argument contains the name of the function, the types of the function arguments, quotes around the name and argument types, and a cast to a regprocedure.

The fourth argument to the `tworastuserfunc` is a variadic text array. All trailing text arguments to any `ST_MapAlgebraFct` call are passed through to the specified `tworastuserfunc`, and are contained in the `userargs` argument.

**Note**

For more information about the VARIADIC keyword, please refer to the PostgreSQL documentation and the "SQL Functions with Variable Numbers of Arguments" section of [Query Language \(SQL\) Functions](#).

**Note**

The text[] argument to the `tworasteruserfunc` is required, regardless of whether you choose to pass any arguments to your user function for processing or not.

Availability: 2.0.0

**Example: Overlaying rasters on a canvas as separate bands**

```
-- define our user defined function --
CREATE OR REPLACE FUNCTION raster_mapalgebra_union(
    rast1 double precision,
    rast2 double precision,
    pos integer[],
    VARIADIC userargs text[]
)
RETURNS double precision
AS $$
DECLARE
BEGIN
    CASE
        WHEN rast1 IS NOT NULL AND rast2 IS NOT NULL THEN
            RETURN ((rast1 + rast2)/2.);
        WHEN rast1 IS NULL AND rast2 IS NULL THEN
            RETURN NULL;
        WHEN rast1 IS NULL THEN
            RETURN rast2;
        ELSE
            RETURN rast1;
        END CASE;

    RETURN NULL;
END;
$$ LANGUAGE 'plpgsql' IMMUTABLE COST 1000;

-- prep our test table of rasters
DROP TABLE IF EXISTS map_shapes;
CREATE TABLE map_shapes(rid serial PRIMARY KEY, rast raster, bnum integer, descrip text);
INSERT INTO map_shapes(rast,bnum, descrip)
WITH mygeoms
    AS ( SELECT 2 As bnum, ST_Buffer(ST_Point(90,90),30) As geom, 'circle' As descrip
        UNION ALL
        SELECT 3 AS bnum,
            ST_Buffer(ST_GeomFromText('LINESTRING(50 50,150 150,150 50)'), 15) As geom, ←
            'big road' As descrip
        UNION ALL
        SELECT 1 As bnum,
            ST_Translate(ST_Buffer(ST_GeomFromText('LINESTRING(60 50,150 150,150 50)'), ←
            8,'join=bevel'), 10,-6) As geom, 'small road' As descrip
    ),
-- define our canvas to be 1 to 1 pixel to geometry
canvas
AS ( SELECT ST_AddBand(ST_MakeEmptyRaster(250,
```

```

250,
ST_XMin(e)::integer, ST_YMax(e)::integer, 1, -1, 0, 0 ) , '8BUI'::text,0) As rast
FROM (SELECT ST_Extent(geom) As e,
      Max(ST_SRID(geom)) As srid
      from mygeoms
      ) As foo
)
-- return our rasters aligned with our canvas
SELECT ST_AsRaster(m.geom, canvas.rast, '8BUI', 240) As rast, bnum, descrip
      FROM mygeoms AS m CROSS JOIN canvas
UNION ALL
SELECT canvas.rast, 4, 'canvas'
FROM canvas;

-- Map algebra on single band rasters and then collect with ST_AddBand
INSERT INTO map_shapes(rast,bnum,descrip)
SELECT ST_AddBand(ST_AddBand(rasts[1], rasts[2]),rasts[3]), 4, 'map bands overlay fct union ←
      (canvas)'
      FROM (SELECT ARRAY(SELECT ST_MapAlgebraFct(m1.rast, m2.rast,
          'raster_mapalgebra_union(double precision, double precision, integer[], text[]) ←
          '::regprocedure, '8BUI', 'FIRST')
          FROM map_shapes As m1 CROSS JOIN map_shapes As m2
          WHERE m1.descrip = 'canvas' AND m2.descrip <> 'canvas' ORDER BY m2.bnum) As rasts) As ←
      foo;

```



*map bands overlay (canvas) (R: small road, G: circle, B: big road)*

### User Defined function that takes extra args

```

CREATE OR REPLACE FUNCTION raster_mapalgebra_userargs(
  rast1 double precision,
  rast2 double precision,
  pos integer[],
  VARIADIC userargs text[]

```



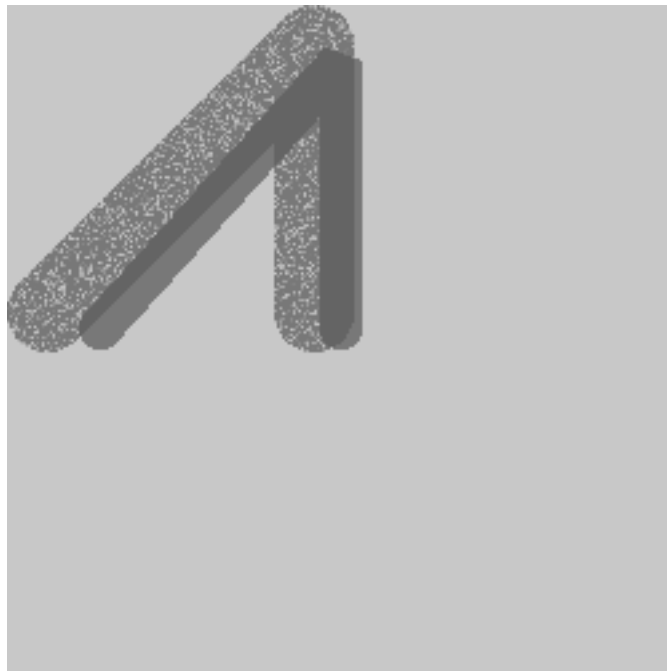
```

)
RETURNS double precision
AS $$
DECLARE
BEGIN
    CASE
        WHEN rast1 IS NOT NULL AND rast2 IS NOT NULL THEN
            RETURN least(userargs[1]::integer, (rast1 + rast2)/2.);
        WHEN rast1 IS NULL AND rast2 IS NULL THEN
            RETURN userargs[2]::integer;
        WHEN rast1 IS NULL THEN
            RETURN greatest(rast2, random()*userargs[3]::integer)::integer;
        ELSE
            RETURN greatest(rast1, random()*userargs[4]::integer)::integer;
    END CASE;

    RETURN NULL;
END;
$$ LANGUAGE 'plpgsql' VOLATILE COST 1000;

SELECT ST_MapAlgebraFct(m1.rast, 1, m1.rast, 3,
    'raster_mapalgebra_userargs(double precision, double precision, integer[], text ←
    [])'::regprocedure,
    '8BUI', 'INTERSECT', '100','200','200','0')
    FROM map_shapes As m1
WHERE m1.descrip = 'map bands overlay fct union (canvas)';

```



*user defined with extra args and different bands from same raster*

### See Also

[ST\\_MapAlgebraExpr](#), [ST\\_BandPixelType](#), [ST\\_GeoReference](#), [ST\\_SetValue](#)

### 12.12.11 ST\_MapAlgebraFctNgb

`ST_MapAlgebraFctNgb` — 1-band version: Map Algebra Nearest Neighbor using user-defined PostgreSQL function. Return a raster which values are the result of a PLPGSQL user function involving a neighborhood of values from the input raster band.

#### Synopsis

raster `ST_MapAlgebraFctNgb`(raster rast, integer band, text pixeltyp, integer ngbwidth, integer ngbheight, regprocedure onerastngbuserfunc, text nodatamode, text[] VARIADIC args);

#### Description



#### Warning

`ST_MapAlgebraFctNgb` is deprecated as of 2.1.0. Use `ST_MapAlgebra (callback function version)` instead.

(one raster version) Return a raster which values are the result of a PLPGSQL user function involving a neighborhood of values from the input raster band. The user function takes the neighborhood of pixel values as an array of numbers, for each pixel, returns the result from the user function, replacing pixel value of currently inspected pixel with the function result.

**rast** Raster on which the user function is evaluated.

**band** Band number of the raster to be evaluated. Default to 1.

**pixeltyp** The resulting pixel type of the output raster. Must be one listed in `ST_BandPixelType` or left out or set to NULL. If not passed in or set to NULL, will default to the pixeltype of the `rast`. Results are truncated if they are larger than what is allowed for the pixeltype.

**ngbwidth** The width of the neighborhood, in cells.

**ngbheight** The height of the neighborhood, in cells.

**onerastngbuserfunc** PLPGSQL/psql user function to apply to neighborhood pixels of a single band of a raster. The first element is a 2-dimensional array of numbers representing the rectangular pixel neighborhood

**nodatamode** Defines what value to pass to the function for a neighborhood pixel that is nodata or NULL

'ignore': any NODATA values encountered in the neighborhood are ignored by the computation -- this flag must be sent to the user callback function, and the user function decides how to ignore it.

'NULL': any NODATA values encountered in the neighborhood will cause the resulting pixel to be NULL -- the user callback function is skipped in this case.

'value': any NODATA values encountered in the neighborhood are replaced by the reference pixel (the one in the center of the neighborhood). Note that if this value is NODATA, the behavior is the same as 'NULL' (for the affected neighborhood)

**args** Arguments to pass into the user function.

Availability: 2.0.0

#### Examples

Examples utilize the katrina raster loaded as a single tile described in [http://trac.osgeo.org/gdal/wiki/frmts\\_wtkraster.html](http://trac.osgeo.org/gdal/wiki/frmts_wtkraster.html) and then prepared in the `ST_Rescale` examples

```

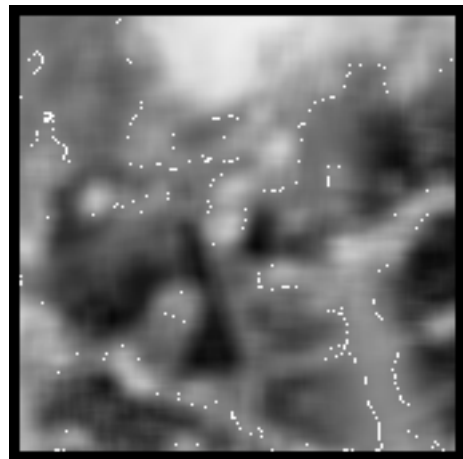
--
-- A simple 'callback' user function that averages up all the values in a neighborhood.
--
CREATE OR REPLACE FUNCTION rast_avg(matrix float[][], nodatamode text, variadic args text ←
[])
RETURNS float AS
$$
DECLARE
    _matrix float[][];
    x1 integer;
    x2 integer;
    y1 integer;
    y2 integer;
    sum float;
BEGIN
    _matrix := matrix;
    sum := 0;
    FOR x in array_lower(matrix, 1)..array_upper(matrix, 1) LOOP
        FOR y in array_lower(matrix, 2)..array_upper(matrix, 2) LOOP
            sum := sum + _matrix[x][y];
        END LOOP;
    END LOOP;
    RETURN (sum*1.0/(array_upper(matrix,1)*array_upper(matrix,2) ))::integer ;
END;
$$
LANGUAGE 'plpgsql' IMMUTABLE COST 1000;

-- now we apply to our raster averaging pixels within 2 pixels of each other in X and Y ↔
direction --
SELECT ST_MapAlgebraFctNgb(rast, 1, '8BUI', 4,4,
    'rast_avg(float[][], text, text[])'::regprocedure, 'NULL', NULL) As nn_with_border
FROM katrinas_rescaled
limit 1;

```



*First band of our raster*



*new raster after averaging pixels withing 4x4 pixels of each other*

### See Also

[ST\\_MapAlgebraFct](#), [ST\\_MapAlgebraExpr](#), [ST\\_Rescale](#)

### 12.12.12 ST\_Reclass

**ST\_Reclass** — Creates a new raster composed of band types reclassified from original. The `nband` is the band to be changed. If `nband` is not specified assumed to be 1. All other bands are returned unchanged. Use case: convert a 16BUI band to a 8BUI and so forth for simpler rendering as viewable formats.

#### Synopsis

```
raster ST_Reclass(raster rast, integer nband, text reclassexpr, text pixeltype, double precision nodataval=NULL);
raster ST_Reclass(raster rast, reclassarg[] VARIADIC reclassargset);
raster ST_Reclass(raster rast, text reclassexpr, text pixeltype);
```

#### Description

Creates a new raster formed by applying a valid PostgreSQL algebraic operation defined by the `reclassexpr` on the input raster (`rast`). If no band is specified band 1 is assumed. The new raster will have the same georeference, width, and height as the original raster. Bands not designated will come back unchanged. Refer to [reclassarg](#) for description of valid reclassification expressions.

The bands of the new raster will have pixel type of `pixeltype`. If `reclassargset` is passed in then each `reclassarg` defines behavior of each band generated.

Availability: 2.0.0

#### Examples Basic

Create a new raster from the original where band 2 is converted from 8BUI to 4BUI and all values from 101-254 are set to nodata value.

```
ALTER TABLE dummy_rast ADD COLUMN reclass_rast raster;
UPDATE dummy_rast SET reclass_rast = ST_Reclass(rast,2,'0-87:1-10, 88-100:11-15, ←
    101-254:0-0', '4BUI',0) WHERE rid = 2;

SELECT i as col, j as row, ST_Value(rast,2,i,j) As origval,
       ST_Value(reclass_rast, 2, i, j) As reclassval,
       ST_Value(reclass_rast, 2, i, j, false) As reclassval_include_nodata
FROM dummy_rast CROSS JOIN generate_series(1, 3) AS i CROSS JOIN generate_series(1,3) AS j
WHERE rid = 2;
```

col	row	origval	reclassval	reclassval_include_nodata
1	1	78	9	9
2	1	98	14	14
3	1	122		0
1	2	96	14	14
2	2	118		0
3	2	180		0
1	3	99	15	15
2	3	112		0
3	3	169		0

#### Example: Advanced using multiple reclassargs

Create a new raster from the original where band 1,2,3 is converted to 1BB,4BUI, 4BUI respectively and reclassified. Note this uses the variadic `reclassarg` argument which can take as input an indefinite number of `reclassargs` (theoretically as many bands as you have)

```

UPDATE dummy_rast SET reclass_rast =
  ST_Reclass(rast,
    ROW(2,'0-87]:1-10, (87-100]:11-15, (101-254]:0-0', '4BUI',NULL)::reclassarg,
    ROW(1,'0-253]:1, 254:0', '1BB', NULL)::reclassarg,
    ROW(3,'0-70]:1, (70-86:2, [86-150]:3, [150-255:4', '4BUI', NULL)::reclassarg
  ) WHERE rid = 2;

SELECT i as col, j as row, ST_Value(rast,1,i,j) As ov1, ST_Value(reclass_rast, 1, i, j) As ←
  rv1,
  ST_Value(rast,2,i,j) As ov2, ST_Value(reclass_rast, 2, i, j) As rv2,
  ST_Value(rast,3,i,j) As ov3, ST_Value(reclass_rast, 3, i, j) As rv3
FROM dummy_rast CROSS JOIN generate_series(1, 3) AS i CROSS JOIN generate_series(1,3) AS j
WHERE rid = 2;

```

col	row	ov1	rv1	ov2	rv2	ov3	rv3
1	1	253	1	78	9	70	1
2	1	254	0	98	14	86	3
3	1	253	1	122	0	100	3
1	2	253	1	96	14	80	2
2	2	254	0	118	0	108	3
3	2	254	0	180	0	162	4
1	3	250	1	99	15	90	3
2	3	254	0	112	0	108	3
3	3	254	0	169	0	175	4

### Example: Advanced Map a single band 32BF raster to multiple viewable bands

Create a new 3 band (8BUI,8BUI,8BUI viewable raster) from a raster that has only one 32bf band

```

ALTER TABLE wind ADD COLUMN rast_view raster;
UPDATE wind
  set rast_view = ST_AddBand( NULL,
    ARRAY[
      ST_Reclass(rast, 1, '0.1-10]:1-10,9-10]:11, (11-33:0'::text, '8BUI'::text,0),
      ST_Reclass(rast,1, '11-33):0-255,[0-32:0, (34-100:0'::text, '8BUI'::text,0),
      ST_Reclass(rast,1, '0-32]:0, (32-100:100-255'::text, '8BUI'::text,0)
    ]
  );

```

### See Also

[ST\\_AddBand](#), [ST\\_Band](#), [ST\\_BandPixelType](#), [ST\\_MakeEmptyRaster](#), [reclassarg](#), [ST\\_Value](#)

## 12.12.13 ST\_Union

**ST\_Union** — Returns the union of a set of raster tiles into a single raster composed of 1 or more bands.

### Synopsis

```

raster ST_Union(setof raster rast);
raster ST_Union(setof raster rast, unionarg[] unionargset);
raster ST_Union(setof raster rast, integer nband);
raster ST_Union(setof raster rast, text uniontype);
raster ST_Union(setof raster rast, integer nband, text uniontype);

```

## Description

Returns the union of a set of raster tiles into a single raster composed of at least one band. The resulting raster's extent is the extent of the whole set. In the case of intersection, the resulting value is defined by `uniontype` which is one of the following: LAST (default), FIRST, MIN, MAX, COUNT, SUM, MEAN, RANGE.



### Note

In order for rasters to be unioned, they must all have the same alignment. Use [ST\\_SameAlignment](#) and [ST\\_NotSameAlignmentReason](#) for more details and help. One way to fix alignment issues is to use [ST\\_Resample](#) and use the same reference raster for alignment.

Availability: 2.0.0

Enhanced: 2.1.0 Improved Speed (fully C-Based).

Availability: 2.1.0 `ST_Union(rast, unionarg)` variant was introduced.

Enhanced: 2.1.0 `ST_Union(rast)` (variant 1) unions all bands of all input rasters. Prior versions of PostGIS assumed the first band.

Enhanced: 2.1.0 `ST_Union(rast, uniontype)` (variant 4) unions all bands of all input rasters.

### Examples: Reconstitute a single band chunked raster tile

```
-- this creates a single band from first band of raster tiles
-- that form the original file system tile
SELECT filename, ST_Union(rast,1) As file_rast
FROM sometable WHERE filename IN('dem01', 'dem02') GROUP BY filename;
```

### Examples: Return a multi-band raster that is the union of tiles intersecting geometry

```
-- this creates a multi band raster collecting all the tiles that intersect a line
-- Note: In 2.0, this would have just returned a single band raster
-- , new union works on all bands by default
-- this is equivalent to unionarg: ARRAY[ROW(1, 'LAST'), ROW(2, 'LAST'), ROW(3, 'LAST')]:: ←
  unionarg[]
SELECT ST_Union(rast)
FROM aerials.boston
WHERE ST_Intersects(rast, ST_GeomFromText('LINESTRING(230486 887771, 230500 88772)',26986) ←
);
```

### Examples: Return a multi-band raster that is the union of tiles intersecting geometry

Here we use the longer syntax if we only wanted a subset of bands or we want to change order of bands

```
-- this creates a multi band raster collecting all the tiles that intersect a line
SELECT ST_Union(rast,ARRAY[ROW(2, 'LAST'), ROW(1, 'LAST'), ROW(3, 'LAST')]::unionarg[])
FROM aerials.boston
WHERE ST_Intersects(rast, ST_GeomFromText('LINESTRING(230486 887771, 230500 88772)',26986) ←
);
```

## See Also

[unionarg](#), [ST\\_Envelope](#), [ST\\_ConvexHull](#), [ST\\_Clip](#), [ST\\_Union](#)

## 12.13 Built-in Map Algebra Callback Functions

### 12.13.1 ST\_Distinct4ma

ST\_Distinct4ma — Raster processing function that calculates the number of unique pixel values in a neighborhood.

#### Synopsis

```
float8 ST_Distinct4ma(float8[][] matrix, text nodatamode, text[] VARIADIC args);
double precision ST_Distinct4ma(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);
```

#### Description

Calculate the number of unique pixel values in a neighborhood of pixels.



#### Note

Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).



#### Note

Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra \(callback function version\)](#).



#### Warning

Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Availability: 2.0.0

Enhanced: 2.1.0 Addition of Variant 2

#### Examples

```
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)
```

#### See Also

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra \(callback function version\)](#), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

### 12.13.2 ST\_InvDistWeight4ma

ST\_InvDistWeight4ma — Raster processing function that interpolates a pixel's value from the pixel's neighborhood.

#### Synopsis

double precision **ST\_InvDistWeight4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

#### Description

Calculate an interpolated value for a pixel using the Inverse Distance Weighted method.

There are two optional parameters that can be passed through `userargs`. The first parameter is the power factor (variable `k` in the equation below) between 0 and 1 used in the Inverse Distance Weighted equation. If not specified, default value is 1. The second parameter is the weight percentage applied only when the value of the pixel of interest is included with the interpolated value from the neighborhood. If not specified and the pixel of interest has a value, that value is returned.

The basic inverse distance weight equation is:

$$\hat{z}(x_o) = \frac{\sum_{j=1}^m z(x_j) d_{ij}^{-k}}{\sum_{j=1}^m d_{ij}^{-k}}$$

*k = power factor, a real number between 0 and 1*



#### Note

This function is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra \(callback function version\)](#).

Availability: 2.1.0

#### Examples

```
-- NEEDS EXAMPLE
```

#### See Also

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_MinDist4ma](#)

### 12.13.3 ST\_Max4ma

ST\_Max4ma — Raster processing function that calculates the maximum pixel value in a neighborhood.

#### Synopsis

float8 **ST\_Max4ma**(float8[][] matrix, text nodatamode, text[] VARIADIC args);

double precision **ST\_Max4ma**(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);



## Description

Calculate the maximum pixel value in a neighborhood of pixels.

For Variant 2, a substitution value for NODATA pixels can be specified by passing that value to userargs.

**Note**

Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).

**Note**

Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra \(callback function version\)](#).

**Warning**

Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Availability: 2.0.0

Enhanced: 2.1.0 Addition of Variant 2

## Examples

```
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)
```

## See Also

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra \(callback function version\)](#), [ST\\_Min4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Range4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

## 12.13.4 ST\_Mean4ma

`ST_Mean4ma` — Raster processing function that calculates the mean pixel value in a neighborhood.

### Synopsis

`float8` **ST\_Mean4ma**(`float8[][]` matrix, text nodatamode, text[] VARIADIC args);

`double precision` **ST\_Mean4ma**(`double precision[][][]` value, `integer[][]` pos, text[] VARIADIC userargs);

**Description**

Calculate the mean pixel value in a neighborhood of pixels.

For Variant 2, a substitution value for NODATA pixels can be specified by passing that value to userargs.

**Note**

Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).

**Note**

Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra](#) (callback function version).

**Warning**

Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Availability: 2.0.0

Enhanced: 2.1.0 Addition of Variant 2

**Examples: Variant 1**

```
SELECT
  rid,
  st_value(
    st_mapalgebrafctngb(rast, 1, '32BF', 1, 1, 'st_mean4ma(float[][] ,text,text[])':: regprocedure, 'ignore', NULL), 2, 2
  )
FROM dummy_rast
WHERE rid = 2;
  rid |      st_value
-----+-----
    2 | 253.222229003906
(1 row)
```

**Examples: Variant 2**

```
SELECT
  rid,
  st_value(
    ST_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)
```

**See Also**

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra \(callback function version\)](#), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Range4ma](#), [ST\\_StdDev4ma](#)

**12.13.5 ST\_Min4ma**

`ST_Min4ma` — Raster processing function that calculates the minimum pixel value in a neighborhood.

**Synopsis**

float8 `ST_Min4ma`(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
double precision `ST_Min4ma`(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

**Description**

Calculate the minimum pixel value in a neighborhood of pixels.

For Variant 2, a substitution value for NODATA pixels can be specified by passing that value to userargs.

**Note**

Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).

**Note**

Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra \(callback function version\)](#).

**Warning**

Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Availability: 2.0.0

Enhanced: 2.1.0 Addition of Variant 2

**Examples**

```
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)
```

**See Also**

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra \(callback function version\)](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Range4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

**12.13.6 ST\_MinDist4ma**

`ST_MinDist4ma` — Raster processing function that returns the minimum distance (in number of pixels) between the pixel of interest and a neighboring pixel with value.

**Synopsis**

```
double precision ST_MinDist4ma(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);
```

**Description**

Return the shortest distance (in number of pixels) between the pixel of interest and the closest pixel with value in the neighborhood.

**Note**

The intent of this function is to provide an informative data point that helps infer the usefulness of the pixel of interest's interpolated value from [ST\\_InvDistWeight4ma](#). This function is particularly useful when the neighborhood is sparsely populated.

**Note**

This function is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra \(callback function version\)](#).

Availability: 2.1.0

**Examples**

```
-- NEEDS EXAMPLE
```

**See Also**

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_InvDistWeight4ma](#)

**12.13.7 ST\_Range4ma**

`ST_Range4ma` — Raster processing function that calculates the range of pixel values in a neighborhood.

**Synopsis**

```
float8 ST_Range4ma(float8[][] matrix, text nodatamode, text[] VARIADIC args);
double precision ST_Range4ma(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);
```

## Description

Calculate the range of pixel values in a neighborhood of pixels.

For Variant 2, a substitution value for NODATA pixels can be specified by passing that value to userargs.



### Note

Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).



### Note

Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra \(callback function version\)](#).



### Warning

Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Availability: 2.0.0

Enhanced: 2.1.0 Addition of Variant 2

## Examples

```
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)
```

## See Also

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra \(callback function version\)](#), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

## 12.13.8 ST\_StdDev4ma

`ST_StdDev4ma` — Raster processing function that calculates the standard deviation of pixel values in a neighborhood.

### Synopsis

`float8` **ST\_StdDev4ma**(`float8[][]` matrix, `text` nodatamode, `text[]` VARIADIC args);  
`double precision` **ST\_StdDev4ma**(`double precision[][]` value, `integer[][]` pos, `text[]` VARIADIC userargs);

**Description**

Calculate the standard deviation of pixel values in a neighborhood of pixels.

**Note**

Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).

**Note**

Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra \(callback function version\)](#).

**Warning**

Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Availability: 2.0.0

Enhanced: 2.1.0 Addition of Variant 2

**Examples**

```
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)
```

**See Also**

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra \(callback function version\)](#), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Sum4ma](#), [ST\\_Mean4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

**12.13.9 ST\_Sum4ma**

[ST\\_Sum4ma](#) — Raster processing function that calculates the sum of all pixel values in a neighborhood.

**Synopsis**

float8 [ST\\_Sum4ma](#)(float8[][] matrix, text nodatamode, text[] VARIADIC args);  
 double precision [ST\\_Sum4ma](#)(double precision[][][] value, integer[][] pos, text[] VARIADIC userargs);

## Description

Calculate the sum of all pixel values in a neighborhood of pixels.

For Variant 2, a substitution value for NODATA pixels can be specified by passing that value to userargs.



### Note

Variant 1 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebraFctNgb](#).



### Note

Variant 2 is a specialized callback function for use as a callback parameter to [ST\\_MapAlgebra \(callback function version\)](#).



### Warning

Use of Variant 1 is discouraged since [ST\\_MapAlgebraFctNgb](#) has been deprecated as of 2.1.0.

Availability: 2.0.0

Enhanced: 2.1.0 Addition of Variant 2

## Examples

```

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)

```

## See Also

[ST\\_MapAlgebraFctNgb](#), [ST\\_MapAlgebra \(callback function version\)](#), [ST\\_Min4ma](#), [ST\\_Max4ma](#), [ST\\_Mean4ma](#), [ST\\_Range4ma](#), [ST\\_Distinct4ma](#), [ST\\_StdDev4ma](#)

## 12.14 Raster Processing: DEM (Elevation)

### 12.14.1 ST\_Aspect

**ST\_Aspect** — Returns the aspect (in degrees by default) of an elevation raster band. Useful for analyzing terrain.

## Synopsis

raster **ST\_Aspect**(raster rast, integer band=1, text pixeltype=32BF, text units=DEGREES, boolean interpolate\_nodata=FALSE);  
 raster **ST\_Aspect**(raster rast, integer band, raster customextent, text pixeltype=32BF, text units=DEGREES, boolean interpolate\_nodata=FALSE);

## Description

Returns the aspect (in degrees by default) of an elevation raster band. Utilizes map algebra and applies the aspect equation to neighboring pixels.

`units` indicates the units of the aspect. Possible values are: RADIANS, DEGREES (default).

When `units = RADIANS`, values are between 0 and  $2 * \pi$  radians measured clockwise from North.

When `units = DEGREES`, values are between 0 and 360 degrees measured clockwise from North.

If slope of pixel is zero, aspect of pixel is -1.



### Note

For more information about Slope, Aspect and Hillshade, please refer to [ESRI - How hillshade works](#) and [ERDAS Field Guide - Aspect Images](#).

Availability: 2.0.0

Enhanced: 2.1.0 Uses `ST_MapAlgebra()` and added optional `interpolate_nodata` function parameter

Changed: 2.1.0 In prior versions, return values were in radians. Now, return values default to degrees

## Examples: Variant 1

```
WITH foo AS (
  SELECT ST_SetValues(
    ST_AddBand(ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0), 1, '32BF', 0, -9999),
    1, 1, 1, ARRAY[
      [1, 1, 1, 1, 1],
      [1, 2, 2, 2, 1],
      [1, 2, 3, 2, 1],
      [1, 2, 2, 2, 1],
      [1, 1, 1, 1, 1]
    ]::double precision[]
  ) AS rast
)
SELECT
  ST_DumpValues(ST_Aspect(rast, 1, '32BF'))
FROM foo
```

```
-----
(1, "{ {315, 341.565063476562, 0, 18.4349479675293, 45}, {288.434936523438, 315, 0, 45, 71.5650482177734}, {270.434936523438, 315, 0, 45, 161.565048217773}, {227, 180, 161.565048217773, 135} }")
(1 row)
```



**Examples: Variant 2**

Complete example of tiles of a coverage. This query only works with PostgreSQL 9.1 or higher.

```
WITH foo AS (
  SELECT ST_Tile(
    ST_SetValues(
      ST_AddBand(
        ST_MakeEmptyRaster(6, 6, 0, 0, 1, -1, 0, 0, 0),
        1, '32BF', 0, -9999
      ),
      1, 1, 1, ARRAY[
        [1, 1, 1, 1, 1, 1],
        [1, 1, 1, 1, 2, 1],
        [1, 2, 2, 3, 3, 1],
        [1, 1, 3, 2, 1, 1],
        [1, 2, 2, 1, 2, 1],
        [1, 1, 1, 1, 1, 1]
      ]::double precision[]
    ),
    2, 2
  ) AS rast
)
SELECT
  t1.rast,
  ST_Aspect(ST_Union(t2.rast), 1, t1.rast)
FROM foo t1
CROSS JOIN foo t2
WHERE ST_Intersects(t1.rast, t2.rast)
GROUP BY t1.rast;
```

**See Also**

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_TRI](#), [ST\\_TPI](#), [ST\\_Roughness](#), [ST\\_HillShade](#), [ST\\_Slope](#)

**12.14.2 ST\_HillShade**

**ST\_HillShade** — Returns the hypothetical illumination of an elevation raster band using provided azimuth, altitude, brightness and scale inputs.

**Synopsis**

```
raster ST_HillShade(raster rast, integer band=1, text pixeltype=32BF, double precision azimuth=315, double precision altitude=45, double precision max_bright=255, double precision scale=1.0, boolean interpolate_nodata=FALSE);
raster ST_HillShade(raster rast, integer band, raster customextent, text pixeltype=32BF, double precision azimuth=315, double precision altitude=45, double precision max_bright=255, double precision scale=1.0, boolean interpolate_nodata=FALSE);
```

**Description**

Returns the hypothetical illumination of an elevation raster band using the azimuth, altitude, brightness, and scale inputs. Utilizes map algebra and applies the hill shade equation to neighboring pixels. Return pixel values are between 0 and 255.

`azimuth` is a value between 0 and 360 degrees measured clockwise from North.

`altitude` is a value between 0 and 90 degrees where 0 degrees is at the horizon and 90 degrees is directly overhead.

`max_bright` is a value between 0 and 255 with 0 as no brightness and 255 as max brightness.

scale is the ratio of vertical units to horizontal. For Feet:LatLon use scale=370400, for Meters:LatLon use scale=111120.

If `interpolate_nodata` is TRUE, values for NODATA pixels from the input raster will be interpolated using `ST_InvDistWeight4ma` before computing the hillshade illumination.



#### Note

For more information about Hillshade, please refer to [How hillshade works](#).

Availability: 2.0.0

Enhanced: 2.1.0 Uses `ST_MapAlgebra()` and added optional `interpolate_nodata` function parameter

Changed: 2.1.0 In prior versions, azimuth and altitude were expressed in radians. Now, azimuth and altitude are expressed in degrees

#### Examples: Variant 1

```
WITH foo AS (
  SELECT ST_SetValues(
    ST_AddBand(ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0), 1, '32BF', 0, -9999),
    1, 1, 1, ARRAY[
      [1, 1, 1, 1, 1],
      [1, 2, 2, 2, 1],
      [1, 2, 3, 2, 1],
      [1, 2, 2, 2, 1],
      [1, 1, 1, 1, 1]
    ]::double precision[][])
  ) AS rast
)
SELECT
  ST_DumpValues(ST_Hillshade(rast, 1, '32BF'))
FROM foo
```

```
-----
(1, "{NULL,NULL,NULL,NULL,NULL},{NULL,251.32763671875,220.749786376953,147.224319458008,↵
  NULL},{NULL,220.749786376953,180.312225341797,67.7497863769531,NULL},{NULL ↵
  ,147.224319458008
,67.7497863769531,43.1210060119629,NULL},{NULL,NULL,NULL,NULL,NULL}}")
(1 row)
```

#### Examples: Variant 2

Complete example of tiles of a coverage. This query only works with PostgreSQL 9.1 or higher.

```
WITH foo AS (
  SELECT ST_Tile(
    ST_SetValues(
      ST_AddBand(
        ST_MakeEmptyRaster(6, 6, 0, 0, 1, -1, 0, 0, 0),
        1, '32BF', 0, -9999
      ),

```

```

        1, 1, 1, ARRAY[
            [1, 1, 1, 1, 1, 1],
            [1, 1, 1, 1, 2, 1],
            [1, 2, 2, 3, 3, 1],
            [1, 1, 3, 2, 1, 1],
            [1, 2, 2, 1, 2, 1],
            [1, 1, 1, 1, 1, 1]
        ]::double precision[]
    ),
    2, 2
) AS rast
)
SELECT
    t1.rast,
    ST_Hillshade(ST_Union(t2.rast), 1, t1.rast)
FROM foo t1
CROSS JOIN foo t2
WHERE ST_Intersects(t1.rast, t2.rast)
GROUP BY t1.rast;

```

**See Also**

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_TRI](#), [ST\\_TPI](#), [ST\\_Roughness](#), [ST\\_Aspect](#), [ST\\_Slope](#)

**12.14.3 ST\_Roughness**

`ST_Roughness` — Returns a raster with the calculated "roughness" of a DEM.

**Synopsis**

```
raster ST_Roughness(raster rast, integer nband, raster customextent, text pixeltype="32BF", boolean interpolate_nodata=FALSE);
```

**Description**

Calculates the "roughness" of a DEM, by subtracting the maximum from the minimum for a given area.

Availability: 2.1.0

**Examples**

```
-- needs examples
```

**See Also**

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_TRI](#), [ST\\_TPI](#), [ST\\_Slope](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

**12.14.4 ST\_Slope**

`ST_Slope` — Returns the slope (in degrees by default) of an elevation raster band. Useful for analyzing terrain.

## Synopsis

raster **ST\_Slope**(raster rast, integer nband=1, text pixeltype=32BF, text units=DEGREES, double precision scale=1.0, boolean interpolate\_nodata=FALSE);

raster **ST\_Slope**(raster rast, integer nband, raster customextent, text pixeltype=32BF, text units=DEGREES, double precision scale=1.0, boolean interpolate\_nodata=FALSE);

## Description

Returns the slope (in degrees by default) of an elevation raster band. Utilizes map algebra and applies the slope equation to neighboring pixels.

`units` indicates the units of the slope. Possible values are: RADIANS, DEGREES (default), PERCENT.

`scale` is the ratio of vertical units to horizontal. For Feet:LatLon use `scale=370400`, for Meters:LatLon use `scale=111120`.

If `interpolate_nodata` is TRUE, values for NODATA pixels from the input raster will be interpolated using [ST\\_InvDistWeight4ma](#) before computing the surface slope.



### Note

For more information about Slope, Aspect and Hillshade, please refer to [ESRI - How hillshade works](#) and [ERDAS Field Guide - Slope Images](#).

Availability: 2.0.0

Enhanced: 2.1.0 Uses `ST_MapAlgebra()` and added optional `units`, `scale`, `interpolate_nodata` function parameters

Changed: 2.1.0 In prior versions, return values were in radians. Now, return values default to degrees

## Examples: Variant 1

```
WITH foo AS (
  SELECT ST_SetValues(
    ST_AddBand(ST_MakeEmptyRaster(5, 5, 0, 0, 1, -1, 0, 0, 0), 1, '32BF', 0, -9999),
    1, 1, 1, ARRAY[
      [1, 1, 1, 1, 1],
      [1, 2, 2, 2, 1],
      [1, 2, 3, 2, 1],
      [1, 2, 2, 2, 1],
      [1, 1, 1, 1, 1]
    ]::double precision[]
  ) AS rast
)
SELECT
  ST_DumpValues(ST_Slope(rast, 1, '32BF'))
FROM foo

          st_dumpvalues
```

```
(1, "{10.0249881744385,21.5681285858154,26.5650520324707,21.5681285858154,10.0249881744385},{21.5681285858154,26.5650520324707,36.8698959350586,0,36.8698959350586,26.5650520324707},{21.5681285858154,35.26438905681285858154,26.5650520324707,21.5681285858154,10.0249881744385}")
(1 row)
```

**Examples: Variant 2**

Complete example of tiles of a coverage. This query only works with PostgreSQL 9.1 or higher.

```
WITH foo AS (
  SELECT ST_Tile(
    ST_SetValues(
      ST_AddBand(
        ST_MakeEmptyRaster(6, 6, 0, 0, 1, -1, 0, 0, 0),
        1, '32BF', 0, -9999
      ),
      1, 1, 1, ARRAY[
        [1, 1, 1, 1, 1, 1],
        [1, 1, 1, 1, 2, 1],
        [1, 2, 2, 3, 3, 1],
        [1, 1, 3, 2, 1, 1],
        [1, 2, 2, 1, 2, 1],
        [1, 1, 1, 1, 1, 1]
      ]::double precision[]
    ),
    2, 2
  ) AS rast
)
SELECT
  t1.rast,
  ST_Slope(ST_Union(t2.rast), 1, t1.rast)
FROM foo t1
CROSS JOIN foo t2
WHERE ST_Intersects(t1.rast, t2.rast)
GROUP BY t1.rast;
```

**See Also**

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_TRI](#), [ST\\_TPI](#), [ST\\_Roughness](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

**12.14.5 ST\_TPI**

**ST\_TPI** — Returns a raster with the calculated Topographic Position Index.

**Synopsis**

raster **ST\_TPI**(raster rast, integer nband, raster customextent, text pixeltype="32BF" , boolean interpolate\_nodata=FALSE );

**Description**

Calculates the Topographic Position Index, which is defined as the focal mean with radius of one minus the center cell.

**Note**

This function only supports a focalmean radius of one.

Availability: 2.1.0

## Examples

```
-- needs examples
```

## See Also

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_TRI](#), [ST\\_Roughness](#), [ST\\_Slope](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

### 12.14.6 ST\_TRI

**ST\_TRI** — Returns a raster with the calculated Terrain Ruggedness Index.

## Synopsis

```
raster ST_TRI(raster rast, integer nband, raster customextent, text pixeltype="32BF" , boolean interpolate_nodata=FALSE);
```

## Description

Terrain Ruggedness Index is calculated by comparing a central pixel with its neighbors, taking the absolute values of the differences, and averaging the result.



### Note

This function only supports a focalmean radius of one.

---

Availability: 2.1.0

## Examples

```
-- needs examples
```

## See Also

[ST\\_MapAlgebra \(callback function version\)](#), [ST\\_Roughness](#), [ST\\_TPI](#), [ST\\_Slope](#), [ST\\_HillShade](#), [ST\\_Aspect](#)

## 12.15 Raster Processing: Raster to Geometry

### 12.15.1 Box3D

**Box3D** — Returns the box 3d representation of the enclosing box of the raster.

## Synopsis

```
box3d Box3D(raster rast);
```

---

## Description

Returns the box representing the extent of the raster.

The polygon is defined by the corner points of the bounding box ((MINX, MINY), (MAXX, MAXY))

Changed: 2.0.0 In pre-2.0 versions, there used to be a box2d instead of box3d. Since box2d is a deprecated type, this was changed to box3d.

## Examples

```
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)
```

## See Also

[ST\\_Envelope](#)

## 12.15.2 ST\_ConvexHull

**ST\_ConvexHull** — Return the convex hull geometry of the raster including pixel values equal to BandNoDataValue. For regular shaped and non-skewed rasters, this gives the same result as **ST\_Envelope** so only useful for irregularly shaped or skewed rasters.

## Synopsis

geometry **ST\_ConvexHull**(raster rast);

## Description

Return the convex hull geometry of the raster including the NoDataBandValue band pixels. For regular shaped and non-skewed rasters, this gives more or less the same result as **ST\_Envelope** so only useful for irregularly shaped or skewed rasters.



### Note

**ST\_Envelope** floors the coordinates and hence add a little buffer around the raster so the answer is subtly different from **ST\_ConvexHull** which does not floor.

## Examples

Refer to [PostGIS Raster Specification](#) for a diagram of this.

```
-- 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) ←
)

```

### See Also

[ST\\_Envelope](#), [ST\\_MinConvexHull](#), [ST\\_ConvexHull](#), [ST\\_AsText](#)

### 12.15.3 ST\_DumpAsPolygons

**ST\_DumpAsPolygons** — Returns a set of geomval (geom,val) rows, from a given raster band. If no band number is specified, band num defaults to 1.

#### Synopsis

```
setof geomval ST_DumpAsPolygons(raster rast, integer band_num=1, boolean exclude_nodata_value=TRUE);
```

#### Description

This is a set-returning function (SRF). It returns a set of geomval rows, formed by a geometry (geom) and a pixel band value (val). Each polygon is the union of all pixels for that band that have the same pixel value denoted by val.

**ST\_DumpAsPolygon** is useful for polygonizing rasters. It is the reverse of a **GROUP BY** in that it creates new rows. For example it can be used to expand a single raster into multiple **POLYGONS/MULTIPOLYGONS**.

Availability: Requires GDAL 1.7 or higher.



#### Note

If there is a no data value set for a band, pixels with that value will not be returned except in the case of `exclude_nodata_value=false`.



#### Note

If you only care about count of pixels with a given value in a raster, it is faster to use [ST\\_ValueCount](#).



#### Note

This is different than **ST\_PixelAsPolygons** where one geometry is returned for each pixel regardless of pixel value.



## Examples

```
-- 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))

## See Also

[geomval](#), [ST\\_Value](#), [ST\\_Polygon](#), [ST\\_ValueCount](#)

### 12.15.4 ST\_Envelope

**ST\_Envelope** — Returns the polygon representation of the extent of the raster.

#### Synopsis

geometry **ST\_Envelope**(raster rast);

#### Description

Returns the polygon representation of the extent of the raster in spatial coordinate units defined by srid. It is a float8 minimum bounding box represented as a polygon.

The polygon is defined by the corner points of the bounding box ((MINX, MINY), (MINX, MAXY), (MAXX, MAXY), (MAXX, MINY), (MINX, MINY))

## Examples

```
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))

**See Also**

[ST\\_Envelope](#), [ST\\_AsText](#), [ST\\_SRID](#)

**12.15.5 ST\_MinConvexHull**

`ST_MinConvexHull` — Return the convex hull geometry of the raster excluding NODATA pixels.

**Synopsis**

geometry `ST_MinConvexHull`(raster rast, integer nband=NULL);

**Description**

Return the convex hull geometry of the raster excluding NODATA pixels. If `nband` is NULL, all bands of the raster are considered.

Availability: 2.1.0

**Examples**

```
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
mhull_1	mhull_2

---

```

POLYGON((0 0,9 0,9 -9,0 -9,0 0)) | POLYGON((0 -3,9 -3,9 -9,0 -9,0 -3)) | POLYGON((3 -3,9 ←
-3,9 -6,3 -6,3 -3)) | POLYGON((0 -3,6 -3,6 -9,0 -9,0 -3))

```

## See Also

[ST\\_Envelope](#), [ST\\_ConvexHull](#), [ST\\_MinConvexHull](#), [ST\\_AsText](#)

## 12.15.6 ST\_Polygon

**ST\_Polygon** — Returns a multipolygon geometry formed by the union of pixels that have a pixel value that is not no data value. If no band number is specified, band num defaults to 1.

### Synopsis

geometry **ST\_Polygon**(raster rast, integer band\_num=1);

### Description

Availability: 0.1.6 Requires GDAL 1.7 or higher.

Enhanced: 2.1.0 Improved Speed (fully C-Based) and the returning multipolygon is ensured to be valid.

Changed: 2.1.0 In prior versions would sometimes return a polygon, changed to always return multipolygon.

### Examples

```

-- by default no data band value is 0 or not set, so polygon will return a square polygon
SELECT ST_AsText(ST_Polygon(rast)) As geomwkt
FROM dummy_rast
WHERE rid = 2;

geomwkt
-----
MULTIPOLYGON(((3427927.75 5793244,3427928 5793244,3427928 5793243.75,3427927.75 ←
5793243.75,3427927.75 5793244)))

-- now we change the no data value of first band
UPDATE dummy_rast SET rast = ST_SetBandNoDataValue(rast,1,254)
WHERE rid = 2;
SELECT rid, ST_BandNoDataValue(rast)
from dummy_rast where rid = 2;

-- ST_Polygon excludes the pixel value 254 and returns a multipolygon
SELECT ST_AsText(ST_Polygon(rast)) As geomwkt
FROM dummy_rast
WHERE rid = 2;

```

```

geomwkt
-----
MULTIPOLYGON(((3427927.9 5793243.95,3427927.85 5793243.95,3427927.85 5793244,3427927.9 ↵
  5793244,3427927.9 5793243.95)),((3427928 5793243.85,3427928 5793243.8,3427927.95 ↵
  5793243.8,3427927.95 5793243.85,3427927.9 5793243.85,3427927.9 5793243.9,3427927.9 ↵
  5793243.95,3427927.95 5793243.95,3427928 5793243.95,3427928 5793243.85)),((3427927.8 ↵
  5793243.75,3427927.75 5793243.75,3427927.75 5793243.8,3427927.75 5793243.85,3427927.75 ↵
  5793243.9,3427927.75 5793244,3427927.8 5793244,3427927.8 5793243.9,3427927.8 ↵
  5793243.85,3427927.85 5793243.85,3427927.85 5793243.8,3427927.85 5793243.75,3427927.8 ↵
  5793243.75)))

-- Or if you want the no data value different for just one time

SELECT ST_AsText(
  ST_Polygon(
    ST_SetBandNoDataValue(rast,1,252)
  )
) As geomwkt
FROM dummy_rast
WHERE rid =2;

geomwkt
-----
MULTIPOLYGON(((3427928 5793243.85,3427928 5793243.8,3427928 5793243.75,3427927.85 ↵
  5793243.75,3427927.8 5793243.75,3427927.8 5793243.8,3427927.75 5793243.8,3427927.75 ↵
  5793243.85,3427927.75 5793243.9,3427927.75 5793244,3427927.8 5793244,3427927.85 ↵
  5793244,3427927.9 5793244,3427928 5793244,3427928 5793243.95,3427928 5793243.85) ↵
  ,(3427927.9 5793243.9,3427927.9 5793243.85,3427927.95 5793243.85,3427927.95 ↵
  5793243.9,3427927.9 5793243.9)))

```

**See Also**

[ST\\_Value](#), [ST\\_DumpAsPolygons](#)

## 12.16 Raster Operators

### 12.16.1 &&

**&&** — Returns TRUE if A's bounding box intersects B's bounding box.

**Synopsis**

```

boolean &&( raster A , raster B );
boolean &&( raster A , geometry B );
boolean &&( geometry B , raster A );

```

**Description**

The **&&** operator returns TRUE if the bounding box of raster/geometr A intersects the bounding box of raster/geometr B.

**Note**

This operand will make use of any indexes that may be available on the rasters.

Availability: 2.0.0

## Examples

```
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

### 12.16.2 &<

**&<** — Returns TRUE if A's bounding box is to the left of B's.

#### Synopsis

boolean **&<**( raster A , raster B );

#### Description

The **&<** operator returns TRUE if the bounding box of raster A overlaps or is to the left of the bounding box of raster B, or more accurately, overlaps or is NOT to the right of the bounding box of raster B.



#### Note

This operand will make use of any indexes that may be available on the rasters.

## Examples

```
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

### 12.16.3 &>

**&>** — Returns TRUE if A's bounding box is to the right of B's.

#### Synopsis

boolean **&>**( raster A , raster B );

## Description

The `&>` operator returns `TRUE` if the bounding box of raster A overlaps or is to the right of the bounding box of raster B, or more accurately, overlaps or is `NOT` to the left of the bounding box of raster B.



### Note

This operand will make use of any indexes that may be available on the geometries.

## Examples

```
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

## 12.16.4 =

`=` — Returns `TRUE` if A's bounding box is the same as B's. Uses double precision bounding box.

## Synopsis

```
boolean =( raster A , raster B );
```

## Description

The `=` operator returns `TRUE` if the bounding box of raster A is the same as the bounding box of raster B. PostgreSQL uses the `=`, `<`, and `>` operators defined for rasters to perform internal orderings and comparison of rasters (ie. in a `GROUP BY` or `ORDER BY` clause).



### Caution

This operand will `NOT` make use of any indexes that may be available on the rasters. Use `~=` instead. This operator exists mostly so one can group by the raster column.

Availability: 2.1.0

## See Also

`~=`

## 12.16.5 @

@ — Returns TRUE if A's bounding box is contained by B's. Uses double precision bounding box.

### Synopsis

```
boolean @( raster A , raster B );
boolean @( geometry A , raster B );
boolean @( raster B , geometry A );
```

### Description

The @ operator returns TRUE if the bounding box of raster/geometry A is contained by bounding box of raster/geometr B.



#### Note

This operand will use spatial indexes on the rasters.

Availability: 2.0.0 raster @ raster, raster @ geometry introduced

Availability: 2.0.5 geometry @ raster introduced

### See Also

~

## 12.16.6 ~=

~= — Returns TRUE if A's bounding box is the same as B's.

### Synopsis

```
boolean ~= ( raster A , raster B );
```

### Description

The ~= operator returns TRUE if the bounding box of raster A is the same as the bounding box of raster B.



#### Note

This operand will make use of any indexes that may be available on the rasters.

Availability: 2.0.0

### Examples

Very useful usecase is for taking two sets of single band rasters that are of the same chunk but represent different themes and creating a multi-band raster

```
SELECT ST_AddBand(prec.rast, alt.rast) As new_rast
FROM prec INNER JOIN alt ON (prec.rast ~= alt.rast);
```

**See Also**[ST\\_AddBand](#), =**12.16.7 ~**

~ — Returns TRUE if A's bounding box is contains B's. Uses double precision bounding box.

**Synopsis**

```
boolean ~( raster A , raster B );
boolean ~( geometry A , raster B );
boolean ~( raster B , geometry A );
```

**Description**

The ~ operator returns TRUE if the bounding box of raster/geometry A is contains bounding box of raster/geometr B.

**Note**

This operand will use spatial indexes on the rasters.

Availability: 2.0.0

**See Also**[@](#)

## 12.17 Raster and Raster Band Spatial Relationships

### 12.17.1 ST\_Contains

ST\_Contains — Return true if no points of raster rastB lie in the exterior of raster rastA and at least one point of the interior of rastB lies in the interior of rastA.

**Synopsis**

```
boolean ST_Contains( raster rastA , integer nbandA , raster rastB , integer nbandB );
boolean ST_Contains( raster rastA , raster rastB );
```

**Description**

Raster rastA contains rastB if and only if no points of rastB lie in the exterior of rastA and at least one point of the interior of rastB lies in the interior of rastA. If the band number is not provided (or set to NULL), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not NODATA) are considered in the test.

**Note**

This function will make use of any indexes that may be available on the rasters.



**Note**

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_Contains(ST_Polygon(raster), geometry)` or `ST_Contains(geometry, ST_Polygon(raster))`.

**Note**

`ST_Contains()` is the inverse of `ST_Within()`. So, `ST_Contains(rastA, rastB)` implies `ST_Within(rastB, rastA)`.

Availability: 2.1.0

**Examples**

```
-- specified band numbers
SELECT r1.rid, r2.rid, ST_Contains(r1.rast, 1, r2.rast, 1) FROM dummy_rast r1 CROSS JOIN ↔
    dummy_rast r2 WHERE r1.rid = 1;
```

NOTICE: The first raster provided has no bands

```
rid | rid | st_contains
-----+-----+-----
 1 | 1 |
 1 | 2 | f
```

```
-- no band numbers specified
SELECT r1.rid, r2.rid, ST_Contains(r1.rast, r2.rast) FROM dummy_rast r1 CROSS JOIN ↔
    dummy_rast r2 WHERE r1.rid = 1;
rid | rid | st_contains
-----+-----+-----
 1 | 1 | t
 1 | 2 | f
```

**See Also**

[ST\\_Intersects](#), [ST\\_Within](#)

**12.17.2 ST\_ContainsProperly**

`ST_ContainsProperly` — Return true if `rastB` intersects the interior of `rastA` but not the boundary or exterior of `rastA`.

**Synopsis**

boolean `ST_ContainsProperly`( raster `rastA` , integer `nbandA` , raster `rastB` , integer `nbandB` );

boolean `ST_ContainsProperly`( raster `rastA` , raster `rastB` );

**Description**

Raster `rastA` contains properly `rastB` if `rastB` intersects the interior of `rastA` but not the boundary or exterior of `rastA`. If the band number is not provided (or set to `NULL`), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not `NODATA`) are considered in the test.

Raster `rastA` does not contain properly itself but does contain itself.

**Note**

This function will make use of any indexes that may be available on the rasters.

**Note**

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_ContainsProperly(ST_Polygon(raster), geometry)` or `ST_ContainsProperly(geometry, ST_Polygon(raster))`.

Availability: 2.1.0

**Examples**

```
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

**See Also**

[ST\\_Intersects](#), [ST\\_Contains](#)

**12.17.3 ST\_Covers**

`ST_Covers` — Return true if no points of raster `rastB` lie outside raster `rastA`.

**Synopsis**

```
boolean ST_Covers( raster rastA , integer nbandA , raster rastB , integer nbandB );
boolean ST_Covers( raster rastA , raster rastB );
```

**Description**

Raster `rastA` covers `rastB` if and only if no points of `rastB` lie in the exterior of `rastA`. If the band number is not provided (or set to `NULL`), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not `NODATA`) are considered in the test.

**Note**

This function will make use of any indexes that may be available on the rasters.

**Note**

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_Covers(ST_Polygon(raster), geometry)` or `ST_Covers(geometry, ST_Polygon(raster))`.

Availability: 2.1.0

## Examples

```
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

## See Also

[ST\\_Intersects](#), [ST\\_CoveredBy](#)

### 12.17.4 ST\_CoveredBy

**ST\_CoveredBy** — Return true if no points of raster *rastA* lie outside raster *rastB*.

#### Synopsis

boolean **ST\_CoveredBy**( raster *rastA* , integer *nbandA* , raster *rastB* , integer *nbandB* );  
 boolean **ST\_CoveredBy**( raster *rastA* , raster *rastB* );

#### Description

Raster *rastA* is covered by *rastB* if and only if no points of *rastA* lie in the exterior of *rastB*. If the band number is not provided (or set to NULL), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not NODATA) are considered in the test.



#### Note

This function will make use of any indexes that may be available on the rasters.



#### Note

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_CoveredBy(ST_Polygon(raster), geometry)` or `ST_CoveredBy(geometry, ST_Polygon(raster))`.

Availability: 2.1.0

## Examples

```
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

**See Also**

[ST\\_Intersects](#), [ST\\_Covers](#)

**12.17.5 ST\_Disjoint**

`ST_Disjoint` — Return true if raster `rastA` does not spatially intersect `rastB`.

**Synopsis**

boolean `ST_Disjoint`( raster `rastA` , integer `nbandA` , raster `rastB` , integer `nbandB` );

boolean `ST_Disjoint`( raster `rastA` , raster `rastB` );

**Description**

Raster `rastA` and `rastB` are disjointed if they do not share any space together. If the band number is not provided (or set to `NULL`), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not `NODATA`) are considered in the test.

**Note**

This function does NOT use any indexes.

**Note**

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_Disjoint(ST_Polygon(raster), geometry)`.

Availability: 2.1.0

**Examples**

```
-- 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;
```

```
rid | rid | st_disjoint
-----+-----+-----
  2 |  1 | t
  2 |  2 | f
```

**See Also**[ST\\_Intersects](#)**12.17.6 ST\_Intersects**

`ST_Intersects` — Return true if raster `rastA` spatially intersects raster `rastB`.

**Synopsis**

```
boolean ST_Intersects( raster rastA , integer nbandA , raster rastB , integer nbandB );
boolean ST_Intersects( raster rastA , raster rastB );
boolean ST_Intersects( raster rast , integer nband , geometry geommin );
boolean ST_Intersects( raster rast , geometry geommin , integer nband=NULL );
boolean ST_Intersects( geometry geommin , raster rast , integer nband=NULL );
```

**Description**

Return true if raster `rastA` spatially intersects raster `rastB`. If the band number is not provided (or set to `NULL`), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not `NODATA`) are considered in the test.

**Note**

This function will make use of any indexes that may be available on the rasters.

Enhanced: 2.0.0 support raster/raster intersects was introduced.

**Warning**

Changed: 2.1.0 The behavior of the `ST_Intersects(raster, geometry)` variants changed to match that of `ST_Intersects(geometry, raster)`.

**Examples**

```
-- different bands of same raster
SELECT ST_Intersects(rast, 2, rast, 3) FROM dummy_rast WHERE rid = 2;

st_intersects
-----
t
```

**See Also**[ST\\_Intersection](#), [ST\\_Disjoint](#)**12.17.7 ST\_Overlaps**

`ST_Overlaps` — Return true if raster `rastA` and `rastB` intersect but one does not completely contain the other.

## Synopsis

boolean **ST\_Overlaps**( raster rastA , integer nbandA , raster rastB , integer nbandB );  
boolean **ST\_Overlaps**( raster rastA , raster rastB );

## Description

Return true if raster rastA spatially overlaps raster rastB. This means that rastA and rastB intersect but one does not completely contain the other. If the band number is not provided (or set to NULL), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not NODATA) are considered in the test.



### Note

This function will make use of any indexes that may be available on the rasters.



### Note

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_Overlaps(ST_Polygon(raster), geometry)`.

Availability: 2.1.0

## Examples

```
-- comparing different bands of same raster
SELECT ST_Overlaps(rast, 1, rast, 2) FROM dummy_rast WHERE rid = 2;

st_overlaps
-----
f
```

## See Also

[ST\\_Intersects](#)

## 12.17.8 ST\_Touches

`ST_Touches` — Return true if raster rastA and rastB have at least one point in common but their interiors do not intersect.

## Synopsis

boolean **ST\_Touches**( raster rastA , integer nbandA , raster rastB , integer nbandB );  
boolean **ST\_Touches**( raster rastA , raster rastB );

## Description

Return true if raster `rastA` spatially touches raster `rastB`. This means that `rastA` and `rastB` have at least one point in common but their interiors do not intersect. If the band number is not provided (or set to `NULL`), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not `NODATA`) are considered in the test.



### Note

This function will make use of any indexes that may be available on the rasters.



### Note

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_Touches(ST_Polygon(raster), geometry)`.

Availability: 2.1.0

## Examples

```
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

## See Also

[ST\\_Intersects](#)

### 12.17.9 ST\_SameAlignment

`ST_SameAlignment` — Returns true if rasters have same skew, scale, spatial ref, and offset (pixels can be put on same grid without cutting into pixels) and false if they don't with notice detailing issue.

## Synopsis

boolean `ST_SameAlignment`( raster `rastA` , raster `rastB` );

boolean `ST_SameAlignment`( double precision `ulx1` , double precision `uly1` , double precision `scalex1` , double precision `scaley1` , double precision `skewx1` , double precision `skewy1` , double precision `ulx2` , double precision `uly2` , double precision `scalex2` , double precision `scaley2` , double precision `skewx2` , double precision `skewy2` );

boolean `ST_SameAlignment`( raster set `rastfield` );

## Description

Non-Aggregate version (Variants 1 and 2): Returns true if the two rasters (either provided directly or made using the values for `upperleft`, `scale`, `skew` and `srid`) have the same scale, skew, `srid` and at least one of any of the four corners of any pixel of one raster falls on any corner of the grid of the other raster. Returns false if they don't and a `NOTICE` detailing the alignment issue.

Aggregate version (Variant 3): From a set of rasters, returns true if all rasters in the set are aligned. The `ST_SameAlignment()` function is an "aggregate" function in the terminology of PostgreSQL. That means that it operates on rows of data, in the same way the `SUM()` and `AVG()` functions do.

Availability: 2.0.0

Enhanced: 2.1.0 addition of Aggregate variant

### Examples: Rasters

```
SELECT ST_SameAlignment(
  ST_MakeEmptyRaster(1, 1, 0, 0, 1, 1, 0, 0),
  ST_MakeEmptyRaster(1, 1, 0, 0, 1, 1, 0, 0)
) as sm;
```

```
sm
----
t
```

```
SELECT ST_SameAlignment(A.rast,b.rast)
FROM dummy_rast AS A CROSS JOIN dummy_rast AS B;
```

```
NOTICE: The two rasters provided have different SRIDs
NOTICE: The two rasters provided have different SRIDs
st_samealignment
```

```
-----
```

```
t
f
f
f
```

### See Also

Section [11.1](#), [ST\\_NotSameAlignmentReason](#), [ST\\_MakeEmptyRaster](#)

### 12.17.10 ST\_NotSameAlignmentReason

`ST_NotSameAlignmentReason` — Returns text stating if rasters are aligned and if not aligned, a reason why.

#### Synopsis

text `ST_NotSameAlignmentReason`(raster rastA, raster rastB);

#### Description

Returns text stating if rasters are aligned and if not aligned, a reason why.



#### Note

If there are several reasons why the rasters are not aligned, only one reason (the first test to fail) will be returned.

---

Availability: 2.1.0

---



## Examples

```
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)
```

## See Also

Section [11.1, ST\\_SameAlignment](#)

### 12.17.11 ST\_Within

**ST\_Within** — Return true if no points of raster *rastA* lie in the exterior of raster *rastB* and at least one point of the interior of *rastA* lies in the interior of *rastB*.

#### Synopsis

```
boolean ST_Within( raster rastA , integer nbandA , raster rastB , integer nbandB );
boolean ST_Within( raster rastA , raster rastB );
```

#### Description

Raster *rastA* is within *rastB* if and only if no points of *rastA* lie in the exterior of *rastB* and at least one point of the interior of *rastA* lies in the interior of *rastB*. If the band number is not provided (or set to NULL), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not NODATA) are considered in the test.



#### Note

This operand will make use of any indexes that may be available on the rasters.



#### Note

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_Within(ST_Polygon(raster), geometry)` or `ST_Within(geometry, ST_Polygon(raster))`.



#### Note

`ST_Within()` is the inverse of `ST_Contains()`. So, `ST_Within(rastA, rastB)` implies `ST_Contains(rastB, rastA)`.

Availability: 2.1.0

## Examples

```
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

## See Also

[ST\\_Intersects](#), [ST\\_Contains](#), [ST\\_DWithin](#), [ST\\_DFullyWithin](#)

### 12.17.12 ST\_DWithin

**ST\_DWithin** — Return true if rasters *rastA* and *rastB* are within the specified distance of each other.

## Synopsis

boolean **ST\_DWithin**( raster *rastA* , integer *nbandA* , raster *rastB* , integer *nbandB* , double precision *distance\_of\_srid* );  
 boolean **ST\_DWithin**( raster *rastA* , raster *rastB* , double precision *distance\_of\_srid* );

## Description

Return true if rasters *rastA* and *rastB* are within the specified distance of each other. If the band number is not provided (or set to NULL), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not NODATA) are considered in the test.

The distance is specified in units defined by the spatial reference system of the rasters. For this function to make sense, the source rasters must both be of the same coordinate projection, having the same SRID.



### Note

This operand will make use of any indexes that may be available on the rasters.



### Note

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_DWithin(ST_Polygon(raster), geometry)`.

Availability: 2.1.0

## Examples

```
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

**See Also**

[ST\\_Within](#), [ST\\_DFullyWithin](#)

**12.17.13 ST\_DFullyWithin**

`ST_DFullyWithin` — Return true if rasters `rastA` and `rastB` are fully within the specified distance of each other.

**Synopsis**

boolean `ST_DFullyWithin`( raster `rastA` , integer `nbandA` , raster `rastB` , integer `nbandB` , double precision `distance_of_srid` );  
 boolean `ST_DFullyWithin`( raster `rastA` , raster `rastB` , double precision `distance_of_srid` );

**Description**

Return true if rasters `rastA` and `rastB` are fully within the specified distance of each other. If the band number is not provided (or set to NULL), only the convex hull of the raster is considered in the test. If the band number is provided, only those pixels with value (not NODATA) are considered in the test.

The distance is specified in units defined by the spatial reference system of the rasters. For this function to make sense, the source rasters must both be of the same coordinate projection, having the same SRID.

**Note**

This operand will make use of any indexes that may be available on the rasters.

**Note**

To test the spatial relationship of a raster and a geometry, use `ST_Polygon` on the raster, e.g. `ST_DFullyWithin(ST_Polygon(raster), geometry)`.

Availability: 2.1.0

**Examples**

```
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

**See Also**

[ST\\_Within](#), [ST\\_DWithin](#)

## 12.18 Raster Tips

### 12.18.1 Out-DB Rasters

#### 12.18.1.1 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'
```

#### 12.18.1.2 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

### 12.18.1.2.1 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
```

### 12.18.1.2.2 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 13

# PostGIS Raster Frequently Asked Questions

1. *Where can I find out more about the PostGIS Raster Project?*

Refer to the [PostGIS Raster home page](#).

2. *Are there any books or tutorials to get me started with this wonderful invention?*

There is a full length beginner tutorial [Intersecting vector buffers with large raster coverage using PostGIS Raster](#). Jorge has a series of blog articles on PostGIS Raster that demonstrate how to load raster data as well as cross compare to same tasks in Oracle GeoRaster. Check out: [Jorge's PostGIS Raster / Oracle GeoRaster Series](#). There is a whole chapter (more than 35 pages of content) dedicated to PostGIS Raster with free code and data downloads at [PostGIS in Action - Raster chapter](#). [Also covered in second edition..](#) You can [buy PostGIS in Action](#) now from Manning in hard-copy (significant discounts for bulk purchases) or just the E-book format. You can also buy from Amazon and various other book distributors. All hard-copy books come with a free coupon to download the E-book version. Here is a review from a PostGIS Raster user [PostGIS raster applied to land classification urban forestry](#)

3. *How do I install Raster support in my PostGIS database?*

PostGIS Raster is part of the PostGIS codebase and generally available with most PostGIS binary distributions. Starting with PostGIS 3.0, PostGIS raster is now a separate extension and requires: ``CREATE EXTENSION postgis_raster;`` to enable it in your database. If you are compiling your own PostGIS, you will need to compile with GDAL otherwise `postgis_raster` extension will not be built. Refer to [Download PostGIS binaries](#) for popular distributions of PostGIS that include raster support.

4. *How do I load Raster data into PostGIS?*

The latest version of PostGIS comes packaged with a `raster2pgsql` raster loader executable capable of loading many kinds of rasters and also generating lower resolution overviews without any additional software. Please refer to Section [11.1.1](#) for more details.

5. *What kind of raster file formats can I load into my database?*

Any that your GDAL library supports. GDAL supported formats are documented [GDAL File Formats](#). Your particular GDAL install may not support all formats. To verify the ones supported by your particular GDAL install, you can use

```
raster2pgsql -G
```

6. *Can I export my PostGIS raster data to other raster formats?*

Yes PostGIS raster has a function [ST\\_AsGDALRaster](#) that will allow you to use SQL to export to any raster format supported by your GDAL. You can get a list of these using the [ST\\_GDALDrivers](#) SQL function. You can also use GDAL commandline tools to export PostGIS raster to other formats. GDAL has a PostGIS raster driver, but is only compiled in if you choose to compile with PostgreSQL support. The driver currently doesn't support irregularly blocked rasters, although you can store irregularly blocked rasters in PostGIS raster data type. If you are compiling from source, you need to include in your configure

```
--with-pg=path/to/pg_config
```

to enable the driver. Refer to [GDAL Build Hints](#) for tips on building GDAL against in various OS platforms. If your version of GDAL is compiled with the PostGIS Raster driver you should see PostGIS Raster in list when you do

```
gdalinfo --formats
```

To get a summary about your raster via GDAL use gdalinfo:

```
gdalinfo "PG:host=localhost port=5432 dbname='mygisdb' user='postgres' password=' ←
whatever' schema='someschema' table=sometable"
```

To export data to other raster formats, use `gdal_translate` the below will export all data from a table to a PNG file at 10% size. Depending on your pixel band types, some translations may not work if the export format does not support that Pixel type. For example floating point band types and 32 bit unsigned ints will not translate easily to JPG or some others. Here is an example simple translation

```
gdal_translate -of PNG -outsize 10% 10% "PG:host=localhost port=5432 dbname='mygisdb' ←
user='postgres' password='whatever' schema='someschema' table=sometable" C:\ ←
somefile.png
```

You can also use SQL where clauses in your export using the `where=...` in your driver connection string. Below are some using a where clause

```
gdal_translate -of PNG -outsize 10% 10% "PG:host=localhost port=5432 dbname='mygisdb' ←
user='postgres' password='whatever' schema='someschema' table=sometable where=' ←
filename='abcd.sid\'' " C:\somefile.png
```

```
gdal_translate -of PNG -outsize 10% 10% "PG:host=localhost port=5432 dbname='mygisdb' ←
user='postgres' password='whatever' schema='someschema' table=sometable where=' ←
ST_Intersects(rast, ST_SetSRID(ST_Point(-71.032,42.3793),4326) )' " C:\ ←
intersectregion.png
```

To see more examples and syntax refer to [Reading Raster Data of PostGIS Raster section](#)

#### 7. Are their binaries of GDAL available already compiled with PostGIS Raster support?

Yes. Check out the page [GDAL Binaries](#) page. Any compiled with PostgreSQL support should have PostGIS Raster in them. GDAL tools is also generally included as part of [QGIS](#). If you want to get the latest nightly build for Windows -- then check out the Tamas Szekeres nightly builds built with Visual Studio which contain GDAL trunk, Python Bindings and MapServer executables and PostGIS Raster driver built-in. Just click the SDK bat and run your commands from there. <http://www.gisinternals.com>. Also available are VS project files.

#### 8. What tools can I use to view PostGIS raster data?

You can use [MapServer](#) compiled with GDAL to view Raster data. QGIS supports viewing of PostGIS Raster if you have PostGIS raster driver installed. In theory any tool that renders data using GDAL can support PostGIS raster data or support it with fairly minimal effort. Again for Windows, Tamas' binaries (includes Mapserver) <http://www.gisinternals.com> are a good choice for windows users if you don't want the hassle of having to setup to compile your own.

#### 9. How can I add a PostGIS raster layer to my MapServer map?

First you need GDAL 1.7 or higher compiled with PostGIS raster support. GDAL 3 or above is preferred since many issues have been fixed in 1.8 and more PostGIS raster issues fixed in trunk version. You can much like you can with any other raster. Refer to [MapServer Raster processing options](#) for list of various processing functions you can use with MapServer raster layers. What makes PostGIS raster data particularly interesting, is that since each tile can have various standard database columns, you can segment it in your data source. Below is an example of how you would define a PostGIS raster layer in MapServer.



#### Note

The `mode=2` is required for tiled rasters and was added in PostGIS 2.0 and GDAL 1.8 drivers. This does not exist in GDAL 1.7 drivers.



```
-- displaying raster with standard raster options
LAYER
  NAME coolwktraster
  TYPE raster
  STATUS ON
  DATA "PG:host=localhost port=5432 dbname='somedb' user='someuser' password='whatever'
        schema='someschema' table='cooltable' mode='2'"
  PROCESSING "NODATA=0"
  PROCESSING "SCALE=AUTO"
  #... other standard raster processing functions here
  #... classes are optional but useful for 1 band data
  CLASS
    NAME "boring"
    EXPRESSION ([pixel] < 20)
    COLOR 250 250 250
  END
  CLASS
    NAME "mildly interesting"
    EXPRESSION ([pixel] > 20 AND [pixel] < 1000)
    COLOR 255 0 0
  END
  CLASS
    NAME "very interesting"
    EXPRESSION ([pixel] >= 1000)
    COLOR 0 255 0
  END
END
```

```
-- displaying raster with standard raster options and a where clause
LAYER
  NAME soil_survey2009
  TYPE raster
  STATUS ON
  DATA "PG:host=localhost port=5432 dbname='somedb' user='someuser' password='whatever'
        schema='someschema' table='cooltable' where='survey_year=2009' mode='2'"
  PROCESSING "NODATA=0"
  #... other standard raster processing functions here
  #... classes are optional but useful for 1 band data
END
```

#### 10. What functions can I currently use with my raster data?

Refer to the list of Chapter 12. There are more, but this is still a work in progress. Refer to the [PostGIS Raster roadmap page](#) for details of what you can expect in the future.

#### 11. I am getting error *ERROR: function st\_intersects(raster, unknown) is not unique or st\_union(geometry,text) is not unique. How do I fix?*

The function is not unique error happens if one of your arguments is a textual representation of a geometry instead of a geometry. In these cases, PostgreSQL marks the textual representation as an unknown type, which means it can fall into the `st_intersects(raster, geometry)` or `st_intersects(raster,raster)` thus resulting in a non-unique case since both functions can in theory support your request. To prevent this, you need to cast the textual representation of the geometry to a geometry. For example if your code looks like this:

```
SELECT rast
FROM my_raster
WHERE ST_Intersects(rast, 'SRID=4326;POINT(-10 10)');
```

Cast the textual geometry representation to a geometry by changing your code to this:

```
SELECT rast
```

```
FROM my_raster
WHERE ST_Intersects(rast, 'SRID=4326;POINT(-10 10)::geometry');
```

12. *How is PostGIS Raster different from Oracle GeoRaster (SDO\_GEORASTER) and SDO\_RASTER types?*

For a more extensive discussion on this topic, check out Jorge Arévalo [Oracle GeoRaster and PostGIS Raster: First impressions](#). The major advantage of one-georeference-by-raster over one-georeference-by-layer is to allow coverages to be not necessarily rectangular (which is often the case of raster coverage covering large extents). See the possible raster arrangements in the documentation\* rasters to overlaps (which is necessary to implement lossless vector to raster conversion). These arrangements are possible in Oracle as well, but they imply the storage of multiple SDO\_GEORASTER objects linked to as many SDO\_RASTER tables. A complex coverage can lead to hundreds of tables in the database. With PostGIS Raster you can store a similar raster arrangement into a unique table. It's a bit like if PostGIS would force you to store only full rectangular vector coverage without gaps or overlaps (a perfect rectangular topological layer). This is very practical in some applications but practice has shown that it is not realistic or desirable for most geographical coverages. Vector structures need the flexibility to store discontinuous and non-rectangular coverages. We think it is a big advantage that raster structure should benefit as well.

13. *raster2pgsql load of large file fails with String of N bytes is too long for encoding conversion?*

raster2pgsql doesn't make any connections to your database when generating the file to load. If your database has set an explicit client encoding different from your database encoding, then when loading large raster files (above 30 MB in size), you may run into a `bytes is too long for encoding conversion`. This generally happens if for example you have your database in UTF8, but to support windows apps, you have the client encoding set to WIN1252. To work around this make sure the client encoding is the same as your database encoding during load. You can do this by explicitly setting the encoding in your load script. Example, if you are on windows:

```
set PGCLIENTENCODING=UTF8
```

If you are on Unix/Linux

```
export PGCLIENTENCODING=UTF8
```

More details of this issue are detailed in <http://trac.osgeo.org/postgis/ticket/2209>

14. *I'm getting error ERROR:RASTER\_fromGDALRaster:Could not open bytea with GDAL. Check that the bytea is of a GDAL supported format. when using ST\_FromGDALRaster or ERROR:rt\_raster\_to\_gdal:Could not load the output GDAL driver when trying to use ST\_AsPNG or other raster input functions.*

As of PostGIS 2.1.3 and 2.0.5, a security change was made to by default disable all GDAL drivers and out of db rasters. The release notes are at [PostGIS 2.0.6, 2.1.3 security release](#). In order to reenable specific drivers or all drivers and reenable out of database support, refer to Section 2.1.

## Chapter 14

# 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.

### 14.1 Address Standardizer

This is a fork of the [PAGC standardizer](#) (original code for this portion was [PAGC PostgreSQL Address Standardizer](#)).

The address standardizer is a single line address parser that takes an input address and normalizes it based on a set of rules stored in a table and helper lex and gaz tables.

The code is built into a single PostgreSQL extension library called `address_standardizer` which can be installed with `CREATE EXTENSION address_standardizer;`. In addition to the `address_standardizer` extension, a sample data extension called `address_standardizer_data_us` extensions is built, which contains gaz, lex, and rules tables for US data. This extensions can be installed via: `CREATE EXTENSION address_standardizer_data_us;`

The code for this extension can be found in the PostGIS `extensions/address_standardizer` and is currently self-contained.

For installation instructions refer to: [Section 2.3](#).

#### 14.1.1 How the Parser Works

The parser works from right to left looking first at the macro elements for postcode, state/province, city, and then looks micro elements to determine if we are dealing with a house number street or intersection or landmark. It currently does not look for a country code or name, but that could be introduced in the future.

**Country code** Assumed to be US or CA based on: postcode as US or Canada state/province as US or Canada else US

**Postcode/zipcode** These are recognized using Perl compatible regular expressions. These regexs are currently in the `parseaddress-api.c` and are relatively simple to make changes to if needed.

**State/province** These are recognized using Perl compatible regular expressions. These regexs are currently in the `parseaddress-api.c` but could get moved into includes in the future for easier maintenance.

#### 14.1.2 Address Standardizer Types

##### 14.1.2.1 stdaddr

`stdaddr` — A composite type that consists of the elements of an address. This is the return type for `standardize_address` function.

## Description

A composite type that consists of elements of an address. This is the return type for `standardize_address` function. Some descriptions for elements are borrowed from [PAGC Postal Attributes](#).

The token numbers denote the output reference number in the [rules table](#).



This method needs `address_standardizer` extension.

**building** is text (token number 0): Refers to building number or name. Unparsed building identifiers and types. Generally blank for most addresses.

**house\_num** is a text (token number 1): This is the street number on a street. Example *75* in *75 State Street*.

**predir** is text (token number 2): STREET NAME PRE-DIRECTIONAL such as North, South, East, West etc.

**qual** is text (token number 3): STREET NAME PRE-MODIFIER Example *OLD* in *3715 OLD HIGHWAY 99*.

**pretype** is text (token number 4): STREET PREFIX TYPE

**name** is text (token number 5): STREET NAME

**suftype** is text (token number 6): STREET POST TYPE e.g. St, Ave, Cir. A street type following the root street name. Example *STREET* in *75 State Street*.

**sufdir** is text (token number 7): STREET POST-DIRECTIONAL A directional modifier that follows the street name.. Example *WEST* in *3715 TENTH AVENUE WEST*.

**ruralroute** is text (token number 8): RURAL ROUTE . Example *7* in *RR 7*.

**extra** is text: Extra information like Floor number.

**city** is text (token number 10): Example *Boston*.

**state** is text (token number 11): Example *MASSACHUSETTS*

**country** is text (token number 12): Example *USA*

**postcode** is text POSTAL CODE (ZIP CODE) (token number 13): Example *02109*

**box** is text POSTAL BOX NUMBER (token number 14 and 15): Example *02109*

**unit** is text Apartment number or Suite Number (token number 17): Example *3B* in *APT 3B*.

## 14.1.3 Address Standardizer Tables

### 14.1.3.1 rules table

rules table — The rules table contains a set of rules that maps address input sequence tokens to standardized output sequence. A rule is defined as a set of input tokens followed by -1 (terminator) followed by set of output tokens followed by -1 followed by number denoting kind of rule followed by ranking of rule.

## Description

A rules table must have at least the following columns, though you are allowed to add more for your own uses.

**id** Primary key of table

**rule** text field denoting the rule. Details at [PAGC Address Standardizer Rule records](#).

A rule consists of a set of non-negative integers representing input tokens, terminated by a -1, followed by an equal number of non-negative integers representing postal attributes, terminated by a -1, followed by an integer representing a rule type, followed by an integer representing the rank of the rule. The rules are ranked from 0 (lowest) to 17 (highest).

So for example the rule 2 0 2 22 3 -1 5 5 6 7 3 -1 2 6 maps to sequence of output tokens *TYPE NUMBER TYPE DIRECT QUALIF* to the output sequence *STREET STREET SUFTYP SUFDIR QUALIF*. The rule is an ARC\_C rule of rank 6.

Numbers for corresponding output tokens are listed in [stdaddr](#).

### Input Tokens

Each rule starts with a set of input tokens followed by a terminator -1. Valid input tokens excerpted from [PAGC Input Tokens](#) are as follows:

#### Form-Based Input Tokens

**AMPERS** (13). The ampersand (&) is frequently used to abbreviate the word "and".

**DASH** (9). A punctuation character.

**DOUBLE** (21). A sequence of two letters. Often used as identifiers.

**FRACT** (25). Fractions are sometimes used in civic numbers or unit numbers.

**MIXED** (23). An alphanumeric string that contains both letters and digits. Used for identifiers.

**NUMBER** (0). A string of digits.

**ORD** (15). Representations such as First or 1st. Often used in street names.

**ORD** (18). A single letter.

**WORD** (1). A word is a string of letters of arbitrary length. A single letter can be both a **SINGLE** and a **WORD**.

#### Function-based Input Tokens

**BOXH** (14). Words used to denote post office boxes. For example *Box* or *PO Box*.

**BUILDH** (19). Words used to denote buildings or building complexes, usually as a prefix. For example: *Tower* in *Tower 7A*.

**BUILDT** (24). Words and abbreviations used to denote buildings or building complexes, usually as a suffix. For example: *Shopping Centre*.

**DIRECT** (22). Words used to denote directions, for example *North*.

**MILE** (20). Words used to denote milepost addresses.

**ROAD** (6). Words and abbreviations used to denote highways and roads. For example: the *Interstate* in *Interstate 5*

**RR** (8). Words and abbreviations used to denote rural routes. *RR*.

**TYPE** (2). Words and abbreviation used to denote street types. For example: *ST* or *AVE*.

**UNITH** (16). Words and abbreviation used to denote internal subaddresses. For example, *APT* or *UNIT*.

#### Postal Type Input Tokens

**QUINT** (28). A 5 digit number. Identifies a Zip Code

**QUAD** (29). A 4 digit number. Identifies ZIP4.

**PCH** (27). A 3 character sequence of letter number letter. Identifies an FSA, the first 3 characters of a Canadian postal code.

**PCT** (26). A 3 character sequence of number letter number. Identifies an LDU, the last 3 characters of a Canadian postal code.

### Stopwords

STOPWORDS combine with WORDS. In rules a string of multiple WORDS and STOPWORDS will be represented by a single WORD token.

**STOPWORD** (7). A word with low lexical significance, that can be omitted in parsing. For example: *THE*.

### Output Tokens

After the first -1 (terminator), follows the output tokens and their order, followed by a terminator -1. Numbers for corresponding output tokens are listed in `stdaddr`. What are allowed is dependent on kind of rule. Output tokens valid for each rule type are listed in the section called “**Rule Types and Rank**”.

### Rule Types and Rank

The final part of the rule is the rule type which is denoted by one of the following, followed by a rule rank. The rules are ranked from 0 (lowest) to 17 (highest).

#### MACRO\_C

(token number = "0"). The class of rules for parsing MACRO clauses such as *PLACE STATE ZIP*

**MACRO\_C output tokens** (excerpted from <http://www.pgcgeo.org/docs/html/pagc-12.html#--r-ty-->).

**CITY** (token number "10"). Example "Albany"

**STATE** (token number "11"). Example "NY"

**NATION** (token number "12"). This attribute is not used in most reference files. Example "USA"

**POSTAL** (token number "13"). (SADS elements "ZIP CODE" , "PLUS 4" ). This attribute is used for both the US Zip and the Canadian Postal Codes.

#### MICRO\_C

(token number = "1"). The class of rules for parsing full MICRO clauses (such as House, street, sufdir, predir, pretyp, suftype, qualif) (ie ARC\_C plus CIVIC\_C). These rules are not used in the build phase.

**MICRO\_C output tokens** (excerpted from <http://www.pgcgeo.org/docs/html/pagc-12.html#--r-ty-->).

**HOUSE** is a text (token number 1): This is the street number on a street. Example 75 in 75 State Street.

**predir** is text (token number 2): STREET NAME PRE-DIRECTIONAL such as North, South, East, West etc.

**qual** is text (token number 3): STREET NAME PRE-MODIFIER Example *OLD* in 3715 OLD HIGHWAY 99.

**pretype** is text (token number 4): STREET PREFIX TYPE

**street** is text (token number 5): STREET NAME

**suftype** is text (token number 6): STREET POST TYPE e.g. St, Ave, Cir. A street type following the root street name. Example *STREET* in 75 State Street.

**sufdir** is text (token number 7): STREET POST-DIRECTIONAL A directional modifier that follows the street name.. Example *WEST* in 3715 TENTH AVENUE WEST.

**ARC\_C**

(token number = "2"). The class of rules for parsing MICRO clauses, excluding the HOUSE attribute. As such uses same set of output tokens as MICRO\_C minus the HOUSE token.

**CIVIC\_C**

(token number = "3"). The class of rules for parsing the HOUSE attribute.

**EXTRA\_C**

(token number = "4"). The class of rules for parsing EXTRA attributes - attributes excluded from geocoding. These rules are not used in the build phase.

**EXTRA\_C output tokens** (excerpted from <http://www.pagcgeo.org/docs/html/pagc-12.html#--r-typ-->).

**BLDNG** (token number 0): Unparsed building identifiers and types.

**BOXH** (token number 14): The **BOX** in BOX 3B

**BOXT** (token number 15): The **3B** in BOX 3B

**RR** (token number 8): The **RR** in RR 7

**UNITH** (token number 16): The **APT** in APT 3B

**UNITT** (token number 17): The **3B** in APT 3B

**UNKNWN** (token number 9): An otherwise unclassified output.

**14.1.3.2 lex table**

lex table — A lex table is used to classify alphanumeric input and associate that input with (a) input tokens ( See the section called “**Input Tokens**”) and (b) standardized representations.

**Description**

A lex (short for lexicon) table is used to classify alphanumeric input and associate that input with the section called “**Input Tokens**” and (b) standardized representations. Things you will find in these tables are ONE mapped to stdword: 1.

A lex has at least the following columns in the table. You may add

**id** Primary key of table

**seq** integer: definition number?

**word** text: the input word

**stdword** text: the standardized replacement word

**token** integer: the kind of word it is. Only if it is used in this context will it be replaced. Refer to **PAGC Tokens**.

**14.1.3.3 gaz table**

gaz table — A gaz table is used to standardize place names and associate that input with (a) input tokens ( See the section called “**Input Tokens**”) and (b) standardized representations.

## Description

A gaz (short for gazeteer) table is used to standardize place names and associate that input with the section called “**Input Tokens**” and (b) standardized representations. For example if you are in US, you may load these with State Names and associated abbreviations.

A gaz table has at least the following columns in the table. You may add more columns if you wish for your own purposes.

**id** Primary key of table

**seq** integer: definition number? - identifier used for that instance of the word

**word** text: the input word

**stdword** text: the standardized replacement word

**token** integer: the kind of word it is. Only if it is used in this context will it be replaced. Refer to [PAGC Tokens](#).

## 14.1.4 Address Standardizer Functions

### 14.1.4.1 parse\_address

parse\_address — Takes a 1 line address and breaks into parts

## Synopsis

record **parse\_address**(text address);

## Description

Returns takes an address as input, and returns a record output consisting of fields *num*, *street*, *street2*, *address1*, *city*, *state*, *zip*, *zipplus*, *country*.

Availability: 2.2.0



This method needs address\_standardizer extension.

## Examples

### Single Address

```
SELECT num, street, city, zip, zipplus
FROM parse_address('1 Devonshire Place, Boston, MA 02109-1234') AS a;
```

num	street	city	zip	zipplus
1	Devonshire Place	Boston	02109	1234

### Table of addresses

```
-- basic table
CREATE TABLE places(addid serial PRIMARY KEY, address text);

INSERT INTO places(address)
VALUES ('529 Main Street, Boston MA, 02129'),
       ('77 Massachusetts Avenue, Cambridge, MA 02139'),
       ('25 Wizard of Oz, Walaford, KS 99912323'),
       ('26 Capen Street, Medford, MA');
```



```

('124 Mount Auburn St, Cambridge, Massachusetts 02138'),
('950 Main Street, Worcester, MA 01610');

-- parse the addresses
-- if you want all fields you can use (a).*
SELECT addid, (a).num, (a).street, (a).city, (a).state, (a).zip, (a).zipplus
FROM (SELECT addid, parse_address(address) As a
FROM places) AS p;

```

addid	num	street	city	state	zip	zipplus
1	529	Main Street	Boston	MA	02129	
2	77	Massachusetts Avenue	Cambridge	MA	02139	
3	25	Wizard of Oz	Walaford	KS	99912	323
4	26	Capen Street	Medford	MA		
5	124	Mount Auburn St	Cambridge	MA	02138	
6	950	Main Street	Worcester	MA	01610	

(6 rows)

## See Also

### 14.1.4.2 standardize\_address

`standardize_address` — Returns an `stdaddr` form of an input address utilizing `lex`, `gaz`, and rule tables.

## Synopsis

```

stdaddr standardize_address(text lextab, text gaztab, text rultab, text address);
stdaddr standardize_address(text lextab, text gaztab, text rultab, text micro, text macro);

```

## Description

Returns an `stdaddr` form of an input address utilizing `lex table` table name, `gaz table`, and `rules table` table names and an address.

Variant 1: Takes an address as a single line.

Variant 2: Takes an address as 2 parts. A `micro` consisting of standard first line of postal address e.g. `house_num street`, and a `macro` consisting of standard postal second line of an address e.g. `city, state postal_code country`.

Availability: 2.2.0



This method needs `address_standardizer` extension.

## Examples

Using `address_standardizer_data_us` extension

```
CREATE EXTENSION address_standardizer_data_us; -- only needs to be done once
```

Variant 1: Single line address. This doesn't work well with non-US addresses

```

SELECT house_num, name, suftype, city, country, state, unit FROM standardize_address(' ←
us_lex',
      'us_gaz', 'us_rules', 'One Devonshire Place, PH 301, Boston, MA 02109');

```

house_num	name	suftype	city	country	state	unit
1	DEVONSHIRE	PLACE	BOSTON	USA	MASSACHUSETTS	# PENTHOUSE 301

Using tables packaged with tiger geocoder. This example only works if you installed `postgis_tiger_geocoder`.

```
SELECT * FROM standardize_address('tiger.pagc_lex',
    'tiger.pagc_gaz', 'tiger.pagc_rules', 'One Devonshire Place, PH 301, Boston, MA 02109-1234');
```

Make easier to read we'll dump output using `hstore` extension `CREATE EXTENSION hstore`; you need to install

```
SELECT (each(hstore(p))).*
FROM standardize_address('tiger.pagc_lex', 'tiger.pagc_gaz',
    'tiger.pagc_rules', 'One Devonshire Place, PH 301, Boston, MA 02109') As p;
```

key	value
box	
city	BOSTON
name	DEVONSHIRE
qual	
unit	# PENTHOUSE 301
extra	
state	MA
predir	
sufdir	
country	USA
pretype	
suftype	PL
building	
postcode	02109
house_num	1
ruralroute	

(16 rows)

Variant 2: As a two part Address

```
SELECT (each(hstore(p))).*
FROM standardize_address('tiger.pagc_lex', 'tiger.pagc_gaz',
    'tiger.pagc_rules', 'One Devonshire Place, PH 301', 'Boston, MA 02109, US') As p;
```

key	value
box	
city	BOSTON
name	DEVONSHIRE
qual	
unit	# PENTHOUSE 301
extra	
state	MA
predir	
sufdir	
country	USA
pretype	
suftype	PL
building	
postcode	02109
house_num	1
ruralroute	

(16 rows)

## See Also

[stdaddr](#), [rules table](#), [lex table](#), [gaz table](#), [Pagc\\_Normalize\\_Address](#)

## 14.2 Tiger Geocoder

There are a couple other open source geocoders for PostGIS, that unlike tiger geocoder have the advantage of multi-country geocoding support

- **Nominatim** uses OpenStreetMap gazeteer formatted data. It requires osm2pgsql for loading the data, PostgreSQL 8.4+ and PostGIS 1.5+ to function. It is packaged as a webservice interface and seems designed to be called as a webservice. Just like the tiger geocoder, it has both a geocoder and a reverse geocoder component. From the documentation, it is unclear if it has a pure SQL interface like the tiger geocoder, or if a good deal of the logic is implemented in the web interface.
- **GIS Graphy** also utilizes PostGIS and like Nominatim works with OpenStreetMap (OSM) data. It comes with a loader to load OSM data and similar to Nominatim is capable of geocoding not just US. Much like Nominatim, it runs as a webservice and relies on Java 1.5, Servlet apps, Solr. GisGraphy is cross-platform and also has a reverse geocoder among some other neat features.

### 14.2.1 Drop\_Indexes\_Generate\_Script

`Drop_Indexes_Generate_Script` — Generates a script that drops all non-primary key and non-unique indexes on tiger schema and user specified schema. Defaults schema to `tiger_data` if no schema is specified.

#### Synopsis

```
text Drop_Indexes_Generate_Script(text param_schema=tiger_data);
```

#### Description

Generates a script that drops all non-primary key and non-unique indexes on tiger schema and user specified schema. Defaults schema to `tiger_data` if no schema is specified.

This is useful for minimizing index bloat that may confuse the query planner or take up unnecessary space. Use in combination with [Install\\_Missing\\_Indexes](#) to add just the indexes used by the geocoder.

Availability: 2.0.0

#### Examples

```
SELECT drop_indexes_generate_script() As actionsql;
actionsql
-----
DROP INDEX tiger.idx_tiger_countysub_lookup_lower_name;
DROP INDEX tiger.idx_tiger_edges_countyfp;
DROP INDEX tiger.idx_tiger_faces_countyfp;
DROP INDEX tiger.tiger_place_the_geom_gist;
DROP INDEX tiger.tiger_edges_the_geom_gist;
DROP INDEX tiger.tiger_state_the_geom_gist;
DROP INDEX tiger.idx_tiger_addr_least_address;
DROP INDEX tiger.idx_tiger_addr_tlid;
DROP INDEX tiger.idx_tiger_addr_zip;
DROP INDEX tiger.idx_tiger_county_countyfp;
DROP INDEX tiger.idx_tiger_county_lookup_lower_name;
DROP INDEX tiger.idx_tiger_county_lookup_snd_name;
DROP INDEX tiger.idx_tiger_county_lower_name;
DROP INDEX tiger.idx_tiger_county_snd_name;
DROP INDEX tiger.idx_tiger_county_the_geom_gist;
DROP INDEX tiger.idx_tiger_countysub_lookup_snd_name;
DROP INDEX tiger.idx_tiger_cousub_countyfp;
```

```
DROP INDEX tiger.idx_tiger_cousub_cousubfp;
DROP INDEX tiger.idx_tiger_cousub_lower_name;
DROP INDEX tiger.idx_tiger_cousub_snd_name;
DROP INDEX tiger.idx_tiger_cousub_the_geom_gist;
DROP INDEX tiger_data.idx_tiger_data_ma_addr_least_address;
DROP INDEX tiger_data.idx_tiger_data_ma_addr_tlid;
DROP INDEX tiger_data.idx_tiger_data_ma_addr_zip;
DROP INDEX tiger_data.idx_tiger_data_ma_county_countyfp;
DROP INDEX tiger_data.idx_tiger_data_ma_county_lookup_lower_name;
DROP INDEX tiger_data.idx_tiger_data_ma_county_lookup_snd_name;
DROP INDEX tiger_data.idx_tiger_data_ma_county_lower_name;
DROP INDEX tiger_data.idx_tiger_data_ma_county_snd_name;
:
:
```

### See Also

[Install\\_Missing\\_Indexes](#), [Missing\\_Indexes\\_Generate\\_Script](#)

## 14.2.2 Drop\_Nation\_Tables\_Generate\_Script

`Drop_Nation_Tables_Generate_Script` — Generates a script that drops all tables in the specified schema that start with `county_all`, `state_all` or state code followed by `county` or `state`.

### Synopsis

```
text Drop_Nation_Tables_Generate_Script(text param_schema=tiger_data);
```

### Description

Generates a script that drops all tables in the specified schema that start with `county_all`, `state_all` or state code followed by `county` or `state`. This is needed if you are upgrading from `tiger_2010` to `tiger_2011` data.

Availability: 2.1.0

### Examples

```
SELECT drop_nation_tables_generate_script();
DROP TABLE tiger_data.county_all;
DROP TABLE tiger_data.county_all_lookup;
DROP TABLE tiger_data.state_all;
DROP TABLE tiger_data.ma_county;
DROP TABLE tiger_data.ma_state;
```

### See Also

[Loader\\_Generate\\_Nation\\_Script](#)

## 14.2.3 Drop\_State\_Tables\_Generate\_Script

`Drop_State_Tables_Generate_Script` — Generates a script that drops all tables in the specified schema that are prefixed with the state abbreviation. Defaults schema to `tiger_data` if no schema is specified.

## Synopsis

text **Drop\_State\_Tables\_Generate\_Script**(text param\_state, text param\_schema=tiger\_data);

## Description

Generates a script that drops all tables in the specified schema that are prefixed with the state abbreviation. Defaults schema to `tiger_data` if no schema is specified. This function is useful for dropping tables of a state just before you reload a state in case something went wrong during your previous load.

Availability: 2.0.0

## Examples

```
SELECT drop_state_tables_generate_script('PA');
DROP TABLE tiger_data.pa_addr;
DROP TABLE tiger_data.pa_county;
DROP TABLE tiger_data.pa_county_lookup;
DROP TABLE tiger_data.pa_cousub;
DROP TABLE tiger_data.pa_edges;
DROP TABLE tiger_data.pa_faces;
DROP TABLE tiger_data.pa_featnames;
DROP TABLE tiger_data.pa_place;
DROP TABLE tiger_data.pa_state;
DROP TABLE tiger_data.pa_zip_lookup_base;
DROP TABLE tiger_data.pa_zip_state;
DROP TABLE tiger_data.pa_zip_state_loc;
```

## See Also

[Loader\\_Generate\\_Script](#)

## 14.2.4 Geocode

Geocode — Takes in an address as a string (or other normalized address) and outputs a set of possible locations which include a point geometry in NAD 83 long lat, a normalized address for each, and the rating. The lower the rating the more likely the match. Results are sorted by lowest rating first. Can optionally pass in maximum results, defaults to 10, and `restrict_region` (defaults to NULL)

## Synopsis

setof record **geocode**(varchar address, integer max\_results=10, geometry restrict\_region=NULL, norm\_addy OUT addy, geometry OUT geomout, integer OUT rating);  
setof record **geocode**(norm\_addy in\_addy, integer max\_results=10, geometry restrict\_region=NULL, norm\_addy OUT addy, geometry OUT geomout, integer OUT rating);

## Description

Takes in an address as a string (or already normalized address) and outputs a set of possible locations which include a point geometry in NAD 83 long lat, a `normalized_address` (`addy`) for each, and the rating. The lower the rating the more likely the match. Results are sorted by lowest rating first. Uses Tiger data (`edges`, `faces`, `addr`), PostgreSQL fuzzy string matching (`soundex`, `levenshtein`) and PostGIS line interpolation functions to interpolate address along the Tiger edges. The higher the rating the less likely the geocode is right. The geocoded point is defaulted to offset 10 meters from center-line off to side (L/R) of street address is located on.

Enhanced: 2.0.0 to support Tiger 2010 structured data and revised some logic to improve speed, accuracy of geocoding, and to offset point from centerline to side of street address is located on. The new parameter `max_results` useful for specifying number of best results or just returning the best result.

### Examples: Basic

The below examples timings are on a 3.0 GHZ single processor Windows 7 machine with 2GB ram running PostgreSQL 9.1rc1/PostGIS 2.0 loaded with all of MA,MN,CA, RI state Tiger data loaded.

Exact matches are faster to compute (61ms)

```
SELECT g.rating, ST_X(g.geomout) As lon, ST_Y(g.geomout) As lat,
       (addy).address As stno, (addy).streetname As street,
       (addy).streettypeabbrev As styp, (addy).location As city, (addy).stateabbrev As st, ( ←
       addy).zip
FROM geocode('75 State Street, Boston MA 02109', 1) As g;
rating |          lon          |          lat          | stno | street | styp | city | st | zip
-----+-----+-----+-----+-----+-----+-----+-----+-----
      0 | -71.0557505845646 | 42.35897920691 |   75 | State  | St   | Boston | MA | 02109
```

Even if zip is not passed in the geocoder can guess (took about 122-150 ms)

```
SELECT g.rating, ST_AsText(ST_SnapToGrid(g.geomout,0.00001)) As wktonlat,
       (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 |          wktonlat          | stno | street | styp | city | st | zip
-----+-----+-----+-----+-----+-----+-----+-----
      1 | POINT(-71.05528 42.36316) |   226 | Hanover | St   | Boston | MA | 02113
```

Can handle misspellings and provides more than one possible solution with ratings and takes longer (500ms).

```
SELECT g.rating, ST_AsText(ST_SnapToGrid(g.geomout,0.00001)) As wktonlat,
       (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 |          wktonlat          | stno | street | styp | city | st | zip
-----+-----+-----+-----+-----+-----+-----+-----
      70 | POINT(-71.06466 42.35114) |    31 | Stuart | St   | Boston | MA | 02116
```

Using to do a batch geocode of addresses. Easiest is to set `max_results=1`. Only process those not yet geocoded (have no rating).

```
CREATE TABLE addresses_to_geocode(addyid serial PRIMARY KEY, address text,
                                   lon numeric, lat numeric, new_address text, rating integer);

INSERT INTO addresses_to_geocode(address)
VALUES ('529 Main Street, Boston MA, 02129'),
       ('77 Massachusetts Avenue, Cambridge, MA 02139'),
       ('25 Wizard of Oz, Waford, KS 99912323'),
       ('26 Capen Street, Medford, MA'),
       ('124 Mount Auburn St, Cambridge, Massachusetts 02138'),
       ('950 Main Street, Worcester, MA 01610');

-- only update the first 3 addresses (323-704 ms - there are caching and shared memory ←
-- effects so first geocode you do is always slower) --
-- for large numbers of addresses you don't want to update all at once
-- since the whole geocode must commit at once
-- For this example we rejoin with LEFT JOIN
```

```
-- and set to rating to -1 rating if no match
-- to ensure we don't regeocode a bad address
UPDATE addresses_to_geocode
  SET (rating, new_address, lon, lat)
    = ( COALESCE(g.rating,-1), pprint_addy(g.addy),
        ST_X(g.geomout)::numeric(8,5), ST_Y(g.geomout)::numeric(8,5) )
FROM (SELECT addid, address
      FROM addresses_to_geocode
      WHERE rating IS NULL ORDER BY addid LIMIT 3) As a
LEFT JOIN LATERAL geocode(a.address,1) As g ON true
WHERE a.addid = addresses_to_geocode.addid;
```

result  
-----

Query returned successfully: 3 rows affected, 480 ms execution time.

```
SELECT * FROM addresses_to_geocode WHERE rating is not null;
```

addid	new_address	rating	lon	lat	
1	529 Main Street, Boston MA, 02129 Boston, MA 02129	0	-71.07177	42.38357	529 Main St, ↔
2	77 Massachusetts Avenue, Cambridge, MA 02139 Massachusetts Ave, Cambridge, MA 02139	0	-71.09396	42.35961	77 ↔
3	25 Wizard of Oz, Walaford, KS 99912323 KS 67502	108	-97.92913	38.12717	Willowbrook, ↔

(3 rows)

**Examples: Using Geometry filter**

```
SELECT g.rating, ST_AsText(ST_SnapToGrid(g.geomout,0.00001)) As wktmlonlat,
  (addy).address As stno, (addy).streetname As street,
  (addy).streettypeabbrev As styp,
  (addy).location As city, (addy).stateabbrev As st, (addy).zip
FROM geocode('100 Federal Street, MA',
  3,
  (SELECT ST_Union(the_geom)
   FROM place WHERE statefp = '25' AND name = 'Lynn')::geometry
 ) As g;
```

rating	wktmlonlat	stno	street	styp	city	st	zip
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

**See Also**

[Normalize\\_Address](#), [Pprint\\_Addy](#), [ST\\_AsText](#), [ST\\_SnapToGrid](#), [ST\\_X](#), [ST\\_Y](#)

**14.2.5 Geocode\_Intersection**

Geocode\_Intersection — Takes in 2 streets that intersect and a state, city, zip, and outputs a set of possible locations on the first cross street that is at the intersection, also includes a geomout as the point location in NAD 83 long lat, a normalized\_addr

ess (addy) for each location, and the rating. The lower the rating the more likely the match. Results are sorted by lowest rating first. Can optionally pass in maximum results, defaults to 10. Uses Tiger data (edges, faces, addr), PostgreSQL fuzzy string matching (soundex, levenshtein).

### Synopsis

```
setof record geocode_intersection(text roadway1, text roadway2, text in_state, text in_city, text in_zip, integer max_results=10,
norm_addy OUT addy, geometry OUT geomout, integer OUT rating);
```

### Description

Takes in 2 streets that intersect and a state, city, zip, and outputs a set of possible locations on the first cross street that is at the intersection, also includes a point geometry in NAD 83 long lat, a normalized address for each location, and the rating. The lower the rating the more likely the match. Results are sorted by lowest rating first. Can optionally pass in maximum results, defaults to 10. Returns `normalized_address` (addy) for each, `geomout` as the point location in nad 83 long lat, and the rating. The lower the rating the more likely the match. Results are sorted by lowest rating first. Uses Tiger data (edges,faces,addr), PostgreSQL fuzzy string matching (soundex,levenshtein)

Availability: 2.0.0

### Examples: Basic

The below examples timings are on a 3.0 GHZ single processor Windows 7 machine with 2GB ram running PostgreSQL 9.0/PostGIS 1.5 loaded with all of MA state Tiger data loaded. Currently a bit slow (3000 ms)

Testing on Windows 2003 64-bit 8GB on PostGIS 2.0 PostgreSQL 64-bit Tiger 2011 data loaded -- (41ms)

```
SELECT pprint_addy(addy), st_astext(geomout),rating
      FROM geocode_intersection('Haverford St','Germania St','MA','Boston', ←
      '02130',1);
```

pprint_addy	st_astext	rating
98 Haverford St, Boston, MA 02130	POINT(-71.101375 42.31376)	0

Even if zip is not passed in the geocoder can guess (took about 3500 ms on the windows 7 box), on the windows 2003 64-bit 741 ms

```
SELECT pprint_addy(addy), st_astext(geomout),rating
      FROM geocode_intersection('Weld', 'School', 'MA', 'Boston');
```

pprint_addy	st_astext	rating
98 Weld Ave, Boston, MA 02119	POINT(-71.099 42.314234)	3
99 Weld Ave, Boston, MA 02119	POINT(-71.099 42.314234)	3

### See Also

[Geocode](#), [Pprint\\_Addy](#), [ST\\_AsText](#)

## 14.2.6 Get\_Geocode\_Setting

`Get_Geocode_Setting` — Returns value of specific setting stored in `tiger.geocode_settings` table.

### Synopsis

```
text Get_Geocode_Setting(text setting_name);
```



**Description**

Returns value of specific setting stored in tiger.geocode\_settings table. Settings allow you to toggle debugging of functions. Later plans will be to control rating with settings. Current list of settings are as follows:

name	setting	unit	category	↔	short_desc
debug_geocode_address	false	boolean	debug	↔	outputs debug information in notice log such as queries when geocode_address is called if true
debug_geocode_intersection	false	boolean	debug	↔	outputs debug information in notice log such as queries when geocode_intersection is called if true
debug_normalize_address	false	boolean	debug	↔	outputs debug information in notice log such as queries and intermediate expressions when normalize_address is called if true
debug_reverse_geocode	false	boolean	debug	↔	if true, outputs debug information in notice log such as queries and intermediate expressions when reverse_geocode
reverse_geocode_numbered_roads_highways,	0	integer	rating	↔	For state and county 1 - prefer the numbered highway name, 2 - prefer local state/county name
use_pagc_address_parser	false	boolean	normalize	↔	If set to true, will try to use the address_standardizer extension (via pagc_normalize_address) instead of tiger normalize_address built one

Changed: 2.2.0 : default settings are now kept in a table called geocode\_settings\_default. Use customized settingsa are in geocode\_settings and only contain those that have been set by user.

Availability: 2.1.0

**Example return debugging setting**

```
SELECT get_geocode_setting('debug_geocode_address) As result;
result
-----
false
```

**See Also**

[Set\\_Geocode\\_Setting](#)

**14.2.7 Get\_Tract**

Get\_Tract — Returns census tract or field from tract table of where the geometry is located. Default to returning short name of tract.

**Synopsis**

```
text get_tract(geometry loc_geom, text output_field=name);
```

## Description

Given a geometry will return the census tract location of that geometry. NAD 83 long lat is assumed if no spatial ref sys is specified.

### Note

This function uses the census `tract` which is not loaded by default. If you have already loaded your state table, you can load `tract` as well as `bg`, and `tabblock` using the [Loader\\_Generate\\_Census\\_Script](#) script.

If you have not loaded your state data yet and want these additional tables loaded, do the following

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

then they will be included by the [Loader\\_Generate\\_Script](#).

Availability: 2.0.0

## Examples: Basic

```
SELECT get_tract(ST_Point(-71.101375, 42.31376) ) As tract_name;
tract_name
-----
1203.01
```

```
--this one returns the tiger geoid
SELECT get_tract(ST_Point(-71.101375, 42.31376), 'tract_id' ) As tract_id;
tract_id
-----
25025120301
```

## See Also

[Geocode](#)>

## 14.2.8 Install\_Missing\_Indexes

`Install_Missing_Indexes` — Finds all tables with key columns used in geocoder joins and filter conditions that are missing used indexes on those columns and will add them.

### Synopsis

```
boolean Install_Missing_Indexes();
```

### Description

Finds all tables in `tiger` and `tiger_data` schemas with key columns used in geocoder joins and filters that are missing indexes on those columns and will output the SQL DDL to define the index for those tables and then execute the generated script. This is a helper function that adds new indexes needed to make queries faster that may have been missing during the load process. This function is a companion to [Missing\\_Indexes\\_Generate\\_Script](#) that in addition to generating the create index script, also executes it. It is called as part of the `update_geocode.sql` upgrade script.

Availability: 2.0.0

## Examples

```
SELECT install_missing_indexes();
       install_missing_indexes
-----
t
```

## See Also

[Loader\\_Generate\\_Script](#), [Missing\\_Indexes\\_Generate\\_Script](#)

### 14.2.9 Loader\_Generate\_Census\_Script

`Loader_Generate_Census_Script` — Generates a shell script for the specified platform for the specified states that will download Tiger census state `tract`, `bg`, and `tabblocks` data tables, stage and load into `tiger_data` schema. Each state script is returned as a separate record.

## Synopsis

```
setof text loader_generate_census_script(text[] param_states, text os);
```

## Description

Generates a shell script for the specified platform for the specified states that will download Tiger data census state `tract`, block groups `bg`, and `tabblocks` data tables, stage and load into `tiger_data` schema. Each state script is returned as a separate record.

It uses `unzip` on Linux (7-zip on Windows by default) and `wget` to do the downloading. It uses Section [4.7.2](#) to load in the data. Note the smallest unit it does is a whole state. It will only process the files in the staging and temp folders.

It uses the following control tables to control the process and different OS shell syntax variations.

1. `loader_variables` keeps track of various variables such as census site, year, data and staging schemas
2. `loader_platform` profiles of various platforms and where the various executables are located. Comes with windows and linux. More can be added.
3. `loader_lookuptables` each record defines a kind of table (state, county), whether to process records in it and how to load them in. Defines the steps to import data, stage data, add, removes columns, indexes, and constraints for each. Each table is prefixed with the state and inherits from a table in the tiger schema. e.g. creates `tiger_data.ma_faces` which inherits from `tiger.faces`

Availability: 2.0.0



#### Note

`Loader_Generate_Script` includes this logic, but if you installed tiger geocoder prior to PostGIS 2.0.0 alpha5, you'll need to run this on the states you have already done to get these additional tables.

## Examples

Generate script to load up data for select states in Windows shell script format.

```
SELECT loader_generate_census_script (ARRAY['MA'], 'windows');
-- result --
set STATEDIR="\gisdata\www2.census.gov\geo\pvs\tiger2010st\25_Massachusetts"
set TMPDIR=\gisdata\temp\
set UNZIPTOOL="C:\Program Files\7-Zip\7z.exe"
set WGETTOOL="C:\wget\wget.exe"
set PGBIN=C:\projects\pg\pg91win\bin\
set PGPORT=5432
set PGHOST=localhost
set PGUSER=postgres
set PGPASSWORD=yourpasswordhere
set PGDATABASE=tiger_postgis20
set PSQL="%PGBIN%psql"
set SHP2PGSQL="%PGBIN%shp2pgsql"
cd \gisdata

%WGETTOOL% http://www2.census.gov/geo/pvs/tiger2010st/25_Massachusetts/25/ --no-parent -- ←
relative --accept=*bg10.zip,*tract10.zip,*tabblock10.zip --mirror --reject=html
del %TMPDIR%\*.*/Q
%PSQL% -c "DROP SCHEMA tiger_staging CASCADE;"
%PSQL% -c "CREATE SCHEMA tiger_staging;"
cd %STATEDIR%
for /r %%z in (*.zip) do %UNZIPTOOL% e %%z -o%TMPDIR%
cd %TMPDIR%
%PSQL% -c "CREATE TABLE tiger_data.MA_tract (CONSTRAINT pk_MA_tract PRIMARY KEY (tract_id) ) ←
INHERITS (tiger.tract); "
%SHP2PGSQL% -c -s 4269 -g the_geom -W "latin1" tl_2010_25_tract10.dbf tiger_staging. ←
ma_tract10 | %PSQL%
%PSQL% -c "ALTER TABLE tiger_staging.MA_tract10 RENAME geoid10 TO tract_id; SELECT ←
loader_load_staged_data (lower('MA_tract10'), lower('MA_tract')); "
%PSQL% -c "CREATE INDEX tiger_data_MA_tract_the_geom_gist ON tiger_data.MA_tract USING gist ←
(the_geom);"
%PSQL% -c "VACUUM ANALYZE tiger_data.MA_tract;"
%PSQL% -c "ALTER TABLE tiger_data.MA_tract ADD CONSTRAINT chk_statefp CHECK (statefp = ←
'25');"
:
```

Generate sh script

```
STATEDIR="/gisdata/www2.census.gov/geo/pvs/tiger2010st/25_Massachusetts"
TMPDIR="/gisdata/temp/"
UNZIPTOOL=unzip
WGETTOOL="/usr/bin/wget"
export PGBIN=/usr/pgsql-9.0/bin
export PGPORT=5432
export PGHOST=localhost
export PGUSER=postgres
export PGPASSWORD=yourpasswordhere
export PGDATABASE=geocoder
PSQL=${PGBIN}/psql
SHP2PGSQL=${PGBIN}/shp2pgsql
cd /gisdata

wget http://www2.census.gov/geo/pvs/tiger2010st/25_Massachusetts/25/ --no-parent --relative ←
--accept=*bg10.zip,*tract10.zip,*tabblock10.zip --mirror --reject=html
rm -f ${TMPDIR}/*.*/
${PSQL} -c "DROP SCHEMA tiger_staging CASCADE;"
${PSQL} -c "CREATE SCHEMA tiger_staging;"
```

```
cd $STATEDIR
for z in *.zip; do $UNZIPTOOL -o -d $TMPDIR $z; done
:
:
```

## See Also

[Loader\\_Generate\\_Script](#)

### 14.2.10 Loader\_Generate\_Script

**Loader\_Generate\_Script** — Generates a shell script for the specified platform for the specified states that will download Tiger data, stage and load into `tiger_data` schema. Each state script is returned as a separate record. Latest version supports Tiger 2010 structural changes and also loads census tract, block groups, and blocks tables.

#### Synopsis

setof text **loader\_generate\_script**(text[] param\_states, text os);

#### Description

Generates a shell script for the specified platform for the specified states that will download Tiger data, stage and load into `tiger_data` schema. Each state script is returned as a separate record.

It uses `unzip` on Linux (7-zip on Windows by default) and `wget` to do the downloading. It uses Section 4.7.2 to load in the data. Note the smallest unit it does is a whole state, but you can overwrite this by downloading the files yourself. It will only process the files in the staging and temp folders.

It uses the following control tables to control the process and different OS shell syntax variations.

1. `loader_variables` keeps track of various variables such as census site, year, data and staging schemas
2. `loader_platform` profiles of various platforms and where the various executables are located. Comes with windows and linux. More can be added.
3. `loader_lookuptables` each record defines a kind of table (state, county), whether to process records in it and how to load them in. Defines the steps to import data, stage data, add, removes columns, indexes, and constraints for each. Each table is prefixed with the state and inherits from a table in the tiger schema. e.g. creates `tiger_data.ma_faces` which inherits from `tiger.faces`

Availability: 2.0.0 to support Tiger 2010 structured data and load census tract (tract), block groups (bg), and blocks (tabblocks) tables .



#### Note

If you are using pgAdmin 3, be warned that by default pgAdmin 3 truncates long text. To fix, change *File* -> *Options* -> *Query Tool* -> *Query Editor* -> *Max. characters per column* to larger than 50000 characters.

## Examples

Using `psql` where `gistest` is your database and `/gisdata/data_load.sh` is the file to create with the shell commands to run.

```
psql -U postgres -h localhost -d gistest -A -t \  
-c "SELECT Loader_Generate_Script (ARRAY['MA'], 'gistest')" > /gisdata/data_load.sh;
```

Generate script to load up data for 2 states in Windows shell script format.

```
SELECT loader_generate_script (ARRAY['MA','RI'], 'windows') AS result;  
-- result --  
set TMPDIR=\gisdata\temp\  
set UNZIPTOOL="C:\Program Files\7-Zip\7z.exe"  
set WGETTOOL="C:\wget\wget.exe"  
set PGBIN=C:\Program Files\PostgreSQL\9.4\bin\  
set PGPORT=5432  
set PGHOST=localhost  
set PGUSER=postgres  
set PGPASSWORD=yourpasswordhere  
set PGDATABASE=geocoder  
set PSQL="%PGBIN%psql"  
set SHP2PGSQL="%PGBIN%shp2pgsql"  
cd \gisdata  
  
cd \gisdata  
%WGETTOOL% ftp://ftp2.census.gov/geo/tiger/TIGER2015/PLACE/tl_*_25_* --no-parent --relative ←  
--recursive --level=2 --accept=zip --mirror --reject=html  
cd \gisdata/ftp2.census.gov/geo/tiger/TIGER2015/PLACE  
:  
:
```

Generate sh script

```
SELECT loader_generate_script (ARRAY['MA','RI'], 'sh') AS result;  
-- result --  
TMPDIR="/gisdata/temp/"  
UNZIPTOOL=unzip  
WGETTOOL="/usr/bin/wget"  
export PGBIN=/usr/lib/postgresql/9.4/bin  
-- variables used by psql: https://www.postgresql.org/docs/current/static/libpq-envars.html  
export PGPORT=5432  
export PGHOST=localhost  
export PGUSER=postgres  
export PGPASSWORD=yourpasswordhere  
export PGDATABASE=geocoder  
PSQL=${PGBIN}/psql  
SHP2PGSQL=${PGBIN}/shp2pgsql  
cd /gisdata  
  
cd /gisdata  
wget ftp://ftp2.census.gov/geo/tiger/TIGER2015/PLACE/tl_*_25_* --no-parent --relative -- ←  
recursive --level=2 --accept=zip --mirror --reject=html  
cd /gisdata/ftp2.census.gov/geo/tiger/TIGER2015/PLACE  
rm -f ${TMPDIR}/*. *  
:  
:
```

## See Also

[Section 2.4.1, Loader\\_Generate\\_Nation\\_Script, Drop\\_State\\_Tables\\_Generate\\_Script](#)

## 14.2.11 Loader\_Generate\_Nation\_Script

`Loader_Generate_Nation_Script` — Generates a shell script for the specified platform that loads in the county and state lookup tables.

### Synopsis

```
text loader_generate_nation_script(text os);
```

### Description

Generates a shell script for the specified platform that loads in the `county_all`, `county_all_lookup`, `state_all` tables into `tiger_data` schema. These inherit respectively from the `county`, `county_lookup`, `state` tables in `tiger` schema.

It uses `unzip` on Linux (7-zip on Windows by default) and `wget` to do the downloading. It uses Section 4.7.2 to load in the data.

It uses the following control tables `tiger.loader_platform`, `tiger.loader_variables`, and `tiger.loader_lookuptables` to control the process and different OS shell syntax variations.

1. `loader_variables` keeps track of various variables such as census site, year, data and staging schemas
2. `loader_platform` profiles of various platforms and where the various executables are located. Comes with windows and linux/unix. More can be added.
3. `loader_lookuptables` each record defines a kind of table (state, county), whether to process records in it and how to load them in. Defines the steps to import data, stage data, add, removes columns, indexes, and constraints for each. Each table is prefixed with the state and inherits from a table in the `tiger` schema. e.g. creates `tiger_data.ma_faces` which inherits from `tiger.faces`

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.

Availability: 2.1.0



#### 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

If you were running `tiger_2010` version and you want to reload as state with newer tiger data, you'll need to for the very first load generate and run drop statements [Drop\\_Nation\\_Tables\\_Generate\\_Script](#) before you run this script.

### Examples

Generate script to load nation data Windows.

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

Generate script to load up data for Linux/Unix systems.

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

## See Also

[Loader\\_Generate\\_Script](#), [Drop\\_Nation\\_Tables\\_Generate\\_Script](#)

### 14.2.12 Missing\_Indexes\_Generate\_Script

`Missing_Indexes_Generate_Script` — Finds all tables with key columns used in geocoder joins that are missing indexes on those columns and will output the SQL DDL to define the index for those tables.

#### Synopsis

```
text Missing_Indexes_Generate_Script();
```

#### Description

Finds all tables in `tiger` and `tiger_data` schemas with key columns used in geocoder joins that are missing indexes on those columns and will output the SQL DDL to define the index for those tables. This is a helper function that adds new indexes needed to make queries faster that may have been missing during the load process. As the geocoder is improved, this function will be updated to accommodate new indexes being used. If this function outputs nothing, it means all your tables have what we think are the key indexes already in place.

Availability: 2.0.0

#### Examples

```
SELECT missing_indexes_generate_script();
-- output: This was run on a database that was created before many corrections were made to ←
the loading script ---
CREATE INDEX idx_tiger_county_countyfp ON tiger.county USING btree(countyfp);
CREATE INDEX idx_tiger_cousub_countyfp ON tiger.cousub USING btree(countyfp);
CREATE INDEX idx_tiger_edges_tfidr ON tiger.edges USING btree(tfidr);
CREATE INDEX idx_tiger_edges_tfidl ON tiger.edges USING btree(tfidl);
CREATE INDEX idx_tiger_zip_lookup_all_zip ON tiger.zip_lookup_all USING btree(zip);
CREATE INDEX idx_tiger_data_ma_county_countyfp ON tiger_data.ma_county USING btree(countyfp ←
);
CREATE INDEX idx_tiger_data_ma_cousub_countyfp ON tiger_data.ma_cousub USING btree(countyfp ←
);
CREATE INDEX idx_tiger_data_ma_edges_countyfp ON tiger_data.ma_edges USING btree(countyfp);
CREATE INDEX idx_tiger_data_ma_faces_countyfp ON tiger_data.ma_faces USING btree(countyfp);
```

## See Also

[Loader\\_Generate\\_Script](#), [Install\\_Missing\\_Indexes](#)

### 14.2.13 Normalize\_Address

`Normalize_Address` — Given a textual street address, returns a composite `norm_addy` type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This function will work with just the lookup data packaged with the `tiger_geocoder` (no need for `tiger` census data).

#### Synopsis

```
norm_addy normalize_address(varchar in_address);
```



## Description

Given a textual street address, returns a composite `norm_addy` type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This is the first step in the geocoding process to get all addresses into normalized postal form. No other data is required aside from what is packaged with the geocoder.

This function just uses the various direction/state/suffix lookup tables preloaded with the `tiger_geocoder` and located in the `tiger` schema, so it doesn't need you to download tiger census data or any other additional data to make use of it. You may find the need to add more abbreviations or alternative namings to the various lookup tables in the `tiger` schema.

It uses various control lookup tables located in `tiger` schema to normalize the input address.

Fields in the `norm_addy` type object returned by this function in this order where () indicates a field required by the geocoder, [] indicates an optional field:

(address) [predirAbbrev] (streetName) [streetTypeAbbrev] [postdirAbbrev] [internal] [location] [stateAbbrev] [zip] [parsed] [zip4] [address\_alphanumeric]

Enhanced: 2.4.0 `norm_addy` object includes additional fields `zip4` and `address_alphanumeric`.

1. `address` is an integer: The street number
2. `predirAbbrev` is varchar: Directional prefix of road such as N, S, E, W etc. These are controlled using the `direction_lookup` table.
3. `streetName` varchar
4. `streetTypeAbbrev` varchar abbreviated version of street type: e.g. St, Ave, Cir. These are controlled using the `street_type_lookup` table.
5. `postdirAbbrev` varchar abbreviated directional suffix of road N, S, E, W etc. These are controlled using the `direction_lookup` table.
6. `internal` varchar internal address such as an apartment or suite number.
7. `location` varchar usually a city or governing province.
8. `stateAbbrev` varchar two character US State. e.g MA, NY, MI. These are controlled by the `state_lookup` table.
9. `zip` varchar 5-digit zipcode. e.g. 02109.
10. `parsed` boolean - denotes if address was formed from normalize process. The `normalize_address` function sets this to true before returning the address.
11. `zip4` last 4 digits of a 9 digit zip code. Availability: PostGIS 2.4.0.
12. `address_alphanumeric` Full street number even if it has alpha characters like 17R. Parsing of this is better using [Pgc\\_Normalize\\_Address](#) function. Availability: PostGIS 2.4.0.

## Examples

Output select fields. Use [Pprint\\_Addy](#) if you want a pretty textual output.

```
SELECT address As orig, (g.na).streetname, (g.na).streettypeabbrev
FROM (SELECT address, normalize_address(address) As na
      FROM addresses_to_geocode) As g;
```

orig	streetname	streettypeabbrev
28 Capen Street, Medford, MA	Capen	St
124 Mount Auburn St, Cambridge, Massachusetts 02138	Mount Auburn	St
950 Main Street, Worcester, MA 01610	Main	St
529 Main Street, Boston MA, 02129	Main	St
77 Massachusetts Avenue, Cambridge, MA 02139	Massachusetts	Ave
25 Wizard of Oz, Walford, KS 99912323	Wizard of Oz	

**See Also**[Geocode](#), [Pprint\\_Addy](#)**14.2.14 Pagc\_Normalize\_Address**

`Pagc_Normalize_Address` — Given a textual street address, returns a composite `norm_addy` type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This function will work with just the lookup data packaged with the `tiger_geocoder` (no need for tiger census data). Requires `address_standardizer` extension.

**Synopsis**

```
norm_addy pagc_normalize_address(varchar in_address);
```

**Description**

Given a textual street address, returns a composite `norm_addy` type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This is the first step in the geocoding process to get all addresses into normalized postal form. No other data is required aside from what is packaged with the geocoder.

This function just uses the various `pagc_*` lookup tables preloaded with the `tiger_geocoder` and located in the `tiger` schema, so it doesn't need you to download tiger census data or any other additional data to make use of it. You may find the need to add more abbreviations or alternative namings to the various lookup tables in the `tiger` schema.

It uses various control lookup tables located in `tiger` schema to normalize the input address.

Fields in the `norm_addy` type object returned by this function in this order where () indicates a field required by the geocoder, [] indicates an optional field:

There are slight variations in casing and formatting over the [Normalize\\_Address](#).

Availability: 2.1.0



This method needs `address_standardizer` extension.

```
(address) [predirAbbrev] (streetName) [streetTypeAbbrev] [postdirAbbrev] [internal] [location] [stateAbbrev] [zip]
```

The native `standardaddr` of `address_standardizer` extension is at this time a bit richer than `norm_addy` since its designed to support international addresses (including country). `standardaddr` equivalent fields are:

```
house_num, predir, name, suftype, sufdir, unit, city, state, postcode
```

Enhanced: 2.4.0 `norm_addy` object includes additional fields `zip4` and `address_alphanumeric`.

1. `address` is an integer: The street number
2. `predirAbbrev` is varchar: Directional prefix of road such as N, S, E, W etc. These are controlled using the `direction_lookup` table.
3. `streetName` varchar
4. `streetTypeAbbrev` varchar abbreviated version of street type: e.g. St, Ave, Cir. These are controlled using the `street_type_lookup` table.
5. `postdirAbbrev` varchar abbreviated directional suffice of road N, S, E, W etc. These are controlled using the `direction_lookup` table.
6. `internal` varchar internal address such as an apartment or suite number.
7. `location` varchar usually a city or governing province.
8. `stateAbbrev` varchar two character US State. e.g MA, NY, MI. These are controlled by the `state_lookup` table.

9. zip varchar 5-digit zipcode. e.g. 02109.
10. parsed boolean - denotes if address was formed from normalize process. The normalize\_address function sets this to true before returning the address.
11. zip4 last 4 digits of a 9 digit zip code. Availability: PostGIS 2.4.0.
12. address\_alphanumeric Full street number even if it has alpha characters like 17R. Parsing of this is better using [Pagc\\_Normalize\\_Address](#) function. Availability: PostGIS 2.4.0.

**Examples**

**Single call example**

```
SELECT addy.*
FROM pagc_normalize_address('9000 E ROO ST STE 999, Springfield, CO') AS addy;
```

address	predirabbrev	streetname	streettypeabbrev	postdirabbrev	internal	location	stateabbrev	zip	parsed
9000	E	ROO	ST			SUITE 999			↔
SPRINGFIELD			t				CO		

Batch call. There are currently speed issues with the way postgis\_tiger\_geocoder wraps the address\_standardizer. These will hopefully be resolved in later editions. To work around them, if you need speed for batch geocoding to call generate a normaddy in batch mode, you are encouraged to directly call the address\_standardizer standardize\_address function as shown below which is similar exercise to what we did in [Normalize\\_Address](#) that uses data created in [Geocode](#).

```
WITH g AS (SELECT address, ROW((sa).house_num, (sa).predir, (sa).name
, (sa).suftype, (sa).sufdir, (sa).unit , (sa).city, (sa).state, (sa).postcode, true)::
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

**See Also**

[Normalize\\_Address](#), [Geocode](#)

**14.2.15 Pprint\_Addy**

Pprint\_Addy — Given a norm\_addy composite type object, returns a pretty print representation of it. Usually used in conjunction with normalize\_address.

**Synopsis**

```
varchar pprint_addy(norm_addy in_addy);
```

**Description**

Given a `norm_addy` composite type object, returns a pretty print representation of it. No other data is required aside from what is packaged with the geocoder.

Usually used in conjunction with [Normalize\\_Address](#).

**Examples****Pretty print a single address**

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

**Pretty print address a table of addresses**

```
SELECT address As orig, pprint_addy(normalize_address(address)) As pretty_address
  FROM addresses_to_geocode;
```

orig	pretty_address
529 Main Street, Boston MA, 02129	529 Main St, Boston MA, 02129
77 Massachusetts Avenue, Cambridge, MA 02139	77 Massachusetts Ave, Cambridge, MA ←
28 Capen Street, Medford, MA	28 Capen St, Medford, MA
124 Mount Auburn St, Cambridge, Massachusetts 02138	124 Mount Auburn St, Cambridge, MA ←
950 Main Street, Worcester, MA 01610	950 Main St, Worcester, MA 01610

**See Also**

[Normalize\\_Address](#)

**14.2.16 Reverse\_Geocode**

**Reverse\_Geocode** — Takes a geometry point in a known spatial ref sys and returns a record containing an array of theoretically possible addresses and an array of cross streets. If `include_strnum_range = true`, includes the street range in the cross streets.

**Synopsis**

```
record Reverse_Geocode(geometry pt, boolean include_strnum_range=false, geometry[] OUT intpt, norm_addy[] OUT addy,
varchar[] OUT street);
```

## Description

Takes a geometry point in a known spatial ref and returns a record containing an array of theoretically possible addresses and an array of cross streets. If `include_strnum_range = true`, includes the street range in the cross streets. `include_strnum_range` defaults to false if not passed in. Addresses are sorted according to which road a point is closest to so first address is most likely the right one.

Why do we say theoretical instead of actual addresses. The Tiger data doesn't have real addresses, but just street ranges. As such the theoretical address is an interpolated address based on the street ranges. Like for example interpolating one of my addresses returns a 26 Court St. and 26 Court Sq., though there is no such place as 26 Court Sq. This is because a point may be at a corner of 2 streets and thus the logic interpolates along both streets. The logic also assumes addresses are equally spaced along a street, which of course is wrong since you can have a municipal building taking up a good chunk of the street range and the rest of the buildings are clustered at the end.

Note: Hmm this function relies on Tiger data. If you have not loaded data covering the region of this point, then hmm you will get a record filled with NULLS.

Returned elements of the record are as follows:

1. `intpt` is an array of points: These are the center line points on the street closest to the input point. There are as many points as there are addresses.
2. `addy` is an array of `norm_addy` (normalized addresses): These are an array of possible addresses that fit the input point. The first one in the array is most likely. Generally there should be only one, except in the case when a point is at the corner of 2 or 3 streets, or the point is somewhere on the road and not off to the side.
3. `street` an array of `varchar`: These are cross streets (or the street) (streets that intersect or are the street the point is projected to be on).

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 [Loader\\_Generate\\_Nation\\_Script](#) for details on loading `zcta5` data.

Availability: 2.0.0

## Examples

Example of a point at the corner of two streets, but closest to one. This is approximate location of MIT: 77 Massachusetts Ave, Cambridge, MA 02139 Note that although we don't have 3 streets, PostgreSQL will just return null for entries above our upper bound so safe to use. This includes street ranges

```
SELECT pprint_addy(r.addy[1]) As st1, pprint_addy(r.addy[2]) As st2, pprint_addy(r.addy[3]) ←
      As st3,
      array_to_string(r.street, ',') As cross_streets
      FROM reverse_geocode(ST_GeomFromText('POINT(-71.093902 42.359446)',4269),true) As r ←
      ;
```

```
result
-----
      st1                                | st2 | st3 |                                cross_streets
-----+-----+-----+-----
67 Massachusetts Ave, Cambridge, MA 02139 |     |     | 67 - 127 Massachusetts Ave,32 - 88 ←
      Vassar St
```

Here we choose not to include the address ranges for the cross streets and picked a location really really close to a corner of 2 streets thus could be known by two different addresses.

```
SELECT pprint_addy(r.addy[1]) As st1, pprint_addy(r.addy[2]) As st2,
pprint_addy(r.addy[3]) As st3, array_to_string(r.street, ',') As cross_str
FROM reverse_geocode(ST_GeomFromText('POINT(-71.06941 42.34225)',4269)) As r;
```

```
result
-----
```

st1	st2	st3	cross_str
5 Bradford St, Boston, MA 02118	49 Waltham St, Boston, MA 02118		Waltham St

For this one we reuse our geocoded example from [Geocode](#) and we only want the primary address and at most 2 cross streets.

```
SELECT actual_addr, lon, lat, pprint_addy((rg).addy[1]) As int_addr1,
       (rg).street[1] As cross1, (rg).street[2] As cross2
FROM (SELECT address As actual_addr, lon, lat,
       reverse_geocode( ST_SetSRID(ST_Point(lon,lat),4326) ) As rg
FROM addresses_to_geocode WHERE rating > -1) As foo;
```

actual_addr	int_addr1	lon	lat	↔
cross2				↔
529 Main Street, Boston MA, 02129 Boston, MA 02129	Medford St	-71.07181	42.38359	527 Main St, ↔
77 Massachusetts Avenue, Cambridge, MA 02139 Massachusetts Ave, Cambridge, MA 02139	Vassar St	-71.09428	42.35988	77 ↔
26 Capen Street, Medford, MA Medford, MA 02155	Capen St	-71.12377	42.41101	9 Edison Ave, ↔ Tesla Ave
124 Mount Auburn St, Cambridge, Massachusetts 02138 Rd, Cambridge, MA 02138	Mount Auburn St	-71.12304	42.37328	3 University ↔
950 Main Street, Worcester, MA 01610 Worcester, MA 01603	Main St	-71.82368	42.24956	3 Maywood St, ↔ Maywood Pl

**See Also**

[Pprint\\_Addy](#), [Geocode](#), [Loader\\_Generate\\_Nation\\_Script](#)

**14.2.17 Topology\_Load\_Tiger**

Topology\_Load\_Tiger — Loads a defined region of tiger data into a PostGIS Topology and transforming the tiger data to spatial reference of the topology and snapping to the precision tolerance of the topology.

**Synopsis**

```
text Topology_Load_Tiger(varchar topo_name, varchar region_type, varchar region_id);
```

**Description**

Loads a defined region of tiger data into a PostGIS Topology. The faces, nodes and edges are transformed to the spatial reference system of the target topology and points are snapped to the tolerance of the target topology. The created faces, nodes, edges maintain the same ids as the original Tiger data faces, nodes, edges so that datasets can be in the future be more easily reconciled with tiger data. Returns summary details about the process.

This would be useful for example for redistricting data where you require the newly formed polygons to follow the center lines of streets and for the resulting polygons not to overlap.

**Note**

This function relies on Tiger data as well as the installation of the PostGIS topology module. For more information, refer to Chapter 10 and Section 2.2.3. If you have not loaded data covering the region of interest, then no topology records will be created. This function will also fail if you have not created a topology using the topology functions.

**Note**

Most topology validation errors are a result of tolerance issues where after transformation the edges points don't quite line up or overlap. To remedy the situation you may want to increase or lower the precision if you get topology validation failures.

Required arguments:

1. `topo_name` The name of an existing PostGIS topology to load data into.
2. `region_type` The type of bounding region. Currently only `place` and `county` are supported. Plan is to have several more. This is the table to look into to define the region bounds. e.g `tiger.place`, `tiger.county`
3. `region_id` This is what TIGER calls the geoid. It is the unique identifier of the region in the table. For place it is the `plcidfp` column in `tiger.place`. For county it is the `cntyidfp` column in `tiger.county`

Availability: 2.0.0

**Example: Boston, Massachusetts Topology**

Create a topology for Boston, Massachusetts in Mass State Plane Feet (2249) with tolerance 0.25 feet and then load in Boston city tiger faces, edges, nodes.

```
SELECT topology.CreateTopology('topo_boston', 2249, 0.25);
createtopology
-----
    15
-- 60,902 ms ~ 1 minute on windows 7 desktop running 9.1 (with 5 states tiger data loaded)
SELECT tiger.topology_load_tiger('topo_boston', 'place', '2507000');
-- topology_loader_tiger --
29722 edges holding in temporary. 11108 faces added. 1875 edges of faces added. 20576 ↔
  nodes added.
19962 nodes contained in a face. 0 edge start end corrected. 31597 edges added.

-- 41 ms --
SELECT topology.TopologySummary('topo_boston');
-- topologysummary--
Topology topo_boston (15), SRID 2249, precision 0.25
20576 nodes, 31597 edges, 11109 faces, 0 topogeoms in 0 layers

-- 28,797 ms to validate yeh returned no errors --
SELECT * FROM
  topology.ValidateTopology('topo_boston');

  error      |  id1  |  id2
-----+-----+-----
```

**Example: Suffolk, Massachusetts Topology**

Create a topology for Suffolk, Massachusetts in Mass State Plane Meters (26986) with tolerance 0.25 meters and then load in Suffolk county tiger faces, edges, nodes.

```

SELECT topology.CreateTopology('topo_suffolk', 26986, 0.25);
-- this took 56,275 ms ~ 1 minute on Windows 7 32-bit with 5 states of tiger loaded
-- must have been warmed up after loading boston
SELECT tiger.topology_load_tiger('topo_suffolk', 'county', '25025');
-- topology_loader_tiger --
 36003 edges holding in temporary. 13518 faces added. 2172 edges of faces added.
 24761 nodes added. 24075 nodes contained in a face. 0 edge start end corrected. 38175 ←
  edges added.
-- 31 ms --
SELECT topology.TopologySummary('topo_suffolk');
-- topologysummary--
Topology topo_suffolk (14), SRID 26986, precision 0.25
24761 nodes, 38175 edges, 13519 faces, 0 topogeoms in 0 layers

-- 33,606 ms to validate --
SELECT * FROM
  topology.ValidateTopology('topo_suffolk');

```

error	id1	id2
coincident nodes	81045651	81064553
edge crosses node	81045651	85737793
edge crosses node	81045651	85742215
edge crosses node	81045651	620628939
edge crosses node	81064553	85697815
edge crosses node	81064553	85728168
edge crosses node	81064553	85733413

## See Also

[CreateTopology](#), [CreateTopoGeom](#), [TopologySummary](#), [ValidateTopology](#)

### 14.2.18 Set\_Geocode\_Setting

`Set_Geocode_Setting` — Sets a setting that affects behavior of geocoder functions.

#### Synopsis

```
text Set_Geocode_Setting(text setting_name, text setting_value);
```

#### Description

Sets value of specific setting stored in `tiger.geocode_settings` table. Settings allow you to toggle debugging of functions. Later plans will be to control rating with settings. Current list of settings are listed in [Get\\_Geocode\\_Setting](#).

Availability: 2.1.0

#### Example return debugging setting

If you run [Geocode](#) when this function is true, the NOTICE log will output timing and queries.

```

SELECT set_geocode_setting('debug_geocode_address', 'true') As result;
result
-----
true

```



**See Also**

[Get\\_Geocode\\_Setting](#)

---

## Chapter 15

# PostGIS Special Functions Index

### 15.1 PostGIS Aggregate Functions

The functions given below are spatial aggregate functions provided with PostGIS that can be used just like any other sql aggregate function such as sum, average.

- **ST\_3DExtent** - Aggregate function that returns the 3D bounding box of geometries.
- **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 Mapbox Vector Tile representation of a set of rows.
- **ST\_ClusterIntersecting** - Aggregate function that clusters the input geometries into connected sets.
- **ST\_ClusterWithin** - Aggregate function that clusters the input geometries by separation distance.
- **ST\_Collect** - Creates a GeometryCollection or Multi\* geometry from a set of geometries.
- **ST\_Extent** - Aggregate function that returns the bounding box of geometries.
- **ST\_MakeLine** - Creates a LineString from Point, MultiPoint, or LineString geometries.
- **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** - Returns true if rasters have same skew, scale, spatial ref, and offset (pixels can be put on same grid without cutting into pixels) and false if they don't with notice detailing issue.
- **ST\_Union** - Computes a geometry representing the point-set union of the input geometries.
- **TopoElementArray\_Agg** - Returns a topoelementarray for a set of element\_id, type arrays (topoelements).

### 15.2 PostGIS Window Functions

The functions given below are spatial window functions provided with PostGIS that can be used just like any other sql window function such as row\_number(), lead(), lag(). All these require an SQL OVER() clause.

- **ST\_ClusterDBSCAN** - Window function that returns a cluster id for each input geometry using the DBSCAN algorithm.
  - **ST\_ClusterKMeans** - Window function that returns a cluster id for each input geometry using the K-means algorithm.
-

## 15.3 PostGIS SQL-MM Compliant Functions

The functions given below are PostGIS functions that conform to the SQL/MM 3 standard



### Note

SQL-MM defines the default SRID of all geometry constructors as 0. PostGIS uses a default SRID of -1.

- **ST\_3DDWithin** - Returns true if two 3D geometries are within a given 3D distance This method implements the SQL/MM specification. SQL-MM ?
- **ST\_3DDistance** - Returns the 3D cartesian minimum distance (based on spatial ref) between two geometries in projected units. This method implements the SQL/MM specification. SQL-MM ?
- **ST\_3DIntersects** - Returns true if two geometries spatially intersect in 3D - only for points, linestrings, polygons, polyhedral surface (area). This method implements the SQL/MM specification. SQL-MM 3: ?
- **ST\_AddEdgeModFace** - Add a new edge and, if in doing so it splits a face, modify the original face and add a new face. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.13
- **ST\_AddEdgeNewFaces** - Add a new edge and, if in doing so it splits a face, delete the original face and replace it with two new faces. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.12
- **ST\_AddIsoEdge** - Adds an isolated edge defined by geometry alinestring to a topology connecting two existing isolated nodes anode and another node and returns the edge id of the new edge. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.4
- **ST\_AddIsoNode** - Adds an isolated node to a face in a topology and returns the nodeid of the new node. If face is null, the node is still created. This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X+1.3.1
- **ST\_Area** - Returns the area of a polygonal geometry. This method implements the SQL/MM specification. SQL-MM 3: 8.1.2, 9.5.3
- **ST\_AsBinary** - Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data. This method implements the SQL/MM specification. SQL-MM 3: 5.1.37
- **ST\_AsText** - Return the Well-Known Text (WKT) representation of the geometry/geography without SRID metadata. This method implements the SQL/MM specification. SQL-MM 3: 5.1.25
- **ST\_Boundary** - Returns the boundary of a geometry. This method implements the SQL/MM specification. SQL-MM 3: 5.1.14
- **ST\_Buffer** - Computes a geometry covering all points within a given distance from a geometry. This method implements the SQL/MM specification. SQL-MM 3: 5.1.17
- **ST\_Centroid** - Returns the geometric center of a geometry. This method implements the SQL/MM specification. SQL-MM 3: 8.1.4, 9.5.5
- **ST\_ChangeEdgeGeom** - Changes the shape of an edge without affecting the topology structure. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details X.3.6
- **ST\_Contains** - Returns true if no points of B lie in the exterior of A, and A and B have at least one interior point in common. This method implements the SQL/MM specification. SQL-MM 3: 5.1.31
- **ST\_ConvexHull** - Computes the convex hull of a geometry. This method implements the SQL/MM specification. SQL-MM 3: 5.1.16
- **ST\_CoordDim** - Return the coordinate dimension of a geometry. This method implements the SQL/MM specification. SQL-MM 3: 5.1.3

- **ST\_CreateTopoGeo** - Adds a collection of geometries to a given empty topology and returns a message detailing success. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details -- X.3.18
  - **ST\_Crosses** - Returns true if two geometries have some, but not all, interior points in common. This method implements the SQL/MM specification. SQL-MM 3: 5.1.29
  - **ST\_CurveToLine** - Converts a geometry containing curves to a linear geometry. This method implements the SQL/MM specification. SQL-MM 3: 7.1.7
  - **ST\_Difference** - Computes a geometry representing the part of geometry A that does not intersect geometry B. This method implements the SQL/MM specification. SQL-MM 3: 5.1.20
  - **ST\_Dimension** - Returns the topological dimension of a geometry. This method implements the SQL/MM specification. SQL-MM 3: 5.1.2
  - **ST\_Disjoint** - Returns true if two geometries do not intersect (they have no point in common). This method implements the SQL/MM specification. SQL-MM 3: 5.1.26
  - **ST\_Distance** - Returns the distance between two geometry or geography values. This method implements the SQL/MM specification. SQL-MM 3: 5.1.23
  - **ST\_EndPoint** - Returns the last point of a LineString or CircularLineString. This method implements the SQL/MM specification. SQL-MM 3: 7.1.4
  - **ST\_Envelope** - Returns a geometry representing the bounding box of a geometry. This method implements the SQL/MM specification. SQL-MM 3: 5.1.15
  - **ST\_Equals** - Returns true if two geometries include the same set of points. This method implements the SQL/MM specification. SQL-MM 3: 5.1.24
  - **ST\_ExteriorRing** - Returns a LineString representing the exterior ring of a Polygon. This method implements the SQL/MM specification. SQL-MM 3: 8.2.3, 8.3.3
  - **ST\_GMLToSQL** - Return a specified ST\_Geometry value from GML representation. This is an alias name for ST\_GeomFromGML. This method implements the SQL/MM specification. SQL-MM 3: 5.1.50 (except for curves support).
  - **ST\_GeomCollFromText** - Makes a collection Geometry from collection WKT with the given SRID. If SRID is not given, it defaults to 0. This method implements the SQL/MM specification.
  - **ST\_GeomFromText** - Return a specified ST\_Geometry value from Well-Known Text representation (WKT). This method implements the SQL/MM specification. SQL-MM 3: 5.1.40
  - **ST\_GeomFromWKB** - Creates a geometry instance from a Well-Known Binary geometry representation (WKB) and optional SRID. This method implements the SQL/MM specification. SQL-MM 3: 5.1.41
  - **ST\_GeometryFromText** - Return a specified ST\_Geometry value from Well-Known Text representation (WKT). This is an alias name for ST\_GeomFromText. This method implements the SQL/MM specification. SQL-MM 3: 5.1.40
  - **ST\_GeometryN** - Return an element of a geometry collection. This method implements the SQL/MM specification. SQL-MM 3: 9.1.5
  - **ST\_GeometryType** - Returns the SQL-MM type of a geometry as text. This method implements the SQL/MM specification. SQL-MM 3: 5.1.4
  - **ST\_GetFaceEdges** - Returns a set of ordered edges that bound a face. This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.5
  - **ST\_GetFaceGeometry** - Returns the polygon in the given topology with the specified face id. This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.16
  - **ST\_InitTopoGeo** - Creates a new topology schema and registers this new schema in the topology.topology table and details summary of process. This method implements the SQL/MM specification. SQL-MM 3 Topo-Geo and Topo-Net 3: Routine Details: X.3.17
-

- **ST\_InteriorRingN** - Returns the Nth interior ring (hole) of a Polygon. This method implements the SQL/MM specification. SQL-MM 3: 8.2.6, 8.3.5
  - **ST\_Intersection** - Computes a geometry representing the shared portion of geometries A and B. This method implements the SQL/MM specification. SQL-MM 3: 5.1.18
  - **ST\_Intersects** - Returns true if two geometries intersect (they have at least one point in common). This method implements the SQL/MM specification. SQL-MM 3: 5.1.27
  - **ST\_IsClosed** - Tests if a LineStrings's start and end points are coincident. For a PolyhedralSurface tests if it is closed (volumetric). This method implements the SQL/MM specification. SQL-MM 3: 7.1.5, 9.3.3
  - **ST\_IsEmpty** - Tests if a geometry is empty. This method implements the SQL/MM specification. SQL-MM 3: 5.1.7
  - **ST\_IsRing** - Tests if a LineString is closed and simple. This method implements the SQL/MM specification. SQL-MM 3: 7.1.6
  - **ST\_IsSimple** - Tests if a geometry has no points of self-intersection or self-tangency. This method implements the SQL/MM specification. SQL-MM 3: 5.1.8
  - **ST\_IsValid** - Tests if a geometry is well-formed in 2D. This method implements the SQL/MM specification. SQL-MM 3: 5.1.9
  - **ST\_Length** - Returns the 2D length of a linear geometry. This method implements the SQL/MM specification. SQL-MM 3: 7.1.2, 9.3.4
  - **ST\_LineFromText** - Makes a Geometry from WKT representation with the given SRID. If SRID is not given, it defaults to 0. This method implements the SQL/MM specification. SQL-MM 3: 7.2.8
  - **ST\_LineFromWKB** - Makes a LINESTRING from WKB with the given SRID This method implements the SQL/MM specification. SQL-MM 3: 7.2.9
  - **ST\_LinestringFromWKB** - Makes a geometry from WKB with the given SRID. This method implements the SQL/MM specification. SQL-MM 3: 7.2.9
  - **ST\_M** - Returns the M coordinate of a Point. This method implements the SQL/MM specification.
  - **ST\_MLineFromText** - Return a specified ST\_MultiLineString value from WKT representation. This method implements the SQL/MM specification. SQL-MM 3: 9.4.4
  - **ST\_MPointFromText** - Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0. This method implements the SQL/MM specification. SQL-MM 3: 9.2.4
  - **ST\_MPolyFromText** - Makes a MultiPolygon Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0. This method implements the SQL/MM specification. SQL-MM 3: 9.6.4
  - **ST\_ModEdgeHeal** - 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. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9
  - **ST\_ModEdgeSplit** - Split an edge by creating a new node along an existing edge, modifying the original edge and adding a new edge. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9
  - **ST\_MoveIsoNode** - Moves an isolated node in a topology from one point to another. If new a point geometry exists as a node an error is thrown. Returns description of move. This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X.3.2
  - **ST\_NewEdgeHeal** - 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. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.9
  - **ST\_NewEdgesSplit** - Split an edge by creating a new node along an existing edge, deleting the original edge and replacing it with two new edges. Returns the id of the new node created that joins the new edges. This method implements the SQL/MM specification. SQL-MM: Topo-Net Routines: X.3.8
-

- **ST\_NumGeometries** - Returns the number of elements in a geometry collection. This method implements the SQL/MM specification. SQL-MM 3: 9.1.4
  - **ST\_NumInteriorRings** - Returns the number of interior rings (holes) of a Polygon. This method implements the SQL/MM specification. SQL-MM 3: 8.2.5
  - **ST\_NumPatches** - Return the number of faces on a Polyhedral Surface. Will return null for non-polyhedral geometries. This method implements the SQL/MM specification. SQL-MM 3: ?
  - **ST\_NumPoints** - Returns the number of points in a LineString or CircularString. This method implements the SQL/MM specification. SQL-MM 3: 7.2.4
  - **ST\_OrderingEquals** - Returns true if two geometries represent the same geometry and have points in the same directional order. This method implements the SQL/MM specification. SQL-MM 3: 5.1.43
  - **ST\_Overlaps** - Returns true if two geometries intersect and have the same dimension, but are not completely contained by each other. This method implements the SQL/MM specification. SQL-MM 3: 5.1.32
  - **ST\_PatchN** - Returns the Nth geometry (face) of a PolyhedralSurface. This method implements the SQL/MM specification. SQL-MM 3: ?
  - **ST\_Perimeter** - Returns the length of the boundary of a polygonal geometry or geography. This method implements the SQL/MM specification. SQL-MM 3: 8.1.3, 9.5.4
  - **ST\_Point** - Creates a Point with the given coordinate values. Alias for ST\_MakePoint. This method implements the SQL/MM specification. SQL-MM 3: 6.1.2
  - **ST\_PointFromText** - Makes a point Geometry from WKT with the given SRID. If SRID is not given, it defaults to unknown. This method implements the SQL/MM specification. SQL-MM 3: 6.1.8
  - **ST\_PointFromWKB** - Makes a geometry from WKB with the given SRID This method implements the SQL/MM specification. SQL-MM 3: 6.1.9
  - **ST\_PointN** - Returns the Nth point in the first LineString or circular LineString in a geometry. This method implements the SQL/MM specification. SQL-MM 3: 7.2.5, 7.3.5
  - **ST\_PointOnSurface** - Computes a point guaranteed to lie in a polygon, or on a geometry. 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.
  - **ST\_Polygon** - Creates a Polygon from a LineString with a specified SRID. This method implements the SQL/MM specification. SQL-MM 3: 8.3.2
  - **ST\_PolygonFromText** - Makes a Geometry from WKT with the given SRID. If SRID is not given, it defaults to 0. This method implements the SQL/MM specification. SQL-MM 3: 8.3.6
  - **ST\_Relate** - Tests if two geometries have a topological relationship matching an Intersection Matrix pattern, or computes their Intersection Matrix This method implements the SQL/MM specification. SQL-MM 3: 5.1.25
  - **ST\_RemEdgeModFace** - Removes an edge and, if the removed edge separated two faces,delete one of the them and modify the other to take the space of both. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.15
  - **ST\_RemEdgeNewFace** - Removes an edge and, if the removed edge separated two faces,delete the original faces and replace them with a new face. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X.3.14
  - **ST\_RemoveIsoEdge** - Removes an isolated edge and returns description of action. If the edge is not isolated, then an exception is thrown. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X+1.3.3
-

- **ST\_RemoveIsoNode** - Removes an isolated node and returns description of action. If the node is not isolated (is start or end of an edge), then an exception is thrown. This method implements the SQL/MM specification. SQL-MM: Topo-Geo and Topo-Net 3: Routine Details: X+1.3.3
- **ST\_SRID** - Returns the spatial reference identifier for a geometry. This method implements the SQL/MM specification. SQL-MM 3: 5.1.5
- **ST\_StartPoint** - Returns the first point of a LineString. This method implements the SQL/MM specification. SQL-MM 3: 7.1.3
- **ST\_SymDifference** - Computes a geometry representing the portions of geometries A and B that do not intersect. This method implements the SQL/MM specification. SQL-MM 3: 5.1.21
- **ST\_Touches** - Returns true if two geometries have at least one point in common, but their interiors do not intersect. This method implements the SQL/MM specification. SQL-MM 3: 5.1.28
- **ST\_Transform** - Return a new geometry with coordinates transformed to a different spatial reference system. This method implements the SQL/MM specification. SQL-MM 3: 5.1.6
- **ST\_Union** - Computes a geometry representing the point-set union of the input geometries. This method implements the SQL/MM specification. SQL-MM 3: 5.1.19 the z-index (elevation) when polygons are involved.
- **ST\_WKBToSQL** - Return a specified ST\_Geometry value from Well-Known Binary representation (WKB). This is an alias name for ST\_GeomFromWKB that takes no srid This method implements the SQL/MM specification. SQL-MM 3: 5.1.36
- **ST\_WKTToSQL** - Return a specified ST\_Geometry value from Well-Known Text representation (WKT). This is an alias name for ST\_GeomFromText This method implements the SQL/MM specification. SQL-MM 3: 5.1.34
- **ST\_Within** - Returns true if no points of A lie in the exterior of B, and A and B have at least one interior point in common. This method implements the SQL/MM specification. SQL-MM 3: 5.1.30
- **ST\_X** - Returns the X coordinate of a Point. This method implements the SQL/MM specification. SQL-MM 3: 6.1.3
- **ST\_Y** - Returns the Y coordinate of a Point. This method implements the SQL/MM specification. SQL-MM 3: 6.1.4
- **ST\_Z** - Returns the Z coordinate of a Point. This method implements the SQL/MM specification.
- **TG\_ST\_SRID** - Returns the spatial reference identifier for a topogeometry. This method implements the SQL/MM specification. SQL-MM 3: 14.1.5

## 15.4 PostGIS Geography Support Functions

The functions and operators given below are PostGIS functions/operators that take as input or return as output a **geography** data type object.



### Note

Functions with a (T) are not native geodetic functions, and use a ST\_Transform call to and from geometry to do the operation. As a result, they may not behave as expected when going over dateline, poles, and for large geometries or geometry pairs that cover more than one UTM zone. Basic transform - (favoring UTM, Lambert Azimuthal (North/South), and falling back on mercator in worst case scenario)

- **ST\_Area** - Returns the area of a polygonal geometry.
- **ST\_AsBinary** - Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- **ST\_AsEWKT** - Return the Well-Known Text (WKT) representation of the geometry with SRID meta data.
- **ST\_AsGML** - Return the geometry as a GML version 2 or 3 element.

- **ST\_AsGeoJSON** - Return a geometry as a GeoJSON element.
- **ST\_AsKML** - Return the geometry as a KML element.
- **ST\_AsSVG** - Returns SVG path data for a geometry.
- **ST\_AsText** - Return the Well-Known Text (WKT) representation of the geometry/geography without SRID metadata.
- **ST\_Azimuth** - Returns the north-based azimuth of a line between two points.
- **ST\_Buffer** - Computes a geometry covering all points within a given distance from a geometry.
- **ST\_Centroid** - Returns the geometric center of a geometry.
- **ST\_CoveredBy** - Returns true if no point in A is outside B
- **ST\_Covers** - Returns true if no point in B is outside A
- **ST\_DWithin** - Returns true if two geometries are within a given distance
- **ST\_Distance** - Returns the distance between two geometry or geography values.
- **ST\_GeogFromText** - Return a specified geography value from Well-Known Text representation or extended (WKT).
- **ST\_GeogFromWKB** - Creates a geography instance from a Well-Known Binary geometry representation (WKB) or extended Well Known Binary (EWKB).
- **ST\_GeographyFromText** - Return a specified geography value from Well-Known Text representation or extended (WKT).
- **=** - 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** - Returns true if two geometries intersect (they have at least one point in common).
- **ST\_Length** - Returns the 2D length of a linear geometry.
- **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** - Return a modified geometry/geography having no segment longer than the given distance.
- **ST\_Summary** - Returns a text summary of the contents of a geometry.
- **<->** - Returns the 2D distance between A and B.
- **&&** - Returns TRUE if A's 2D bounding box intersects B's 2D bounding box.

## 15.5 PostGIS Raster Support Functions

The functions and operators given below are PostGIS functions/operators that take as input or return as output a **raster** data type object. Listed in alphabetical order.

- **Box3D** - Returns the box 3d representation of the enclosing box of the raster.
  - **@** - Returns TRUE if A's bounding box is contained by B's. Uses double precision bounding box.
  - **~** - Returns TRUE if A's bounding box is contains B's. Uses double precision bounding box.
  - **=** - Returns TRUE if A's bounding box is the same as B's. Uses double precision bounding box.
  - **&&** - Returns TRUE if A's bounding box intersects B's bounding box.
-



- **&<** - Returns TRUE if A's bounding box is to the left of B's.
  - **&>** - Returns TRUE if A's bounding box is to the right of B's.
  - **~=** - Returns TRUE if A's bounding box is the same as B's.
  - **ST\_Retile** - Return a set of configured tiles from an arbitrarily tiled raster coverage.
  - **ST\_AddBand** - Returns a raster with the new band(s) of given type added with given initial value in the given index location. If no index is specified, the band is added to the end.
  - **ST\_AsBinary/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** - Return the raster tile selected bands as a single Joint Photographic Exports Group (JPEG) image (byte array). If no band is specified and 1 or more than 3 bands, then only the first band is used. If only 3 bands then all 3 bands are used and mapped to RGB.
  - **ST\_AsPNG** - Return the raster tile selected bands as a single portable network graphics (PNG) image (byte array). If 1, 3, or 4 bands in raster and no bands are specified, then all bands are used. If more 2 or more than 4 bands and no bands specified, then only band 1 is used. Bands are mapped to RGB or RGBA space.
  - **ST\_AsRaster** - Converts a PostGIS geometry to a PostGIS raster.
  - **ST\_AsTIFF** - Return the raster selected bands as a single TIFF image (byte array). If no band is specified or any of specified bands does not exist in the raster, then will try to use all bands.
  - **ST\_Aspect** - Returns the aspect (in degrees by default) of an elevation raster band. Useful for analyzing terrain.
  - **ST\_Band** - Returns one or more bands of an existing raster as a new raster. Useful for building new rasters from existing rasters.
  - **ST\_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** - Returns true if the band is filled with only nodata values.
  - **ST\_BandMetaData** - Returns basic meta data for a specific raster band. band num 1 is assumed if none-specified.
  - **ST\_BandNoDataValue** - Returns the value in a given band that represents no data. If no band num 1 is assumed.
  - **ST\_BandPath** - Returns system file path to a band stored in file system. If no bandnum specified, 1 is assumed.
  - **ST\_BandPixelType** - Returns the type of pixel for given band. If no bandnum specified, 1 is assumed.
  - **ST\_Clip** - Returns the raster clipped by the input geometry. If band number not is specified, all bands are processed. If crop is not specified or TRUE, the output raster is cropped.
  - **ST\_ColorMap** - Creates a new raster of up to four 8BUI bands (grayscale, RGB, RGBA) from the source raster and a specified band. Band 1 is assumed if not specified.
  - **ST\_Contains** - Return true if no points of raster `rastB` lie in the exterior of raster `rastA` and at least one point of the interior of `rastB` lies in the interior of `rastA`.
  - **ST\_ContainsProperly** - Return true if `rastB` intersects the interior of `rastA` but not the boundary or exterior of `rastA`.
  - **ST\_Contour** - Generates a set of vector contours from the provided raster band, using the GDAL contouring algorithm.
  - **ST\_ConvexHull** - Return the convex hull geometry of the raster including pixel values equal to `BandNoDataValue`. For regular shaped and non-skewed rasters, this gives the same result as `ST_Envelope` so only useful for irregularly shaped or skewed rasters.
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- **ST\_Count** - Returns the number of pixels in a given band of a raster or raster coverage. If no band is specified defaults to band 1. If `exclude_nodata_value` is set to true, will only count pixels that are not equal to the nodata value.
  - **ST\_CountAgg** - Aggregate. Returns the number of pixels in a given band of a set of rasters. If no band is specified defaults to band 1. If `exclude_nodata_value` is set to true, will only count pixels that are not equal to the NODATA value.
  - **ST\_CoveredBy** - Return true if no points of raster `rastA` lie outside raster `rastB`.
  - **ST\_Covers** - Return true if no points of raster `rastB` lie outside raster `rastA`.
  - **ST\_DFullyWithin** - Return true if rasters `rastA` and `rastB` are fully within the specified distance of each other.
  - **ST\_DWithin** - Return true if rasters `rastA` and `rastB` are within the specified distance of each other.
  - **ST\_Disjoint** - Return true if raster `rastA` does not spatially intersect `rastB`.
  - **ST\_DumpAsPolygons** - Returns a set of `geomval (geom,val)` rows, from a given raster band. If no band number is specified, band num defaults to 1.
  - **ST\_DumpValues** - Get the values of the specified band as a 2-dimension array.
  - **ST\_Envelope** - Returns the polygon representation of the extent of the raster.
  - **ST\_FromGDALRaster** - Returns a raster from a supported GDAL raster file.
  - **ST\_GeoReference** - Returns the georeference meta data in GDAL or ESRI format as commonly seen in a world file. Default is GDAL.
  - **ST\_Grayscale** - Creates a new one-8BUI band raster from the source raster and specified bands representing Red, Green and Blue
  - **ST\_HasNoBand** - Returns true if there is no band with given band number. If no band number is specified, then band number 1 is assumed.
  - **ST\_Height** - Returns the height of the raster in pixels.
  - **ST\_HillShade** - Returns the hypothetical illumination of an elevation raster band using provided azimuth, altitude, brightness and scale inputs.
  - **ST\_Histogram** - Returns a set of record summarizing a raster or raster coverage data distribution separate bin ranges. Number of bins are autocomputed if not specified.
  - **ST\_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** - Returns a raster or a set of geometry-pixelvalue pairs representing the shared portion of two rasters or the geometrical intersection of a vectorization of the raster and a geometry.
  - **ST\_Intersects** - Return true if raster `rastA` spatially intersects raster `rastB`.
  - **ST\_IsEmpty** - Returns true if the raster is empty (`width = 0` and `height = 0`). Otherwise, returns false.
  - **ST\_MakeEmptyCoverage** - Cover georeferenced area with a grid of empty raster tiles.
  - **ST\_MakeEmptyRaster** - Returns an empty raster (having no bands) of given dimensions (`width & height`), upperleft X and Y, pixel size and rotation (`scalex, scaley, skewx & skewy`) and reference system (`srid`). If a raster is passed in, returns a new raster with the same size, alignment and SRID. If `srid` is left out, the spatial ref is set to unknown (0).
  - **ST\_MapAlgebra (callback function version)** - Callback function version - Returns a one-band raster given one or more input rasters, band indexes and one user-specified callback function.
  - **ST\_MapAlgebraExpr** - 1 raster band version: Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation on the input raster band and of pixeltype provided. Band 1 is assumed if no band is specified.
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- **ST\_MapAlgebraExpr** - 2 raster band version: Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation on the two input raster bands and of pixeltype provided. band 1 of each raster is assumed if no band numbers are specified. The resulting raster will be aligned (scale, skew and pixel corners) on the grid defined by the first raster and have its extent defined by the "extenttype" parameter. Values for "extenttype" can be: INTERSECTION, UNION, FIRST, SECOND.
  - **ST\_MapAlgebraFct** - 1 band version - Creates a new one band raster formed by applying a valid PostgreSQL function on the input raster band and of pixeltype provided. Band 1 is assumed if no band is specified.
  - **ST\_MapAlgebraFct** - 2 band version - Creates a new one band raster formed by applying a valid PostgreSQL function on the 2 input raster bands and of pixeltype provided. Band 1 is assumed if no band is specified. Extent type defaults to INTERSECTION if not specified.
  - **ST\_MapAlgebraFctNgb** - 1-band version: Map Algebra Nearest Neighbor using user-defined PostgreSQL function. Return a raster which values are the result of a PLPGSQL user function involving a neighborhood of values from the input raster band.
  - **ST\_MapAlgebra (expression version)** - Expression version - Returns a one-band raster given one or two input rasters, band indexes and one or more user-specified SQL expressions.
  - **ST\_MemSize** - Returns the amount of space (in bytes) the raster takes.
  - **ST\_MetaData** - Returns basic meta data about a raster object such as pixel size, rotation (skew), upper, lower left, etc.
  - **ST\_MinConvexHull** - Return the convex hull geometry of the raster excluding NODATA pixels.
  - **ST\_NearestValue** - Returns the nearest non-NODATA value of a given band's pixel specified by a columnx and rowy or a geometric point expressed in the same spatial reference coordinate system as the raster.
  - **ST\_Neighborhood** - Returns a 2-D double precision array of the non-NODATA values around a given band's pixel specified by either a columnX and rowY or a geometric point expressed in the same spatial reference coordinate system as the raster.
  - **ST\_NotSameAlignmentReason** - Returns text stating if rasters are aligned and if not aligned, a reason why.
  - **ST\_NumBands** - Returns the number of bands in the raster object.
  - **ST\_Overlaps** - Return true if raster rastA and rastB intersect but one does not completely contain the other.
  - **ST\_PixelAsCentroid** - Returns the centroid (point geometry) of the area represented by a pixel.
  - **ST\_PixelAsCentroids** - Returns the centroid (point geometry) for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The point geometry is the centroid of the area represented by a pixel.
  - **ST\_PixelAsPoint** - Returns a point geometry of the pixel's upper-left corner.
  - **ST\_PixelAsPoints** - Returns a point geometry for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The coordinates of the point geometry are of the pixel's upper-left corner.
  - **ST\_PixelAsPolygon** - Returns the polygon geometry that bounds the pixel for a particular row and column.
  - **ST\_PixelAsPolygons** - Returns the polygon geometry that bounds every pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel.
  - **ST\_PixelHeight** - Returns the pixel height in geometric units of the spatial reference system.
  - **ST\_PixelOfValue** - Get the columnx, rowy coordinates of the pixel whose value equals the search value.
  - **ST\_PixelWidth** - Returns the pixel width in geometric units of the spatial reference system.
  - **ST\_Polygon** - Returns a multipolygon geometry formed by the union of pixels that have a pixel value that is not no data value. If no band number is specified, band num defaults to 1.
  - **ST\_Quantile** - Compute quantiles for a raster or raster table coverage in the context of the sample or population. Thus, a value could be examined to be at the raster's 25%, 50%, 75% percentile.
  - **ST\_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.
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- **ST\_RasterToWorldCoord** - Returns the raster's upper left corner as geometric X and Y (longitude and latitude) given a column and row. Column and row starts at 1.
  - **ST\_RasterToWorldCoordX** - Returns the geometric X coordinate upper left of a raster, column and row. Numbering of columns and rows starts at 1.
  - **ST\_RasterToWorldCoordY** - Returns the geometric Y coordinate upper left corner of a raster, column and row. Numbering of columns and rows starts at 1.
  - **ST\_Reclass** - Creates a new raster composed of band types reclassified from original. The nband is the band to be changed. If nband is not specified assumed to be 1. All other bands are returned unchanged. Use case: convert a 16BUI band to a 8BUI and so forth for simpler rendering as viewable formats.
  - **ST\_Resample** - Resample a raster using a specified resampling algorithm, new dimensions, an arbitrary grid corner and a set of raster georeferencing attributes defined or borrowed from another raster.
  - **ST\_Rescale** - Resample a raster by adjusting only its scale (or pixel size). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.
  - **ST\_Resize** - Resize a raster to a new width/height
  - **ST\_Reskew** - Resample a raster by adjusting only its skew (or rotation parameters). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.
  - **ST\_Rotation** - Returns the rotation of the raster in radian.
  - **ST\_Roughness** - Returns a raster with the calculated "roughness" of a DEM.
  - **ST\_SRID** - Returns the spatial reference identifier of the raster as defined in spatial\_ref\_sys table.
  - **ST\_SameAlignment** - Returns true if rasters have same skew, scale, spatial ref, and offset (pixels can be put on same grid without cutting into pixels) and false if they don't with notice detailing issue.
  - **ST\_ScaleX** - Returns the X component of the pixel width in units of coordinate reference system.
  - **ST\_ScaleY** - Returns the Y component of the pixel height in units of coordinate reference system.
  - **ST\_SetBandIndex** - Update the external band number of an out-db band
  - **ST\_SetBandIsNoData** - Sets the isnodata flag of the band to TRUE.
  - **ST\_SetBandNoDataValue** - Sets the value for the given band that represents no data. Band 1 is assumed if no band is specified. To mark a band as having no nodata value, set the nodata value = NULL.
  - **ST\_SetBandPath** - Update the external path and band number of an out-db band
  - **ST\_SetGeoReference** - Set Georeference 6 georeference parameters in a single call. Numbers should be separated by white space. Accepts inputs in GDAL or ESRI format. Default is GDAL.
  - **ST\_SetM** - 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\_SetRotation** - Set the rotation of the raster in radian.
  - **ST\_SetSRID** - Sets the SRID of a raster to a particular integer srid defined in the spatial\_ref\_sys table.
  - **ST\_SetScale** - Sets the X and Y size of pixels in units of coordinate reference system. Number units/pixel width/height.
  - **ST\_SetSkew** - Sets the georeference X and Y skew (or rotation parameter). If only one is passed in, sets X and Y to the same value.
  - **ST\_SetUpperLeft** - Sets the value of the upper left corner of the pixel of the raster to projected X and Y coordinates.
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- **ST\_SetValue** - Returns modified raster resulting from setting the value of a given band in a given columnx, rowy pixel or the pixels that intersect a particular geometry. Band numbers start at 1 and assumed to be 1 if not specified.
  - **ST\_SetValues** - Returns modified raster resulting from setting the values of a given band.
  - **ST\_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** - Returns the georeference X skew (or rotation parameter).
  - **ST\_SkewY** - Returns the georeference Y skew (or rotation parameter).
  - **ST\_Slope** - Returns the slope (in degrees by default) of an elevation raster band. Useful for analyzing terrain.
  - **ST\_SnapToGrid** - Resample a raster by snapping it to a grid. New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.
  - **ST\_Summary** - Returns a text summary of the contents of the raster.
  - **ST\_SummaryStats** - Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. Band 1 is assumed is no band is specified.
  - **ST\_SummaryStatsAgg** - Aggregate. Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a set of raster. Band 1 is assumed is no band is specified.
  - **ST\_TPI** - Returns a raster with the calculated Topographic Position Index.
  - **ST\_TRI** - Returns a raster with the calculated Terrain Ruggedness Index.
  - **ST\_Tile** - Returns a set of rasters resulting from the split of the input raster based upon the desired dimensions of the output rasters.
  - **ST\_Touches** - Return true if raster rastA and rastB have at least one point in common but their interiors do not intersect.
  - **ST\_Transform** - Reprojects a raster in a known spatial reference system to another known spatial reference system using specified resampling algorithm. Options are NearestNeighbor, Bilinear, Cubic, CubicSpline, Lanczos defaulting to NearestNeighbor.
  - **ST\_Union** - Returns the union of a set of raster tiles into a single raster composed of 1 or more bands.
  - **ST\_UpperLeftX** - Returns the upper left X coordinate of raster in projected spatial ref.
  - **ST\_UpperLeftY** - Returns the upper left Y coordinate of raster in projected spatial ref.
  - **ST\_Value** - Returns the value of a given band in a given columnx, rowy pixel or at a particular geometric point. Band numbers start at 1 and assumed to be 1 if not specified. If exclude\_nodata\_value is set to false, then all pixels include nodata pixels are considered to intersect and return value. If exclude\_nodata\_value is not passed in then reads it from metadata of raster.
  - **ST\_ValueCount** - Returns a set of records containing a pixel band value and count of the number of pixels in a given band of a raster (or a raster coverage) that have a given set of values. If no band is specified defaults to band 1. By default nodata value pixels are not counted. and all other values in the pixel are output and pixel band values are rounded to the nearest integer.
  - **ST\_Width** - Returns the width of the raster in pixels.
  - **ST\_Within** - Return true if no points of raster rastA lie in the exterior of raster rastB and at least one point of the interior of rastA lies in the interior of rastB.
  - **ST\_WorldToRasterCoord** - Returns the upper left corner as column and row given geometric X and Y (longitude and latitude) or a point geometry expressed in the spatial reference coordinate system of the raster.
  - **ST\_WorldToRasterCoordX** - Returns the column in the raster of the point geometry (pt) or a X and Y world coordinate (xw, yw) represented in world spatial reference system of raster.
  - **ST\_WorldToRasterCoordY** - Returns the row in the raster of the point geometry (pt) or a X and Y world coordinate (xw, yw) represented in world spatial reference system of raster.
  - **UpdateRasterSRID** - Change the SRID of all rasters in the user-specified column and table.
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## 15.6 PostGIS Geometry / Geography / Raster Dump Functions

The functions given below are PostGIS functions that take as input or return as output a set of or single `geometry_dump` or `geomval` data type object.

- **ST\_DumpAsPolygons** - Returns a set of `geomval` (`geom, val`) rows, from a given raster band. If no band number is specified, band num defaults to 1.
- **ST\_Intersection** - Returns a raster or a set of geometry-pixelvalue pairs representing the shared portion of two rasters or the geometrical intersection of a vectorization of the raster and a geometry.
- **ST\_Dump** - Returns a set of `geometry_dump` rows for the components of a geometry.
- **ST\_DumpPoints** - Returns a set of `geometry_dump` rows for the coordinates in a geometry.
- **ST\_DumpRings** - Returns a set of `geometry_dump` rows for the exterior and interior rings of a Polygon.
- **ST\_DumpSegments** - Returns a set of `geometry_dump` rows for the segments in a geometry.

## 15.7 PostGIS Box Functions

The functions given below are PostGIS functions that take as input or return as output the `box*` family of PostGIS spatial types. The box family of types consists of `box2d`, and `box3d`

- **Box2D** - Returns a BOX2D representing the 2D extent of a geometry.
  - **Box3D** - Returns a BOX3D representing the 3D extent of a geometry.
  - **Box3D** - Returns the box 3d representation of the enclosing box of the raster.
  - **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** - Transform a geometry into the coordinate space of a Mapbox Vector Tile.
  - **ST\_AsTWKB** - Returns the geometry as TWKB, aka "Tiny Well-Known Binary"
  - **ST\_Box2dFromGeoHash** - Return a BOX2D from a GeoHash string.
  - **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\_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.
  - **ValidateTopology** - Returns a set of `validatetopology_returntype` objects detailing issues with topology.
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- `~(box2df,box2df)` - Returns TRUE if a 2D float precision bounding box (BOX2DF) contains another 2D float precision bounding box (BOX2DF).
- `~(box2df,geometry)` - Returns TRUE if a 2D float precision bounding box (BOX2DF) contains a geometry's 2D bounding box.
- `~(geometry,box2df)` - Returns TRUE if a geometry's 2D bounding box contains a 2D float precision bounding box (BOX2DF).
- `@(box2df,box2df)` - Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into another 2D float precision bounding box.
- `@(box2df,geometry)` - Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into a geometry's 2D bounding box.
- `@(geometry,box2df)` - Returns TRUE if a geometry's 2D bounding box is contained into a 2D float precision bounding box (BOX2DF).
- `&&(box2df,box2df)` - Returns TRUE if two 2D float precision bounding boxes (BOX2DF) intersect each other.
- `&&(box2df,geometry)` - Returns TRUE if a 2D float precision bounding box (BOX2DF) intersects a geometry's (cached) 2D bounding box.
- `&&(geometry,box2df)` - Returns TRUE if a geometry's (cached) 2D bounding box intersects a 2D float precision bounding box (BOX2DF).

## 15.8 PostGIS Functions that support 3D

The functions given below are PostGIS functions that do not throw away the Z-Index.

- `AddGeometryColumn` - Adds a geometry column to an existing table.
- `Box3D` - Returns a BOX3D representing the 3D extent of a geometry.
- `DropGeometryColumn` - Removes a geometry column from a spatial table.
- `GeometryType` - Returns the type of a geometry as text.
- `ST_3DArea` - Computes area of 3D surface geometries. Will return 0 for solids.
- `ST_3DClosestPoint` - Returns the 3D point on g1 that is closest to g2. This is the first point of the 3D shortest line.
- `ST_3DDFullyWithin` - Returns true if two 3D geometries are entirely within a given 3D distance
- `ST_3DDWithin` - Returns true if two 3D geometries are within a given 3D distance
- `ST_3DDifference` - Perform 3D difference
- `ST_3DDistance` - Returns the 3D cartesian minimum distance (based on spatial ref) between two geometries in projected units.
- `ST_3DExtent` - Aggregate function that returns the 3D bounding box of geometries.
- `ST_3DIntersection` - Perform 3D intersection
- `ST_3DIntersects` - Returns true if two geometries spatially intersect in 3D - only for points, linestrings, polygons, polyhedral surface (area).
- `ST_3DLength` - Returns the 3D length of a linear geometry.
- `ST_3DLongestLine` - Returns the 3D longest line between two geometries
- `ST_3DMaxDistance` - Returns the 3D cartesian maximum distance (based on spatial ref) between two geometries in projected units.
- `ST_3DPerimeter` - Returns the 3D perimeter of a polygonal geometry.

- **ST\_3DShortestLine** - Returns the 3D shortest line between two geometries
  - **ST\_3DUnion** - Perform 3D union
  - **ST\_AddMeasure** - Interpolates measures along a linear geometry.
  - **ST\_AddPoint** - Add a point to a LineString.
  - **ST\_Affine** - Apply a 3D affine transformation to a geometry.
  - **ST\_ApproximateMedialAxis** - Compute the approximate medial axis of an areal geometry.
  - **ST\_AsBinary** - Return the 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** - Return the Well-Known Text (WKT) representation of the geometry with SRID meta data.
  - **ST\_AsGML** - Return the geometry as a GML version 2 or 3 element.
  - **ST\_AsGeoJSON** - Return a geometry as a GeoJSON element.
  - **ST\_AsHEXEWKB** - Returns a Geometry in HEXEWKB format (as text) using either little-endian (NDR) or big-endian (XDR) encoding.
  - **ST\_AsKML** - Return the geometry as a KML element.
  - **ST\_AsX3D** - Returns a Geometry in X3D xml node element format: ISO-IEC-19776-1.2-X3DEncodings-XML
  - **ST\_Boundary** - Returns the boundary of a geometry.
  - **ST\_BoundingDiagonal** - Returns the diagonal of a geometry's bounding box.
  - **ST\_CPAWithin** - Tests if the closest point of approach of two trajectories is within the specified distance.
  - **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** - Return the coordinate dimension of a geometry.
  - **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** - Returns a set of geometry\_dump rows for the coordinates in a geometry.
  - **ST\_DumpRings** - Returns a set of geometry\_dump rows for the exterior and interior rings of a Polygon.
  - **ST\_DumpSegments** - Returns a set of geometry\_dump rows for the segments in a geometry.
  - **ST\_EndPoint** - Returns the last point of a LineString or CircularLineString.
  - **ST\_ExteriorRing** - Returns a LineString representing the exterior ring of a Polygon.
  - **ST\_Extrude** - Extrude a surface to a related volume
  - **ST\_FlipCoordinates** - Returns a version of a geometry with X and Y axis flipped.
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- **ST\_Force2D** - Force the geometries into a "2-dimensional mode".
  - **ST\_ForceCurve** - Upcast a geometry into its curved type, if applicable.
  - **ST\_ForceLHR** - Force LHR orientation
  - **ST\_ForcePolygonCCW** - Orients all exterior rings counter-clockwise and all interior rings clockwise.
  - **ST\_ForcePolygonCW** - Orients all exterior rings clockwise and all interior rings counter-clockwise.
  - **ST\_ForceRHR** - Force the orientation of the vertices in a polygon to follow the Right-Hand-Rule.
  - **ST\_ForceSFS** - Force the geometries to use SFS 1.1 geometry types only.
  - **ST\_Force\_3D** - Force the geometries into XYZ mode. This is an alias for ST\_Force3DZ.
  - **ST\_Force\_3DZ** - Force the geometries into XYZ mode.
  - **ST\_Force\_4D** - Force the geometries into XYZM mode.
  - **ST\_Force\_Collection** - Convert the geometry into a GEOMETRYCOLLECTION.
  - **ST\_GeomFromEWKB** - Return a specified ST\_Geometry value from Extended Well-Known Binary representation (EWKB).
  - **ST\_GeomFromEWKT** - Return a specified ST\_Geometry value from Extended Well-Known Text representation (EWKT).
  - **ST\_GeomFromGML** - Takes as input GML representation of geometry and outputs a PostGIS geometry object
  - **ST\_GeomFromGeoJSON** - Takes as input a geojson representation of a geometry and outputs a PostGIS geometry object
  - **ST\_GeomFromKML** - Takes as input KML representation of geometry and outputs a PostGIS geometry object
  - **ST\_GeometricMedian** - Returns the geometric median of a MultiPoint.
  - **ST\_GeometryN** - Return an element of a geometry collection.
  - **ST\_GeometryType** - Returns the SQL-MM type of a geometry as text.
  - **ST\_HasArc** - Tests if a geometry contains a circular arc
  - **ST\_InteriorRingN** - Returns the Nth interior ring (hole) of a Polygon.
  - **ST\_InterpolatePoint** - Returns the interpolated measure of a geometry closest to a point.
  - **ST\_Intersection** - Computes a geometry representing the shared portion of geometries A and B.
  - **ST\_IsClosed** - Tests if a LineStrings's start and end points are coincident. For a PolyhedralSurface tests if it is closed (volumetric).
  - **ST\_IsCollection** - Tests if a geometry is a geometry collection type.
  - **ST\_IsPlanar** - Check if a surface is or not planar
  - **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** - Tests if a geometry has no points of self-intersection or self-tangency.
  - **ST\_IsSolid** - Test if the geometry is a solid. No validity check is performed.
  - **ST\_IsValidTrajectory** - Tests if the geometry is a valid trajectory.
  - **ST\_Length\_Spheroid** - Returns the 2D or 3D length/perimeter of a lon/lat geometry on a spheroid.
  - **ST\_LineFromMultiPoint** - Creates a LineString from a MultiPoint geometry.
  - **ST\_LineInterpolatePoint** - Returns a point interpolated along a line at a fractional location.
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- **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** - Creates a LineString from Point, MultiPoint, or LineString geometries.
  - **ST\_MakePoint** - Creates a 2D, 3DZ or 4D Point.
  - **ST\_MakePolygon** - Creates a Polygon from a shell and optional list of holes.
  - **ST\_MakeSolid** - Cast the geometry into a solid. No check is performed. To obtain a valid solid, the input geometry must be a closed Polyhedral Surface or a closed TIN.
  - **ST\_MakeValid** - Attempts to make an invalid geometry valid without losing vertices.
  - **ST\_MemSize** - Returns the amount of memory space a geometry takes.
  - **ST\_MemUnion** - Aggregate function which unions geometries in a memory-efficient but slower way
  - **ST\_NDims** - Returns the coordinate dimension of a geometry.
  - **ST\_NPoints** - Returns the number of points (vertices) in a geometry.
  - **ST\_NRings** - Returns the number of rings in a polygonal geometry.
  - **ST\_Node** - Nodes a collection of lines.
  - **ST\_NumGeometries** - Returns the number of elements in a geometry collection.
  - **ST\_NumPatches** - Return the number of faces on a Polyhedral Surface. Will return null for non-polyhedral geometries.
  - **ST\_Orientation** - Determine surface orientation
  - **ST\_PatchN** - Returns the Nth geometry (face) of a PolyhedralSurface.
  - **ST\_PointFromWKB** - Makes a geometry from WKB with the given SRID
  - **ST\_PointN** - Returns the Nth point in the first LineString or circular LineString in a geometry.
  - **ST\_PointOnSurface** - Computes a point guaranteed to lie in a polygon, or on a geometry.
  - **ST\_Points** - Returns a MultiPoint containing the coordinates of a geometry.
  - **ST\_Polygon** - Creates a Polygon from a LineString with a specified SRID.
  - **ST\_RemovePoint** - Remove a point from a linestring.
  - **ST\_RemoveRepeatedPoints** - Returns a version of the given geometry with duplicated points removed.
  - **ST\_Reverse** - Return the geometry with vertex order reversed.
  - **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\_Scroll** - Change start point of a closed LineString.
-

- **ST\_SetPoint** - Replace point of a linestring with a given point.
  - **ST\_Shift\_Longitude** - Shifts the longitude coordinates of a geometry between -180..180 and 0..360.
  - **ST\_SnapToGrid** - Snap all points of the input geometry to a regular grid.
  - **ST\_StartPoint** - Returns the first point of a LineString.
  - **ST\_StraightSkeleton** - Compute a straight skeleton from a geometry
  - **ST\_SwapOrdinates** - Returns a version of the given geometry with given ordinate values swapped.
  - **ST\_SymDifference** - Computes a geometry representing the portions of geometries A and B that do not intersect.
  - **ST\_Tessellate** - Perform surface Tesselation of a polygon or polyhedralsurface and returns as a TIN or collection of TINS
  - **ST\_TransScale** - Translates and scales a geometry by given offsets and factors.
  - **ST\_Translate** - Translates a geometry by given offsets.
  - **ST\_UnaryUnion** - Computes the union of the components of a single geometry.
  - **ST\_Union** - Computes a geometry representing the point-set union of the input geometries.
  - **ST\_Volume** - Computes the volume of a 3D solid. If applied to surface (even closed) geometries will return 0.
  - **ST\_WrapX** - Wrap a geometry around an X value.
  - **ST\_X** - Returns the X coordinate of a Point.
  - **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\_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** - Returns a code indicating the ZM coordinate dimension of a geometry.
  - **TG\_Equals** - Returns true if two topogeometries are composed of the same topology primitives.
  - **TG\_Intersects** - Returns true if any pair of primitives from the two topogeometries intersect.
  - **UpdateGeometrySRID** - Updates the SRID of all features in a geometry column, and the table metadata.
  - **geometry\_overlaps\_nd** - Returns TRUE if A's n-D bounding box intersects B's n-D bounding box.
  - **overlaps\_nd\_geometry\_gidx** - Returns TRUE if a geometry's (cached) n-D bounding box intersects a n-D float precision bounding box (GIDX).
  - **overlaps\_nd\_gidx\_geometry** - Returns TRUE if a n-D float precision bounding box (GIDX) intersects a geometry's (cached) n-D bounding box.
  - **overlaps\_nd\_gidx\_gidx** - Returns TRUE if two n-D float precision bounding boxes (GIDX) intersect each other.
  - **postgis\_sfcgal\_version** - Returns the version of SFCGAL in use
-

## 15.9 PostGIS Curved Geometry Support Functions

The functions given below are PostGIS functions that can use CIRCULARSTRING, CURVEPOLYGON, and other curved geometry types

- **AddGeometryColumn** - Adds a geometry column to an existing table.
  - **Box2D** - Returns a BOX2D representing the 2D extent of a geometry.
  - **Box3D** - Returns a BOX3D representing the 3D extent of a geometry.
  - **DropGeometryColumn** - Removes a geometry column from a spatial table.
  - **GeometryType** - Returns the type of a geometry as text.
  - **PostGIS\_AddBBBox** - Add bounding box to the geometry.
  - **PostGIS\_DropBBBox** - Drop the bounding box cache from the geometry.
  - **PostGIS\_HasBBBox** - Returns TRUE if the bbox of this geometry is cached, FALSE otherwise.
  - **ST\_3DExtent** - 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** - Return the Well-Known Text (WKT) representation of the geometry with SRID meta data.
  - **ST\_AsHEXEWKB** - Returns a Geometry in HEXEWKB format (as text) using either little-endian (NDR) or big-endian (XDR) encoding.
  - **ST\_AsText** - Return the Well-Known Text (WKT) representation of the geometry/geography without SRID metadata.
  - **ST\_Collect** - Creates a GeometryCollection or Multi\* geometry from a set of geometries.
  - **ST\_CoordDim** - Return the coordinate dimension of a geometry.
  - **ST\_CurveToLine** - Converts a geometry containing curves to a linear geometry.
  - **ST\_Distance** - Returns the distance between two geometry or geography values.
  - **ST\_Dump** - Returns a set of geometry\_dump rows for the components of a geometry.
  - **ST\_DumpPoints** - Returns a set of geometry\_dump rows for the coordinates in a geometry.
  - **ST\_EndPoint** - Returns the last point of a LineString or CircularLineString.
  - **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** - Force the geometries into a "2-dimensional mode".
  - **ST\_ForceCurve** - Upcast a geometry into its curved type, if applicable.
  - **ST\_ForceSFS** - Force the geometries to use SFS 1.1 geometry types only.
  - **ST\_Force3D** - Force the geometries into XYZ mode. This is an alias for ST\_Force3DZ.
  - **ST\_Force3DM** - Force the geometries into XYM mode.
  - **ST\_Force3DZ** - Force the geometries into XYZ mode.
-

- **ST\_Force4D** - Force the geometries into XYZM mode.
  - **ST\_ForceCollection** - Convert the geometry into a GEOMETRYCOLLECTION.
  - **ST\_GeoHash** - Return a GeoHash representation of the geometry.
  - **ST\_GeogFromWKB** - Creates a geography instance from a Well-Known Binary geometry representation (WKB) or extended Well Known Binary (EWKB).
  - **ST\_GeomFromEWKB** - Return a specified ST\_Geometry value from Extended Well-Known Binary representation (EWKB).
  - **ST\_GeomFromEWKT** - Return a specified ST\_Geometry value from Extended Well-Known Text representation (EWKT).
  - **ST\_GeomFromText** - Return a specified ST\_Geometry value from Well-Known Text representation (WKT).
  - **ST\_GeomFromWKB** - Creates a geometry instance from a Well-Known Binary geometry representation (WKB) and optional SRID.
  - **ST\_GeometryN** - Return an element of a geometry collection.
  - **=** - Returns TRUE if the coordinates and coordinate order geometry/geography A are the same as the coordinates and coordinate order of geometry/geography B.
  - **&<l** - Returns TRUE if A's bounding box overlaps or is below B's.
  - **ST\_HasArc** - Tests if a geometry contains a circular arc
  - **ST\_Intersects** - Returns true if two geometries intersect (they have at least one point in common).
  - **ST\_IsClosed** - Tests if a LineStrings's start and end points are coincident. For a PolyhedralSurface tests if it is closed (volumetric).
  - **ST\_IsCollection** - Tests if a geometry is a geometry collection type.
  - **ST\_IsEmpty** - Tests if a geometry is empty.
  - **ST\_LineToCurve** - Converts a linear geometry to a curved geometry.
  - **ST\_MemSize** - Returns the amount of memory space a geometry takes.
  - **ST\_NPoints** - Returns the number of points (vertices) in a geometry.
  - **ST\_NRings** - Returns the number of rings in a polygonal geometry.
  - **ST\_PointFromWKB** - Makes a geometry from WKB with the given SRID
  - **ST\_PointN** - Returns the Nth point in the first LineString or circular LineString in a geometry.
  - **ST\_Points** - Returns a MultiPoint containing the coordinates of a geometry.
  - **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** - Returns a text summary of the contents of a geometry.
  - **ST\_SwapOrdinates** - Returns a version of the given geometry with given ordinate values swapped.
  - **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** - Returns a code indicating the ZM coordinate dimension of a geometry.
  - **UpdateGeometrySRID** - Updates the SRID of all features in a geometry column, and the table metadata.
  - **~(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).
  - **&&** - Returns TRUE if A's 2D bounding box intersects B's 2D bounding box.
  - **&&&** - Returns TRUE if A's n-D bounding box intersects B's n-D bounding box.
  - **@(box2df,box2df)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into another 2D float precision bounding box.
  - **@(box2df,geometry)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into a geometry's 2D bounding box.
  - **@(geometry,box2df)** - Returns TRUE if a geometry's 2D bounding box is contained into a 2D float precision bounding box (BOX2DF).
  - **&&(box2df,box2df)** - Returns TRUE if two 2D float precision bounding boxes (BOX2DF) intersect each other.
  - **&&(box2df,geometry)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) intersects a geometry's (cached) 2D bounding box.
  - **&&(geometry,box2df)** - Returns TRUE if a geometry's (cached) 2D bounding box intersects a 2D float precision bounding box (BOX2DF).
  - **&&&(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.
-

## 15.10 PostGIS Polyhedral Surface Support Functions

The functions given below are PostGIS functions that can use POLYHEDRALSURFACE, POLYHEDRALSURFACEM geometries

- **Box2D** - Returns a BOX2D representing the 2D extent of a geometry.
  - **Box3D** - Returns a BOX3D representing the 3D extent of a geometry.
  - **GeometryType** - Returns the type of a geometry as text.
  - **ST\_3DArea** - Computes area of 3D surface geometries. Will return 0 for solids.
  - **ST\_3DClosestPoint** - Returns the 3D point on g1 that is closest to g2. This is the first point of the 3D shortest line.
  - **ST\_3DDFullyWithin** - Returns true if two 3D geometries are entirely within a given 3D distance
  - **ST\_3DDWithin** - Returns true if two 3D geometries are within a given 3D distance
  - **ST\_3DDifference** - Perform 3D difference
  - **ST\_3DDistance** - Returns the 3D cartesian minimum distance (based on spatial ref) between two geometries in projected units.
  - **ST\_3DExtent** - Aggregate function that returns the 3D bounding box of geometries.
  - **ST\_3DIntersection** - Perform 3D intersection
  - **ST\_3DIntersects** - Returns true if two geometries spatially intersect in 3D - only for points, linestrings, polygons, polyhedral surface (area).
  - **ST\_3DLongestLine** - Returns the 3D longest line between two geometries
  - **ST\_3DMaxDistance** - Returns the 3D cartesian maximum distance (based on spatial ref) between two geometries in projected units.
  - **ST\_3DShortestLine** - Returns the 3D shortest line between two geometries
  - **ST\_3DUnion** - Perform 3D union
  - **ST\_Affine** - Apply a 3D affine transformation to a geometry.
  - **ST\_ApproximateMedialAxis** - Compute the approximate medial axis of an areal geometry.
  - **ST\_Area** - Returns the area of a polygonal 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** - Return the Well-Known Text (WKT) representation of the geometry with SRID meta data.
  - **ST\_AsGML** - Return the geometry as a GML version 2 or 3 element.
  - **ST\_AsX3D** - Returns a Geometry in X3D xml node element format: ISO-IEC-19776-1.2-X3DEncodings-XML
  - **ST\_CoordDim** - Return the coordinate dimension of a geometry.
  - **ST\_Dimension** - Returns the topological dimension of a geometry.
  - **ST\_Dump** - Returns a set of geometry\_dump rows for the components of a geometry.
  - **ST\_DumpPoints** - Returns a set of geometry\_dump rows for the coordinates in a geometry.
  - **ST\_Expand** - Returns a bounding box expanded from another bounding box or a geometry.
-


- **ST\_Extent** - Aggregate function that returns the bounding box of geometries.
  - **ST\_Extrude** - Extrude a surface to a related volume
  - **ST\_FlipCoordinates** - Returns a version of a geometry with X and Y axis flipped.
  - **ST\_Force2D** - Force the geometries into a "2-dimensional mode".
  - **ST\_ForceLHR** - Force LHR orientation
  - **ST\_ForceRHR** - Force the orientation of the vertices in a polygon to follow the Right-Hand-Rule.
  - **ST\_ForceSFS** - Force the geometries to use SFS 1.1 geometry types only.
  - **ST\_Force3D** - Force the geometries into XYZ mode. This is an alias for ST\_Force3DZ.
  - **ST\_Force3DZ** - Force the geometries into XYZ mode.
  - **ST\_ForceCollection** - Convert the geometry into a GEOMETRYCOLLECTION.
  - **ST\_GeomFromEWKB** - Return a specified ST\_Geometry value from Extended Well-Known Binary representation (EWKB).
  - **ST\_GeomFromEWKT** - Return a specified ST\_Geometry value from Extended Well-Known Text representation (EWKT).
  - **ST\_GeomFromGML** - Takes as input GML representation of geometry and outputs a PostGIS geometry object
  - **ST\_GeometryN** - Return an element of a geometry collection.
  - **ST\_GeometryType** - Returns the SQL-MM type of a geometry as text.
  - **=** - Returns TRUE if the coordinates and coordinate order geometry/geography A are the same as the coordinates and coordinate order of geometry/geography B.
  - **&<l** - Returns TRUE if A's bounding box overlaps or is below B's.
  - **~=** - Returns TRUE if A's bounding box is the same as B's.
  - **ST\_IsClosed** - Tests if a LineStrings's start and end points are coincident. For a PolyhedralSurface tests if it is closed (volumetric).
  - **ST\_IsPlanar** - Check if a surface is or not planar
  - **ST\_IsSolid** - Test if the geometry is a solid. No validity check is performed.
  - **ST\_MakeSolid** - Cast the geometry into a solid. No check is performed. To obtain a valid solid, the input geometry must be a closed Polyhedral Surface or a closed TIN.
  - **ST\_MemSize** - Returns the amount of memory space a geometry takes.
  - **ST\_NPoints** - Returns the number of points (vertices) in a geometry.
  - **ST\_NumGeometries** - Returns the number of elements in a geometry collection.
  - **ST\_NumPatches** - Return the number of faces on a Polyhedral Surface. Will return null for non-polyhedral geometries.
  - **ST\_PatchN** - Returns the Nth geometry (face) of a PolyhedralSurface.
  - **ST\_RemoveRepeatedPoints** - Returns a version of the given geometry with duplicated points removed.
  - **ST\_Reverse** - Return the geometry with vertex order reversed.
  - **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** - Compute a straight skeleton from a geometry
- **ST\_Summary** - Returns a text summary of the contents of a geometry.
- **ST\_SwapOrdinates** - Returns a version of the given geometry with given ordinate values swapped.
- **ST\_Tessellate** - Perform surface Tesselation of a polygon or polyhedralsurface and returns as a TIN or collection of TINS
- **ST\_Transform** - Return a new geometry with coordinates transformed to a different spatial reference system.
- **ST\_Volume** - Computes the volume of a 3D solid. If applied to surface (even closed) geometries will return 0.
- **~(box2df,box2df)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) contains another 2D float precision bounding box (BOX2DF).
- **~(box2df,geometry)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) contains a geometry's 2D bounding box.
- **~(geometry,box2df)** - Returns TRUE if a geometry's 2D bounding box contains a 2D float precision bounding box (BOX2DF).
- **&&** - Returns TRUE if A's 2D bounding box intersects B's 2D bounding box.
- **&&&** - Returns TRUE if A's n-D bounding box intersects B's n-D bounding box.
- **@(box2df,box2df)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into another 2D float precision bounding box.
- **@(box2df,geometry)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) is contained into a geometry's 2D bounding box.
- **@(geometry,box2df)** - Returns TRUE if a geometry's 2D bounding box is contained into a 2D float precision bounding box (BOX2DF).
- **&&(box2df,box2df)** - Returns TRUE if two 2D float precision bounding boxes (BOX2DF) intersect each other.
- **&&(box2df,geometry)** - Returns TRUE if a 2D float precision bounding box (BOX2DF) intersects a geometry's (cached) 2D bounding box.
- **&&(geometry,box2df)** - Returns TRUE if a geometry's (cached) 2D bounding box intersects a 2D float precision bounding box (BOX2DF).
- **&&&(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.
- **postgis\_sfcgal\_version** - Returns the version of SFCGAL in use

## 15.11 PostGIS Function Support Matrix













Below is an alphabetical listing of spatial specific functions in PostGIS and the kinds of spatial types they work with or OGC/SQL compliance they try to conform to.










- A  means the function works with the type or subtype natively.






- A  means it works but with a transform cast built-in using cast to geometry, transform to a "best srid" spatial ref and then cast back. Results may not be as expected for large areas or areas at poles and may accumulate floating point junk.
- A  means the function works with the type because of a auto-cast to another such as to box3d rather than direct type support.
- A  means the function only available if PostGIS compiled with SFCGAL support.
- A  means the function support is provided by SFCGAL if PostGIS compiled with SFCGAL support, otherwise GEOS/built-in support.
- geom - Basic 2D geometry support (x,y).
- geog - Basic 2D geography support (x,y).
- 2.5D - basic 2D geometries in 3 D/4D space (has Z or M coord).
- PS - Polyhedral surfaces
- T - Triangles and Triangulated Irregular Network surfaces (TIN)



Function	geom	geog	2.5D	Curves	SQL MM	PS	T
Box2D	✓			✓		✓	✓
Box3D	✓		✓	✓		✓	✓
GeometryType	✓		✓	✓		✓	✓
PostGIS_AddBBox	✓			✓			
PostGIS_DropBBox	✓			✓			
PostGIS_Extensions_Upgrade							
PostGIS_Full_Version							
PostGIS_GEOS_Version							
PostGIS_HasBBox	✓			✓			
PostGIS_LibXML_Version							
PostGIS_Lib_Build_Date							
PostGIS_Lib_Version							
PostGIS_Liblwgeom_Version							
PostGIS_PROJ_Version							
PostGIS_Scripts_Build_Date							
PostGIS_Scripts_Installed							
PostGIS_Scripts_Released							
PostGIS_Version							
PostGIS_Wagyu_Version							
ST_3DArea							
ST_3DClosestPoint	✓		✓			✓	
ST_3DDifference							
ST_3DDistance	✓		✓		✓	✓	
ST_3DExtent	✓		✓	✓		✓	✓













Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_3DIntersection							
ST_3DLength	✓		✓				
ST_3DLineInterpolatePoint	✓						
ST_3DLongestLine	✓		✓			✓	
ST_3DMakeBox	✓						
ST_3DMaxDistance	✓		✓			✓	
ST_3DPerimeter	✓		✓				
ST_3DShortestLine	✓		✓			✓	
ST_3DUnion							
ST_AddMeasure	✓		✓				
ST_AddPoint	✓		✓				
ST_Affine	✓		✓	✓		✓	✓
ST_Angle	✓						
ST_ApproximateMLineAxis							
ST_Area	✓	✓			✓	✓	
ST_Azimuth	✓	✓					
ST_Boundary	✓		✓		✓		✓
ST_BoundingDiagonal	✓		✓				
ST_Buffer	✓	✓			✓		
ST_BuildArea	✓						
ST_CPAWithin	✓		✓				
ST_Centroid	✓	✓			✓		
ST_ChaikinSmooth	✓						
ST_ClipByBox2D	✓						
ST_ClosestPoint	✓						
ST_ClosestPointOfApproach	✓		✓				
ST_ClusterDBSCAN	✓						
ST_ClusterIntersect	✓						
ST_ClusterKMeans	✓						
ST_ClusterWithin	✓						
ST_Collect	✓		✓	✓			
ST_CollectionExtract	✓						
ST_CollectionHomogenize	✓						

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_ConcaveHull	✓						
ST_ConstrainedDelaunayTriangles							
ST_ConvexHull	✓		✓		✓		
ST_CoordDim	✓		✓	✓	✓	✓	✓
ST_CurveToLine	✓		✓	✓	✓		
ST_DelaunayTriangles	✓		✓				✓
ST_Difference	✓		✓		✓		
ST_Dimension	✓				✓	✓	✓
ST_Distance	✓	✓		✓	✓		
ST_DistanceCPA	✓		✓				
ST_DistanceSphere	✓						
ST_DistanceSpheroidal	✓						
ST_Dump	✓		✓	✓		✓	✓
ST_DumpPoints	✓		✓	✓		✓	✓
ST_DumpRings	✓		✓				
ST_DumpSegments	✓		✓				✓
ST_EndPoint	✓		✓	✓	✓		
ST_Envelope	✓				✓		
ST_EstimatedExtent				✓			
ST_Expand	✓					✓	✓
ST_Extent	✓					✓	✓
ST_ExteriorRing	✓		✓		✓		
ST_Extrude							
ST_FilterByM	✓						
ST_FlipCoordinates	✓		✓	✓		✓	✓
ST_Force2D	✓		✓	✓		✓	
ST_ForceCurve	✓		✓	✓			
ST_ForceLHR							
ST_ForcePolygonCCW	✓		✓				
ST_ForcePolygonCW	✓		✓				
ST_ForceRHR	✓		✓			✓	
ST_ForceSFS	✓		✓	✓		✓	✓
ST_Force3D	✓		✓	✓		✓	

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_Force3DM	✓			✓			
ST_Force3DZ	✓		✓	✓		✓	
ST_Force4D	✓		✓	✓			
ST_ForceCollection	✓		✓	✓		✓	
ST_FrechetDistance	✓						
ST_GeneratePoints	✓						
ST_GeometricMedi	✓		✓				
ST_GeometryN	✓		✓	✓	✓	✓	✓
ST_GeometryType	✓		✓		✓	✓	
ST_HasArc	✓		✓	✓			
ST_HausdorffDista	✓						
ST_Hexagon	✓						
ST_HexagonGrid	✓						
ST_InteriorRingN	✓		✓		✓		
ST_InterpolatePoint	✓		✓				
ST_Intersection	✓	✓	✓		✓		
ST_IsClosed	✓		✓	✓	✓	✓	
ST_IsCollection	✓		✓	✓			
ST_IsEmpty	✓			✓	✓		
ST_IsPlanar							
ST_IsPolygonCCW	✓		✓				
ST_IsPolygonCW	✓		✓				
ST_IsRing	✓				✓		
ST_IsSimple	✓		✓		✓		
ST_IsSolid							
ST_IsValid	✓				✓		
ST_IsValidDetail	✓						
ST_IsValidReason	✓						
ST_IsValidTrajector	✓		✓				
ST_Length	✓	✓					
ST_Length2D	✓						
ST_LengthSpheroid	✓		✓				
ST_LineFromMulti	✓ t		✓				

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_LineInterpolatePoint	✓		✓				
ST_LineInterpolatePoints	✓		✓				
ST_LineLocatePoint	✓						
ST_LineMerge	✓						
ST_LineSubstring	✓		✓				
ST_LineToCurve	✓		✓	✓			
ST_LocateAlong	✓						
ST_LocateBetween	✓						
ST_LocateBetweenPoints	✓		✓				
ST_LongestLine	✓						
ST_M	✓		✓		✓		
ST_MakeBox2D	✓						
ST_MakeEnvelope	✓						
ST_MakeLine	✓		✓				
ST_MakePoint	✓		✓				
ST_MakePointM	✓						
ST_MakePolygon	✓		✓				
ST_MakeSolid							
ST_MakeValid	✓		✓				
ST_MaxDistance	✓						
ST_MaximumInscribedCircle	✓						
ST_MemSize	✓		✓	✓		✓	✓
ST_MemUnion	✓		✓				
ST_MinimumBoundingCircle	✓						
ST_MinimumBoundingRadius	✓						
ST_MinimumClearance	✓						
ST_MinimumClearanceLine	✓						
ST_MinkowskiSum							
ST_Multi	✓						
ST_NDims	✓		✓				
ST_NPoints	✓		✓	✓		✓	
ST_NRings	✓		✓	✓			
ST_Node	✓		✓				

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_Normalize	✓						
ST_NumGeometries	✓		✓		✓	✓	✓
ST_NumInteriorRings	✓						
ST_NumInteriorRings	✓				✓		
ST_NumPatches	✓		✓		✓	✓	
ST_NumPoints	✓				✓		
ST_OffsetCurve	✓						
ST_Orientation							
ST_OrientedEnvelope	✓						
ST_PatchN	✓		✓		✓	✓	
ST_Perimeter	✓	✓			✓		
ST_Perimeter2D	✓						
ST_Point	✓				✓		
ST_PointM	✓						
ST_PointN	✓		✓	✓	✓		
ST_PointOnSurface	✓		✓		✓		
ST_PointZ	✓						
ST_PointZM	✓						
ST_Points	✓		✓	✓			
ST_Polygon	✓		✓		✓		
ST_Polygonize	✓						
ST_Project		✓					
ST_QuantizeCoordinates	✓						
ST_ReducePrecision	✓						
ST_RemovePoint	✓		✓				
ST_RemoveRepeatedPoints	✓		✓			✓	
ST_Reverse	✓		✓			✓	
ST_Rotate	✓		✓	✓		✓	✓
ST_RotateX	✓		✓			✓	✓
ST_RotateY	✓		✓			✓	✓
ST_RotateZ	✓		✓	✓		✓	✓
ST_SRID	✓			✓	✓		
ST_Scale	✓		✓	✓		✓	✓

Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_Scroll	✓		✓				
ST_Segmentize	✓	✓					
ST_SetEffectiveArea	✓						
ST_SetPoint	✓		✓				
ST_SetSRID	✓			✓			
ST_SharedPaths	✓						
ST_ShiftLongitude	✓		✓			✓	✓
ST_ShortestLine	✓						
ST_Simplify	✓						
ST_SimplifyPreserveTopology	✓	Topology					
ST_SimplifyVW	✓						
ST_Snap	✓						
ST_SnapToGrid	✓		✓				
ST_Split	✓						
ST_Square	✓						
ST_SquareGrid	✓						
ST_StartPoint	✓		✓	✓	✓		
ST_StraightSkeleton							
ST_Subdivide	✓						
ST_Summary	✓	✓		✓		✓	✓
ST_SwapOrdinates	✓		✓	✓		✓	✓
ST_SymDifference	✓		✓		✓		
ST_Tessellate							
ST_TileEnvelope	✓						
ST_TransScale	✓		✓	✓			
ST_Transform	✓			✓	✓	✓	
ST_Translate	✓		✓	✓			
ST_UnaryUnion	✓		✓				
ST_Union	✓		✓		✓		
ST_Volume							
ST_VoronoiLines	✓						
ST_VoronoiPolygons	✓						
ST_WrapX	✓		✓				



Function	geom	geog	2.5D	Curves	SQL MM	PS	T
ST_X	✓		✓		✓		
ST_XMax	✓		✓	✓			
ST_XMin	✓		✓	✓			
ST_Y	✓		✓		✓		
ST_YMax	✓		✓	✓			
ST_YMin	✓		✓	✓			
ST_Z	✓		✓		✓		
ST_ZMax	✓		✓	✓			
ST_ZMin	✓		✓	✓			
ST_Zmflag	✓		✓	✓			
postgis.backend							
postgis.enable_outdb_rasters							
postgis.gdal_datapath							
postgis.gdal_enabled_drivers							
postgis.gdal_config_options							
postgis_sfcgal_version							

## 15.12 New, Enhanced or changed PostGIS Functions

### 15.12.1 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

- **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 Returns a set of geometry\_dump rows for the segments in a geometry.
- **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 Z 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\_config\_options** - Availability: 3.2.0 A string configuration to set options used when working with an out-db raster.

#### 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'. Attempts to make an invalid geometry valid without losing vertices.
- **ST\_MoveIsoNode** - Enhanced: 3.2.0 ensures the nod cannot be moved in a different face 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\_PixelAsCentroid** - Enhanced: 3.2.0 Faster now implemented in C. Returns the centroid (point geometry) of the area represented by a pixel.
- **ST\_PixelAsCentroids** - Enhanced: 3.2.0 Faster now implemented in C. Returns the centroid (point geometry) for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The point geometry is the centroid of the area represented by a pixel.
- **ST\_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. Creates a Point with the given coordinate values. Alias for ST\_MakePoint.
- **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 the given coordinate 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 the given coordinate 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 the given coordinate 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 the given geometry with duplicated 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** - Enhanced: 3.2.0 resample optional argument was added. Returns the value of a given band in a given columnx, rowy pixel or at a particular geometric point. Band numbers start at 1 and assumed to be 1 if not specified. If exclude\_nodata\_value is set to false, then all pixels include nodata pixels are considered to intersect and return value. If exclude\_nodata\_value is not passed in then reads it from metadata of raster.

#### Functions changed in PostGIS 3.2

- **ST\_Boundary** - Changed: 3.2.0 support for TIN, does not use geos, does not linearize curves Returns the boundary of a geometry.
- **ValidateTopology** - Changed: 3.2.0 added optional bbox parameter, perform face labeling and edge linking checks. Returns a set of validate\_topology\_returntype objects detailing issues with topology.

## 15.12.2 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** - Availability: 3.1.0 Returns a single hexagon, using the provided edge size and cell coordinate within the hexagon grid space.
- **ST\_HexagonGrid** - Availability: 3.1.0 Returns a set of hexagons and cell indices that completely cover the bounds of the geometry argument.
- **ST\_MaximumInscribedCircle** - Availability: 3.1.0 - requires GEOS >= 3.9.0. Computes the largest circle that is fully contained within a geometry.
- **ST\_ReducePrecision** - Availability: 3.1.0 - requires GEOS >= 3.9.0. Returns a valid geometry with points rounded to a grid tolerance.
- **ST\_Square** - Availability: 3.1.0 Returns a single square, using the provided edge size and cell coordinate within the square grid space.
- **ST\_SquareGrid** - Availability: 3.1.0 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. Return the Well-Known Text (WKT) representation of the geometry with SRID meta data.
- **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 - requires GEOS >= 3.9.0 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 - requires GEOS >= 3.9.0 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, requires GEOS >= 3.9.0 to use this new feature. Computes a rectilinear subdivision of a geometry.
- **ST\_SymDifference** - Enhanced: 3.1.0 accept a gridSize parameter - requires GEOS >= 3.9.0 Computes a geometry representing the portions of geometries A and B that do not intersect.
- **ST\_TileEnvelope** - Enhanced: 3.1.0 Added margin parameter. Creates a rectangular Polygon in Web Mercator (SRID:3857) using the XYZ tile system.
- **ST\_UnaryUnion** - Enhanced: 3.1.0 accept a gridSize parameter - requires GEOS >= 3.9.0 Computes the union of the components of a single geometry.
- **ST\_Union** - Enhanced: 3.1.0 accept a gridSize parameter - requires GEOS >= 3.9.0 Computes a geometry representing the point-set union of the input geometries.

Functions changed in PostGIS 3.1

- **ST\_Count** - Changed: 3.1.0 - The **ST\_Count**(rastertable, rastercolumn, ...) variants removed. Use **ST\_CoverageArea** instead. Returns the number of pixels in a given band of a raster or raster coverage. If no band is specified defaults to band 1. If **exclude\_nodata\_value** is set to true, will only count pixels that are not equal to the nodata value.

- **ST\_Force3D** - Changed: 3.1.0. Added support for supplying a non-zero Z value. Force the geometries into XYZ mode. This is an alias for ST\_Force3DZ.
- **ST\_Force3DM** - Changed: 3.1.0. Added support for supplying a non-zero M value. Force the geometries into XYM mode.
- **ST\_Force3DZ** - Changed: 3.1.0. Added support for supplying a non-zero Z value. Force the geometries into XYZ mode.
- **ST\_Force4D** - Changed: 3.1.0. Added support for supplying non-zero Z and M values. Force the geometries into XYZM mode.
- **ST\_Histogram** - Changed: 3.1.0 Removed ST\_Histogram(table\_name, column\_name) variant. Returns a set of record summarizing a raster or raster coverage data distribution separate bin ranges. Number of bins are autocomputed if not specified.
- **ST\_Quantile** - Changed: 3.1.0 Removed ST\_Quantile(table\_name, column\_name) variant. Compute quantiles for a raster or raster table coverage in the context of the sample or population. Thus, a value could be examined to be at the raster's 25%, 50%, 75% percentile.
- **ST\_SummaryStats** - Changed: 3.1.0 ST\_SummaryStats(rastertable, rastercolumn, ...) variants are removed. Use instead. Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. Band 1 is assumed is no band is specified.

### 15.12.3 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

- **ST\_3DLineInterpolatePoint** - Availability: 3.0.0 Returns a point interpolated along a 3D line at a fractional location.
- **ST\_ConstrainedDelaunayTriangles** - Availability: 3.0.0 Return a constrained Delaunay triangulation around the given input geometry.
- **ST\_TileEnvelope** - Availability: 3.0.0 Creates a rectangular Polygon in Web Mercator (SRID:3857) using the XYZ tile system.

Functions enhanced in PostGIS 3.0

- **ST\_AsMVT** - Enhanced: 3.0 - added support for Feature ID. Aggregate function returning a Mapbox Vector Tile representation of a set of rows.
- **ST\_Contains** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Returns true if no points of B lie in the exterior of A, and A and B have at least one interior point in common.
- **ST\_ContainsProperly** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Returns true if B intersects the interior of A but not the boundary or exterior.
- **ST\_CoveredBy** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Returns true if no point in A is outside B
- **ST\_Covers** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Returns true if no point in B is outside A
- **ST\_Crosses** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Returns true 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 Returns true if two geometries do not intersect (they have no point in common).
- **ST\_Equals** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Returns true if two geometries include the same set of points.
- **ST\_GeneratePoints** - Enhanced: 3.0.0, added seed parameter Generates random points contained in a Polygon or MultiPolygon.

- **ST\_GeomFromGeoJSON** - Enhanced: 3.0.0 parsed geometry defaults to SRID=4326 if not specified otherwise. Takes as input a geojson representation of a geometry and outputs a PostGIS geometry object
- **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 Returns true if two geometries intersect and have the same dimension, but are not completely contained by each 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 uses equal length segments Return a modified geometry/geography having no segment longer than the given distance.
- **ST\_Touches** - Enhanced: 3.0.0 enabled support for GEOMETRYCOLLECTION Returns true 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 Returns true if no points of A lie in the exterior of B, and A and B have at least one interior 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 latest available version.
  - **ST\_3DDistance** - Changed: 3.0.0 - SFCGAL version removed Returns the 3D cartesian minimum distance (based on spatial ref) between two geometries in projected units.
  - **ST\_3DIntersects** - Changed: 3.0.0 SFCGAL backend removed, GEOS backend supports TINs. Returns true 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. Returns the area of a polygonal geometry.
  - **ST\_AsGeoJSON** - Changed: 3.0.0 support records as input Return a geometry as a GeoJSON element.
  - **ST\_AsGeoJSON** - Changed: 3.0.0 output SRID if not EPSG:4326. Return a geometry as a GeoJSON element.
  - **ST\_AsKML** - Changed: 3.0.0 - Removed the "versioned" variant signature Return the geometry as a KML element.
  - **ST\_Distance** - Changed: 3.0.0 - does not depend on SFCGAL anymore. Returns the distance between two geometry or geography values.
  - **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. Returns true 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.
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## 15.12.4 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

- **ST\_QuantizeCoordinates** - Availability: 2.5.0 Sets least significant bits of coordinates to zero
- **PostGIS\_Extensions\_Upgrade** - Availability: 2.5.0 Packages and upgrades PostGIS extensions (e.g. postgis\_raster, postgis\_topology, postgis\_sfcgal) to latest available version.
- **ST\_Angle** - Availability: 2.5.0 Returns the angle between two vectors defined by 3 or 4 points, or 2 lines.
- **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\_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\_GeometricMedian** - Enhanced: 2.5.0 Added support for M as weight of points. Returns the geometric median of a Multi-Point.
  - **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 Mapbox Vector Tile representation of a set of rows.
  - **ST\_AsText** - Enhanced: 2.5 - optional parameter precision introduced. Return the Well-Known Text (WKT) representation of the geometry/geography without SRID metadata.
  - **ST\_BandMetaData** - Enhanced: 2.5.0 to include outdbbandnum, filesize and filetimestamp for outdb rasters. Returns basic meta data for a specific raster band. band num 1 is assumed if none-specified.
  - **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. Takes as input a geojson representation of a geometry and outputs a PostGIS geometry object
-

- **ST\_Intersects** - Enhanced: 2.5.0 Supports GEOMETRYCOLLECTION. Returns true 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

## 15.12.5 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\_ForcePolygonCCW** - Availability: 2.4.0 Orients all exterior rings counter-clockwise and all interior rings clockwise.
- **ST\_ForcePolygonCW** - Availability: 2.4.0 Orients all exterior rings clockwise and all interior rings counter-clockwise.
- **ST\_IsPolygonCCW** - Availability: 2.4.0 Tests if Polygons have exterior rings oriented counter-clockwise and interior rings oriented clockwise.
- **ST\_IsPolygonCW** - Availability: 2.4.0 Tests if Polygons have exterior rings oriented clockwise and interior rings oriented counter-clockwise.
- **ST\_AsGeobuf** - Availability: 2.4.0 Return a Geobuf representation of a set of rows.
- **ST\_AsMVT** - Availability: 2.4.0 Aggregate function returning a Mapbox Vector Tile representation of a set of rows.
- **ST\_AsMVTGeom** - Availability: 2.4.0 Transform a geometry into the coordinate space of a Mapbox Vector Tile.
- **ST\_Centroid** - Availability: 2.4.0 support for geography was introduced. Returns the geometric center of a geometry.
- **ST\_FrechetDistance** - Availability: 2.4.0 - requires GEOS >= 3.7.0 Returns the Fréchet distance between two geometries.
- **ST\_MakeEmptyCoverage** - Availability: 2.4.0 Cover georeferenced area with a grid of empty raster tiles.

Functions enhanced in PostGIS 2.4

All aggregates now marked as parallel safe which should allow them to be used in plans that can employ parallelism.

PostGIS 2.4.1 postgis\_tiger\_geocoder set to load Tiger 2017 data. Can optionally load zip code 5-digit tabulation (zcta) as part of the **Loader\_Generate\_Nation\_Script**.

- **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. Generates a shell script for the specified platform that loads in the county and state lookup tables.
- **Normalize\_Address** - Enhanced: 2.4.0 norm\_addy object includes additional fields zip4 and address\_alphanumeric. Given a textual street address, returns a composite norm\_addy type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This function will work with just the lookup data packaged with the tiger\_geocoder (no need for tiger census data).

- **Page\_Normalize\_Address** - Enhanced: 2.4.0 norm\_addy object includes additional fields zip4 and address\_alphanumeric. Given a textual street address, returns a composite norm\_addy type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This function will work with just the lookup data packaged with the tiger\_geocoder (no need for tiger census data). Requires address\_standardizer extension.
- **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. Takes a geometry point in a known spatial ref sys and returns a record containing an array of theoretically possible addresses and an array of cross streets. If include\_strnum\_range = true, includes the street range in the cross streets.
- **ST\_AsTWKB** - Enhanced: 2.4.0 memory and speed improvements. Returns the geometry as TWKB, aka "Tiny Well-Known Binary"
- **ST\_Covers** - Enhanced: 2.4.0 Support for polygon in polygon and line in polygon added for geography type Returns true if no point in B is outside 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. Return the geometry with vertex order reversed.

#### Functions changed in PostGIS 2.4

All PostGIS aggregates now marked as parallel safe. This will force a drop and recreate of aggregates during upgrade which may fail if any user views or sql functions rely on PostGIS aggregates.

- **=** - Changed: 2.4.0, in prior versions this was bounding box equality not a geometric equality. If you need bounding box equality, use instead. Returns TRUE if the coordinates and coordinate order geometry/geography A are the same as the coordinates and coordinate order of geometry/geography B.
- **ST\_Node** - Changed: 2.4.0 this function uses GEOSNode internally instead of GEOSUnaryUnion. This may cause the resulting linestrings to have a different order and direction compared to PostGIS < 2.4. Nodes a collection of lines.

### 15.12.6 PostGIS Functions new or enhanced in 2.3

The functions given below are PostGIS functions that were added or enhanced.



**Note**

PostGIS 2.3.0: PostgreSQL 9.6+ support for parallel queries.

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**Note**

PostGIS 2.3.0: PostGIS extension, all functions schema qualified to reduce issues in database restore.

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**Note**

PostGIS 2.3.0: PostgreSQL 9.4+ support for BRIN indexes. Refer to Section [4.9.2](#).

---



**Note**

PostGIS 2.3.0: Tiger Geocoder upgraded to work with TIGER 2016 data.

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### Functions new in PostGIS 2.3

- **ST\_GeometricMedian** - Availability: 2.3.0 Returns the geometric median of a MultiPoint.
  - **&&&(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 INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a geometry's 2D bounding box is contained into a 2D float precision bounding box (BOX2DF).
  - **Populate\_Topology\_Layer** - Availability: 2.3.0 Adds missing entries to topology.layer table by reading metadata from topo tables.
  - **ST\_ClusterDBSCAN** - Availability: 2.3.0 Window function that returns a cluster id for each input geometry using the DB-SCAN algorithm.
  - **ST\_ClusterKMeans** - Availability: 2.3.0 Window function that returns a cluster id for each input geometry using the K-means algorithm.
  - **ST\_GeneratePoints** - Availability: 2.3.0 Generates random points contained in a Polygon or MultiPolygon.
  - **ST\_MakeLine** - Availability: 2.3.0 - Support for MultiPoint input elements was introduced Creates a LineString from Point, MultiPoint, or LineString geometries.
  - **ST\_MinimumClearance** - Availability: 2.3.0 Returns the minimum clearance of a geometry, a measure of a geometry's robustness.
  - **ST\_MinimumClearanceLine** - Availability: 2.3.0 - requires GEOS >= 3.6.0 Returns the two-point LineString spanning a geometry's minimum clearance.
  - **ST\_Normalize** - Availability: 2.3.0 Return the geometry in its canonical form.
  - **ST\_Points** - Availability: 2.3.0 Returns a MultiPoint containing the coordinates of a geometry.
  - **ST\_VoronoiLines** - Availability: 2.3.0 Returns the boundaries of the Voronoi diagram of the vertices of a geometry.
  - **ST\_VoronoiPolygons** - Availability: 2.3.0 Returns the cells of the Voronoi diagram of the vertices of a geometry.
-

- **ST\_WrapX** - Availability: 2.3.0 requires GEOS Wrap a geometry around an X value.
- **TopoGeom\_addElement** - Availability: 2.3 Adds an element to the definition of a TopoGeometry.
- **TopoGeom\_remElement** - Availability: 2.3 Removes an element from the definition of a TopoGeometry.
- **~(box2df,box2df)** - Availability: 2.3.0 support for Block Range INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a 2D float precision bounding box (BOX2DF) contains another 2D float precision bounding box (BOX2DF).
- **~(box2df,geometry)** - Availability: 2.3.0 support for Block Range INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a 2D float precision bounding box (BOX2DF) contains a geometry's 2D bonding box.
- **~(geometry,box2df)** - Availability: 2.3.0 support for Block Range INdexes (BRIN) was introduced. Requires PostgreSQL 9.5+. Returns TRUE if a geometry's 2D bonding box contains a 2D float precision bounding box (BOX2DF).

The functions given below are PostGIS functions that are enhanced in PostGIS 2.3.

- **ST\_Contains** - Enhanced: 2.3.0 Enhancement to PIP short-circuit extended to support MultiPoints with few points. Prior versions only supported point in polygon.
- **ST\_Covers** - Enhanced: 2.3.0 Enhancement to PIP short-circuit for geometry extended to support MultiPoints with few points. Prior versions only supported point in polygon.
- **ST\_Expand** - Enhanced: 2.3.0 support was added to expand a box by different amounts in different dimensions.
- **ST\_Intersects** - Enhanced: 2.3.0 Enhancement to PIP short-circuit extended to support MultiPoints with few points. Prior versions only supported point in polygon.
- **ST\_Segmentize** - Enhanced: 2.3.0 Segmentize geography now uses equal length segments
- **ST\_Transform** - Enhanced: 2.3.0 support for direct PROJ.4 text was introduced.
- **ST\_Within** - Enhanced: 2.3.0 Enhancement to PIP short-circuit for geometry extended to support MultiPoints with few points. Prior versions only supported point in polygon.

### 15.12.7 PostGIS Functions new or enhanced in 2.2

The functions given below are PostGIS functions that were added or enhanced.



**Note**

postgis\_sfcgal now can be installed as an extension using `CREATE EXTENSION postgis_sfcgal;`

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**Note**

PostGIS 2.2.0: Tiger Geocoder upgraded to work with TIGER 2015 data.

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**Note**

address\_standardizer, address\_standardizer\_data\_us extensions for standardizing address data refer to Section [14.1](#) for details.

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**Note**

Many functions in topology rewritten as C functions for increased performance.

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## Functions new in PostGIS 2.2

- `<<#>>` - Availability: 2.2.0 -- KNN only available for PostgreSQL 9.1+ Returns the n-D distance between A and B bounding boxes.
  - `<<->>` - Availability: 2.2.0 -- KNN only available for PostgreSQL 9.1+ Returns the n-D distance between the centroids of A and B boundingboxes.
  - `ST_3DDifference` - Availability: 2.2.0 Perform 3D difference
  - `ST_3DUnion` - Availability: 2.2.0 Perform 3D union
  - `ST_ApproximateMedialAxis` - Availability: 2.2.0 Compute the approximate medial axis of an areal geometry.
  - `ST_AsEncodedPolyline` - Availability: 2.2.0 Returns an Encoded Polyline from a LineString geometry.
  - `ST_AsTWKB` - Availability: 2.2.0 Returns the geometry as TWKB, aka "Tiny Well-Known Binary"
  - `ST_BoundingDiagonal` - Availability: 2.2.0 Returns the diagonal of a geometry's bounding box.
  - `ST_CPAWithin` - Availability: 2.2.0 Tests if the closest point of approach of two trajectories is within the specified distance.
  - `ST_ClipByBox2D` - Availability: 2.2.0 Computes the portion of a geometry falling within a rectangle.
  - `ST_ClosestPointOfApproach` - Availability: 2.2.0 Returns a measure at the closest point of approach of two trajectories.
  - `ST_ClusterIntersecting` - Availability: 2.2.0 Aggregate function that clusters the input geometries into connected sets.
  - `ST_ClusterWithin` - Availability: 2.2.0 Aggregate function that clusters the input geometries by separation distance.
  - `ST_CountAgg` - Availability: 2.2.0 Aggregate. Returns the number of pixels in a given band of a set of rasters. If no band is specified defaults to band 1. If `exclude_nodata_value` is set to true, will only count pixels that are not equal to the NODATA value.
  - `ST_CreateOverview` - Availability: 2.2.0 Create an reduced resolution version of a given raster coverage.
  - `ST_DistanceCPA` - Availability: 2.2.0 Returns the distance between the closest point of approach of two trajectories.
  - `ST_ForceCurve` - Availability: 2.2.0 Upcast a geometry into its curved type, if applicable.
  - `ST_IsPlanar` - Availability: 2.2.0: This was documented in 2.1.0 but got accidentally left out in 2.1 release. Check if a surface is or not planar
  - `ST_IsSolid` - Availability: 2.2.0 Test if the geometry is a solid. No validity check is performed.
  - `ST_IsValidTrajectory` - Availability: 2.2.0 Tests if the geometry is a valid trajectory.
  - `ST_LineFromEncodedPolyline` - Availability: 2.2.0 Creates a LineString from an Encoded Polyline.
  - `ST_MakeSolid` - Availability: 2.2.0 Cast the geometry into a solid. No check is performed. To obtain a valid solid, the input geometry must be a closed Polyhedral Surface or a closed TIN.
  - `ST_MapAlgebra (callback function version)` - Availability: 2.2.0: Ability to add a mask Callback function version - Returns a one-band raster given one or more input rasters, band indexes and one user-specified callback function.
  - `ST_MemSize` - Availability: 2.2.0 Returns the amount of space (in bytes) the raster takes.
  - `ST_RemoveRepeatedPoints` - Availability: 2.2.0 Returns a version of the given geometry with duplicated points removed.
  - `ST_Retile` - Availability: 2.2.0 Return a set of configured tiles from an arbitrarily tiled raster coverage.
  - `ST_SetEffectiveArea` - Availability: 2.2.0 Sets the effective area for each vertex, using the Visvalingam-Whyatt algorithm.
  - `ST_SimplifyVW` - Availability: 2.2.0 Returns a simplified version of a geometry, using the Visvalingam-Whyatt algorithm
  - `ST_Subdivide` - Availability: 2.2.0 Computes a rectilinear subdivision of a geometry.
-

- **ST\_SummaryStatsAgg** - Availability: 2.2.0 Aggregate. Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a set of raster. Band 1 is assumed is no band is specified.
- **ST\_SwapOrdinates** - Availability: 2.2.0 Returns a version of the given geometry with given ordinate values swapped.
- **ST\_Volume** - Availability: 2.2.0 Computes the volume of a 3D solid. If applied to surface (even closed) geometries will return 0.
- **parse\_address** - Availability: 2.2.0 Takes a 1 line address and breaks into parts
- **postgis.enable\_outdb\_rasters** - Availability: 2.2.0 A boolean configuration option to enable access to out-db raster bands.
- **postgis.gdal\_datapath** - Availability: 2.2.0 A configuration option to assign the value of GDAL's GDAL\_DATA option. If not set, the environmentally set GDAL\_DATA variable is used.
- **postgis.gdal\_enabled\_drivers** - Availability: 2.2.0 A configuration option to set the enabled GDAL drivers in the PostGIS environment. Affects the GDAL configuration variable GDAL\_SKIP.
- **standardize\_address** - Availability: 2.2.0 Returns an stdaddr form of an input address utilizing lex, gaz, and rule tables.
- **l=|** - Availability: 2.2.0. Index-supported only available for PostgreSQL 9.5+ Returns the distance between A and B trajectories at their closest point of approach.

The functions given below are PostGIS functions that are enhanced in PostGIS 2.2.

- **AsTopoJSON** - Enhanced: 2.2.1 added support for puntal inputs
- **ST\_Area** - Enhanced: 2.2.0 - measurement on spheroid performed with GeographicLib for improved accuracy and robustness. Requires PROJ >= 4.9.0 to take advantage of the new feature.
- **ST\_AsX3D** - Enhanced: 2.2.0: Support for GeoCoordinates and axis (x/y, long/lat) flipping. Look at options for details.
- **ST\_Azimuth** - Enhanced: 2.2.0 measurement on spheroid performed with GeographicLib for improved accuracy and robustness. Requires PROJ >= 4.9.0 to take advantage of the new feature.
- **ST\_Distance** - Enhanced: 2.2.0 - measurement on spheroid performed with GeographicLib for improved accuracy and robustness. Requires PROJ >= 4.9.0 to take advantage of the new feature.
- **ST\_Scale** - Enhanced: 2.2.0 support for scaling all dimension (factor parameter) was introduced.
- **ST\_Split** - Enhanced: 2.2.0 support for splitting a line by a multiline, a multipoint or (multi)polygon boundary was introduced.
- **ST\_Summary** - Enhanced: 2.2.0 Added support for TIN and Curves
- **<->** - Enhanced: 2.2.0 -- True KNN ("K nearest neighbor") behavior for geometry and geography for PostgreSQL 9.5+. Note for geography KNN is based on sphere rather than spheroid. For PostgreSQL 9.4 and below, geography support is new but only supports centroid box.

### 15.12.8 PostGIS functions breaking changes in 2.2

The functions given below are PostGIS functions that have possibly breaking changes in PostGIS 2.2. If you use any of these, you may need to check your existing code.

- **Get\_Geocode\_Setting** - Changed: 2.2.0 : default settings are now kept in a table called geocode\_settings\_default. Use customized settingsa are in geocode\_settings and only contain those that have been set by user.
- **ST\_3DClosestPoint** - Changed: 2.2.0 - if 2 2D geometries are input, a 2D point is returned (instead of old behavior assuming 0 for missing Z). In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.
- **ST\_3DDistance** - Changed: 2.2.0 - In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.
- **ST\_3DLongestLine** - Changed: 2.2.0 - if 2 2D geometries are input, a 2D point is returned (instead of old behavior assuming 0 for missing Z). In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.

- **ST\_3DMaxDistance** - Changed: 2.2.0 - In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.
- **ST\_3DShortestLine** - Changed: 2.2.0 - if 2 2D geometries are input, a 2D point is returned (instead of old behavior assuming 0 for missing Z). In case of 2D and 3D, Z is no longer assumed to be 0 for missing Z.
- **ST\_DistanceSphere** - Changed: 2.2.0 In prior versions this used to be called ST\_Distance\_Sphere
- **ST\_DistanceSpheroid** - Changed: 2.2.0 In prior versions this was called ST\_Distance\_Spheroid
- **ST\_Equals** - Changed: 2.2.0 Returns true even for invalid geometries if they are binary equal
- **ST\_LengthSpheroid** - Changed: 2.2.0 In prior versions this was called ST\_Length\_Spheroid and had the alias ST\_3DLength\_Spheroid
- **ST\_MemSize** - Changed: 2.2.0 name changed to ST\_MemSize to follow naming convention.
- **ST\_PointInsideCircle** - Changed: 2.2.0 In prior versions this was called ST\_Point\_Inside\_Circle
- **ValidateTopology** - Changed: 2.2.0 values for id1 and id2 were swapped for 'edge crosses node' to be consistent with error description.
- **<->** - Changed: 2.2.0 -- For PostgreSQL 9.5 users, old Hybrid syntax may be slower, so you'll want to get rid of that hack if you are running your code only on PostGIS 2.2+ 9.5+. See examples below.

### 15.12.9 PostGIS Functions new or enhanced in 2.1

The functions given below are PostGIS functions that were added or enhanced.



#### Note

More Topology performance Improvements. Please refer to Chapter 10 for more details.



#### Note

Bug fixes (particularly with handling of out-of-band rasters), many new functions (often shortening code you have to write to accomplish a common task) and massive speed improvements to raster functionality. Refer to Chapter 12 for more details.



#### Note

PostGIS 2.1.0: Tiger Geocoder upgraded to work with TIGER 2012 census data. `geocode_settings` added for debugging and tweaking rating preferences, loader made less greedy, now only downloads tables to be loaded. PostGIS 2.1.1: Tiger Geocoder upgraded to work with TIGER 2013 data. Please refer to Section 14.2 for more details.

#### Functions new in PostGIS 2.1

- **AsTopoJSON** - Availability: 2.1.0 Returns the TopoJSON representation of a topogeometry.
- **Drop\_Nation\_Tables\_Generate\_Script** - Availability: 2.1.0 Generates a script that drops all tables in the specified schema that start with `county_all`, `state_all` or `state code` followed by `county` or `state`.
- **Get\_Geocode\_Setting** - Availability: 2.1.0 Returns value of specific setting stored in `tiger.geocode_settings` table.
- **Loader\_Generate\_Nation\_Script** - Availability: 2.1.0 Generates a shell script for the specified platform that loads in the `county` and `state` lookup tables.
- **Page\_Normalize\_Address** - Availability: 2.1.0 Given a textual street address, returns a composite `norm_addy` type that has road suffix, prefix and type standardized, street, streetname etc. broken into separate fields. This function will work with just the lookup data packaged with the `tiger_geocoder` (no need for tiger census data). Requires `address_standardizer` extension.

- **ST\_3DArea** - Availability: 2.1.0 Computes area of 3D surface geometries. Will return 0 for solids.
  - **ST\_3DIntersection** - Availability: 2.1.0 Perform 3D intersection
  - **ST\_Box2dFromGeoHash** - Availability: 2.1.0 Return a BOX2D from a GeoHash string.
  - **ST\_ColorMap** - Availability: 2.1.0 Creates a new raster of up to four 8BUI bands (grayscale, RGB, RGBA) from the source raster and a specified band. Band 1 is assumed if not specified.
  - **ST\_Contains** - Availability: 2.1.0 Return true if no points of raster rastB lie in the exterior of raster rastA and at least one point of the interior of rastB lies in the interior of rastA.
  - **ST\_ContainsProperly** - Availability: 2.1.0 Return true if rastB intersects the interior of rastA but not the boundary or exterior of rastA.
  - **ST\_CoveredBy** - Availability: 2.1.0 Return true if no points of raster rastA lie outside raster rastB.
  - **ST\_Covers** - Availability: 2.1.0 Return true if no points of raster rastB lie outside raster rastA.
  - **ST\_DFullyWithin** - Availability: 2.1.0 Return true if rasters rastA and rastB are fully within the specified distance of each other.
  - **ST\_DWithin** - Availability: 2.1.0 Return true if rasters rastA and rastB are within the specified distance of each other.
  - **ST\_DelaunayTriangles** - Availability: 2.1.0 Returns the Delaunay triangulation of the vertices of a geometry.
  - **ST\_Disjoint** - Availability: 2.1.0 Return true if raster rastA does not spatially intersect rastB.
  - **ST\_DumpValues** - Availability: 2.1.0 Get the values of the specified band as a 2-dimension array.
  - **ST\_Extrude** - Availability: 2.1.0 Extrude a surface to a related volume
  - **ST\_ForceLHR** - Availability: 2.1.0 Force LHR orientation
  - **ST\_FromGDALRaster** - Availability: 2.1.0 Returns a raster from a supported GDAL raster file.
  - **ST\_GeomFromGeoHash** - Availability: 2.1.0 Return a geometry from a GeoHash string.
  - **ST\_InvDistWeight4ma** - Availability: 2.1.0 Raster processing function that interpolates a pixel's value from the pixel's neighborhood.
  - **ST\_MapAlgebra (callback function version)** - Availability: 2.1.0 Callback function version - Returns a one-band raster given one or more input rasters, band indexes and one user-specified callback function.
  - **ST\_MapAlgebra (expression version)** - Availability: 2.1.0 Expression version - Returns a one-band raster given one or two input rasters, band indexes and one or more user-specified SQL expressions.
  - **ST\_MinConvexHull** - Availability: 2.1.0 Return the convex hull geometry of the raster excluding NODATA pixels.
  - **ST\_MinDist4ma** - Availability: 2.1.0 Raster processing function that returns the minimum distance (in number of pixels) between the pixel of interest and a neighboring pixel with value.
  - **ST\_MinkowskiSum** - Availability: 2.1.0 Performs Minkowski sum
  - **ST\_NearestValue** - Availability: 2.1.0 Returns the nearest non-NODATA value of a given band's pixel specified by a columnx and rowy or a geometric point expressed in the same spatial reference coordinate system as the raster.
  - **ST\_Neighborhood** - Availability: 2.1.0 Returns a 2-D double precision array of the non-NODATA values around a given band's pixel specified by either a columnX and rowY or a geometric point expressed in the same spatial reference coordinate system as the raster.
  - **ST\_NotSameAlignmentReason** - Availability: 2.1.0 Returns text stating if rasters are aligned and if not aligned, a reason why.
  - **ST\_Orientation** - Availability: 2.1.0 Determine surface orientation
  - **ST\_Overlaps** - Availability: 2.1.0 Return true if raster rastA and rastB intersect but one does not completely contain the other.
-

- **ST\_PixelAsCentroid** - Availability: 2.1.0 Returns the centroid (point geometry) of the area represented by a pixel.
- **ST\_PixelAsCentroids** - Availability: 2.1.0 Returns the centroid (point geometry) for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The point geometry is the centroid of the area represented by a pixel.
- **ST\_PixelAsPoint** - Availability: 2.1.0 Returns a point geometry of the pixel's upper-left corner.
- **ST\_PixelAsPoints** - Availability: 2.1.0 Returns a point geometry for each pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel. The coordinates of the point geometry are of the pixel's upper-left corner.
- **ST\_PixelOfValue** - Availability: 2.1.0 Get the columnx, rowy coordinates of the pixel whose value equals the search value.
- **ST\_PointFromGeoHash** - Availability: 2.1.0 Return a point from a GeoHash string.
- **ST\_RasterToWorldCoord** - Availability: 2.1.0 Returns the raster's upper left corner as geometric X and Y (longitude and latitude) given a column and row. Column and row starts at 1.
- **ST\_Resize** - Availability: 2.1.0 Requires GDAL 1.6.1+ Resize a raster to a new width/height
- **ST\_Roughness** - Availability: 2.1.0 Returns a raster with the calculated "roughness" of a DEM.
- **ST\_SetValues** - Availability: 2.1.0 Returns modified raster resulting from setting the values of a given band.
- **ST\_Simplify** - Availability: 2.1.0 Returns a "simplified" geometry version of the given TopoGeometry using the Douglas-Peucker algorithm.
- **ST\_StraightSkeleton** - Availability: 2.1.0 Compute a straight skeleton from a geometry
- **ST\_Summary** - Availability: 2.1.0 Returns a text summary of the contents of the raster.
- **ST\_TPI** - Availability: 2.1.0 Returns a raster with the calculated Topographic Position Index.
- **ST\_TRI** - Availability: 2.1.0 Returns a raster with the calculated Terrain Ruggedness Index.
- **ST\_Tessellate** - Availability: 2.1.0 Perform surface Tessellation of a polygon or polyhedralsurface and returns as a TIN or collection of TINS
- **ST\_Tile** - Availability: 2.1.0 Returns a set of rasters resulting from the split of the input raster based upon the desired dimensions of the output rasters.
- **ST\_Touches** - Availability: 2.1.0 Return true if raster rastA and rastB have at least one point in common but their interiors do not intersect.
- **ST\_Union** - Availability: 2.1.0 ST\_Union(rast, unionarg) variant was introduced. Returns the union of a set of raster tiles into a single raster composed of 1 or more bands.
- **ST\_Within** - Availability: 2.1.0 Return true if no points of raster rastA lie in the exterior of raster rastB and at least one point of the interior of rastA lies in the interior of rastB.
- **ST\_WorldToRasterCoord** - Availability: 2.1.0 Returns the upper left corner as column and row given geometric X and Y (longitude and latitude) or a point geometry expressed in the spatial reference coordinate system of the raster.
- **Set\_Geocode\_Setting** - Availability: 2.1.0 Sets a setting that affects behavior of geocoder functions.
- **UpdateRasterSRID** - Availability: 2.1.0 Change the SRID of all rasters in the user-specified column and table.
- **clearTopoGeom** - Availability: 2.1 Clears the content of a topo geometry.
- **postgis.backend** - Availability: 2.1.0 The backend to service a function where GEOS and SFCGAL overlap. Options: geos or sfcgal. Defaults to geos.
- **postgis\_sfcgal\_version** - Availability: 2.1.0 Returns the version of SFCGAL in use

The functions given below are PostGIS functions that are enhanced in PostGIS 2.1.

- **ST\_AddBand** - Enhanced: 2.1.0 support for addbandarg added.
  - **ST\_AddBand** - Enhanced: 2.1.0 support for new out-db bands added.
  - **ST\_AsBinary/ST\_AsWKB** - Enhanced: 2.1.0 Addition of outasin
  - **ST\_Aspect** - Enhanced: 2.1.0 Uses ST\_MapAlgebra() and added optional interpolate\_nodata function parameter
  - **ST\_Clip** - Enhanced: 2.1.0 Rewritten in C
  - **ST\_Distinct4ma** - Enhanced: 2.1.0 Addition of Variant 2
  - **ST\_HillShade** - Enhanced: 2.1.0 Uses ST\_MapAlgebra() and added optional interpolate\_nodata function parameter
  - **ST\_Max4ma** - Enhanced: 2.1.0 Addition of Variant 2
  - **ST\_Mean4ma** - Enhanced: 2.1.0 Addition of Variant 2
  - **ST\_Min4ma** - Enhanced: 2.1.0 Addition of Variant 2
  - **ST\_PixelAsPolygons** - Enhanced: 2.1.0 exclude\_nodata\_value optional argument was added.
  - **ST\_Polygon** - Enhanced: 2.1.0 Improved Speed (fully C-Based) and the returning multipolygon is ensured to be valid.
  - **ST\_Range4ma** - Enhanced: 2.1.0 Addition of Variant 2
  - **ST\_SameAlignment** - Enhanced: 2.1.0 addition of Aggegrate variant
  - **ST\_SetGeoReference** - Enhanced: 2.1.0 Addition of ST\_SetGeoReference(raster, double precision, ...) variant
  - **ST\_SetValue** - Enhanced: 2.1.0 Geometry variant of ST\_SetValue() now supports any geometry type, not just point. The geometry variant is a wrapper around the geomval[] variant of ST\_SetValues()
  - **ST\_Slope** - Enhanced: 2.1.0 Uses ST\_MapAlgebra() and added optional units, scale, interpolate\_nodata function parameters
  - **ST\_StdDev4ma** - Enhanced: 2.1.0 Addition of Variant 2
  - **ST\_Sum4ma** - Enhanced: 2.1.0 Addition of Variant 2
  - **ST\_Transform** - Enhanced: 2.1.0 Addition of ST\_Transform(rast, alignto) variant
  - **ST\_Union** - Enhanced: 2.1.0 Improved Speed (fully C-Based).
  - **ST\_Union** - Enhanced: 2.1.0 ST\_Union(rast) (variant 1) unions all bands of all input rasters. Prior versions of PostGIS assumed the first band.
  - **ST\_Union** - Enhanced: 2.1.0 ST\_Union(rast, uniontype) (variant 4) unions all bands of all input rasters.
  - **ST\_AsGML** - Enhanced: 2.1.0 id support was introduced, for GML 3.
  - **ST\_Boundary** - Enhanced: 2.1.0 support for Triangle was introduced
  - **ST\_DWithin** - Enhanced: 2.1.0 improved speed for geography. See Making Geography faster for details.
  - **ST\_DWithin** - Enhanced: 2.1.0 support for curved geometries was introduced.
  - **ST\_Distance** - Enhanced: 2.1.0 improved speed for geography. See Making Geography faster for details.
  - **ST\_Distance** - Enhanced: 2.1.0 - support for curved geometries was introduced.
  - **ST\_DumpPoints** - Enhanced: 2.1.0 Faster speed. Reimplemented as native-C.
  - **ST\_MakeValid** - Enhanced: 2.1.0, added support for GEOMETRYCOLLECTION and MULTIPOINT.
  - **ST\_Segmentize** - Enhanced: 2.1.0 support for geography was introduced.
  - **ST\_Summary** - Enhanced: 2.1.0 S flag to denote if has a known spatial reference system
  - **toTopoGeom** - Enhanced: 2.1.0 adds the version taking an existing TopoGeometry.
-



### 15.12.10 PostGIS functions breaking changes in 2.1

The functions given below are PostGIS functions that have possibly breaking changes in PostGIS 2.1. If you use any of these, you may need to check your existing code.

- **ST\_Aspect** - Changed: 2.1.0 In prior versions, return values were in radians. Now, return values default to degrees
  - **ST\_HillShade** - Changed: 2.1.0 In prior versions, azimuth and altitude were expressed in radians. Now, azimuth and altitude are expressed in degrees
  - **ST\_Intersects** - Changed: 2.1.0 The behavior of the `ST_Intersects(raster, geometry)` variants changed to match that of `ST_Intersects(geometry, raster)`.
  - **ST\_PixelAsCentroids** - Changed: 2.1.1 Changed behavior of `exclude_nodata_value`.
  - **ST\_PixelAsPoints** - Changed: 2.1.1 Changed behavior of `exclude_nodata_value`.
  - **ST\_PixelAsPolygons** - Changed: 2.1.1 Changed behavior of `exclude_nodata_value`.
  - **ST\_Polygon** - Changed: 2.1.0 In prior versions would sometimes return a polygon, changed to always return multipolygon.
  - **ST\_RasterToWorldCoordX** - Changed: 2.1.0 In prior versions, this was called `ST_Raster2WorldCoordX`
  - **ST\_RasterToWorldCoordY** - Changed: 2.1.0 In prior versions, this was called `ST_Raster2WorldCoordY`
  - **ST\_Resample** - Changed: 2.1.0 Parameter `srld` removed. Variants with a reference raster no longer applies the reference raster's SRID. Use `ST_Transform()` to reproject raster. Works on rasters with no SRID.
  - **ST\_Rescale** - Changed: 2.1.0 Works on rasters with no SRID
  - **ST\_Reskew** - Changed: 2.1.0 Works on rasters with no SRID
  - **ST\_Slope** - Changed: 2.1.0 In prior versions, return values were in radians. Now, return values default to degrees
  - **ST\_SnapToGrid** - Changed: 2.1.0 Works on rasters with no SRID
  - **ST\_WorldToRasterCoordX** - Changed: 2.1.0 In prior versions, this was called `ST_World2RasterCoordX`
  - **ST\_WorldToRasterCoordY** - Changed: 2.1.0 In prior versions, this was called `ST_World2RasterCoordY`
  - **ST\_EstimatedExtent** - Changed: 2.1.0. Up to 2.0.x this was called `ST_Estimated_Extent`.
  - **ST\_Force2D** - Changed: 2.1.0. Up to 2.0.x this was called `ST_Force_2D`.
  - **ST\_Force3D** - Changed: 2.1.0. Up to 2.0.x this was called `ST_Force_3D`.
  - **ST\_Force3DM** - Changed: 2.1.0. Up to 2.0.x this was called `ST_Force_3DM`.
  - **ST\_Force3DZ** - Changed: 2.1.0. Up to 2.0.x this was called `ST_Force_3DZ`.
  - **ST\_Force4D** - Changed: 2.1.0. Up to 2.0.x this was called `ST_Force_4D`.
  - **ST\_ForceCollection** - Changed: 2.1.0. Up to 2.0.x this was called `ST_Force_Collection`.
  - **ST\_LineInterpolatePoint** - Changed: 2.1.0. Up to 2.0.x this was called `ST_Line_Interpolate_Point`.
  - **ST\_LineLocatePoint** - Changed: 2.1.0. Up to 2.0.x this was called `ST_Line_Locate_Point`.
  - **ST\_LineSubstring** - Changed: 2.1.0. Up to 2.0.x this was called `ST_Line_Substring`.
  - **ST\_Segmentize** - Changed: 2.1.0 As a result of the introduction of geography support: The construct `SELECT ST_Segmentize('LINESTRING(2 3 4)',0.5)`; will result in ambiguous function error. You need to have properly typed object e.g. a geometry/geography column, use `ST_GeomFromText`, `ST_GeogFromText` or `SELECT ST_Segmentize('LINESTRING(1 2, 3 4)::geometry,0.5)`;
-

### 15.12.11 PostGIS Functions new, behavior changed, or enhanced in 2.0

The functions given below are PostGIS functions that were added, enhanced, or have Section 15.12.12 breaking changes in 2.0 releases.

New geometry types: TIN and Polyhedral surfaces was introduced in 2.0



#### Note

Greatly improved support for Topology. Please refer to Chapter 10 for more details.



#### Note

In PostGIS 2.0, raster type and raster functionality has been integrated. There are way too many new raster functions to list here and all are new so please refer to Chapter 12 for more details of the raster functions available. Earlier pre-2.0 versions had raster\_columns/raster\_overviews as real tables. These were changed to views before release. Functions such as ST\_AddRasterColumn were removed and replaced with AddRasterConstraints, DropRasterConstraints as a result some apps that created raster tables may need changing.



#### Note

Tiger Geocoder upgraded to work with TIGER 2010 census data and now included in the core PostGIS documentation. A reverse geocoder function was also added. Please refer to Section 14.2 for more details.

- **&&** - Availability: 2.0.0 Returns TRUE if A's bounding box intersects B's bounding box.
- **&&&** - Availability: 2.0.0 Returns TRUE if A's n-D bounding box intersects B's n-D bounding box.
- **<#>** - Availability: 2.0.0 -- KNN only available for PostgreSQL 9.1+ Returns the 2D distance between A and B bounding boxes.
- **<->** - Availability: 2.0.0 -- Weak KNN provides nearest neighbors based on geometry centroid distances instead of true distances. Exact results for points, inexact for all other types. Available for PostgreSQL 9.1+ Returns the 2D distance between A and B.
- **AddEdge** - Availability: 2.0.0 Adds a linestring edge to the edge table and associated start and end points to the point nodes table of the specified topology schema using the specified linestring geometry and returns the edgeid of the new (or existing) edge.
- **AddFace** - Availability: 2.0.0 Registers a face primitive to a topology and gets its identifier.
- **AddNode** - Availability: 2.0.0 Adds a point node to the node table in the specified topology schema and returns the nodeid of new node. If point already exists as node, the existing nodeid is returned.
- **AddOverviewConstraints** - Availability: 2.0.0 Tag a raster column as being an overview of another.
- **AddRasterConstraints** - Availability: 2.0.0 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** - Availability: 2.0.0 Returns the GML representation of a topogeometry.
- **CopyTopology** - Availability: 2.0.0 Makes a copy of a topology structure (nodes, edges, faces, layers and TopoGeometries).
- **DropOverviewConstraints** - Availability: 2.0.0 Untag a raster column from being an overview of another.

- **DropRasterConstraints** - Availability: 2.0.0 Drops PostGIS raster constraints that refer to a raster table column. Useful if you need to reload data or update your raster column data.
  - **Drop\_Indexes\_Generate\_Script** - Availability: 2.0.0 Generates a script that drops all non-primary key and non-unique indexes on tiger schema and user specified schema. Defaults schema to tiger\_data if no schema is specified.
  - **Drop\_State\_Tables\_Generate\_Script** - Availability: 2.0.0 Generates a script that drops all tables in the specified schema that are prefixed with the state abbreviation. Defaults schema to tiger\_data if no schema is specified.
  - **Geocode\_Intersection** - Availability: 2.0.0 Takes in 2 streets that intersect and a state, city, zip, and outputs a set of possible locations on the first cross street that is at the intersection, also includes a geomout as the point location in NAD 83 long lat, a normalized\_address (addy) for each location, and the rating. The lower the rating the more likely the match. Results are sorted by lowest rating first. Can optionally pass in maximum results, defaults to 10. Uses Tiger data (edges, faces, addr), PostgreSQL fuzzy string matching (soundex, levenshtein).
  - **GetEdgeByPoint** - Availability: 2.0.0 Finds the edge-id of an edge that intersects a given point.
  - **GetFaceByPoint** - Availability: 2.0.0 Finds face intersecting a given point.
  - **GetNodeByPoint** - Availability: 2.0.0 Finds the node-id of a node at a point location.
  - **GetNodeEdges** - Availability: 2.0 Returns an ordered set of edges incident to the given node.
  - **GetRingEdges** - Availability: 2.0.0 Returns the ordered set of signed edge identifiers met by walking on a given edge side.
  - **GetTopoGeomElements** - Availability: 2.0.0 Returns a set of topoelement objects containing the topological element\_id, element\_type of the given TopoGeometry (primitive elements).
  - **GetTopologySRID** - Availability: 2.0.0 Returns the SRID of a topology in the topology.topology table given the name of the topology.
  - **Get\_Tract** - Availability: 2.0.0 Returns census tract or field from tract table of where the geometry is located. Default to returning short name of tract.
  - **Install\_Missing\_Indexes** - Availability: 2.0.0 Finds all tables with key columns used in geocoder joins and filter conditions that are missing used indexes on those columns and will add them.
  - **Loader\_Generate\_Census\_Script** - Availability: 2.0.0 Generates a shell script for the specified platform for the specified states that will download Tiger census state tract, bg, and tabblocks data tables, stage and load into tiger\_data schema. Each state script is returned as a separate record.
  - **Loader\_Generate\_Script** - Availability: 2.0.0 to support Tiger 2010 structured data and load census tract (tract), block groups (bg), and blocks (tabblocks) tables. Generates a shell script for the specified platform for the specified states that will download Tiger data, stage and load into tiger\_data schema. Each state script is returned as a separate record. Latest version supports Tiger 2010 structural changes and also loads census tract, block groups, and blocks tables.
  - **Missing\_Indexes\_Generate\_Script** - Availability: 2.0.0 Finds all tables with key columns used in geocoder joins that are missing indexes on those columns and will output the SQL DDL to define the index for those tables.
  - **Polygonize** - Availability: 2.0.0 Finds and registers all faces defined by topology edges.
  - **Reverse\_Geocode** - Availability: 2.0.0 Takes a geometry point in a known spatial ref sys and returns a record containing an array of theoretically possible addresses and an array of cross streets. If include\_strnum\_range = true, includes the street range in the cross streets.
  - **ST\_3DClosestPoint** - Availability: 2.0.0 Returns the 3D point on g1 that is closest to g2. This is the first point of the 3D shortest line.
  - **ST\_3DDFullyWithin** - Availability: 2.0.0 Returns true if two 3D geometries are entirely within a given 3D distance
  - **ST\_3DDWithin** - Availability: 2.0.0 Returns true if two 3D geometries are within a given 3D distance
  - **ST\_3DDistance** - Availability: 2.0.0 Returns the 3D cartesian minimum distance (based on spatial ref) between two geometries in projected units.
-

- **ST\_3DIntersects** - Availability: 2.0.0 Returns true if two geometries spatially intersect in 3D - only for points, linestrings, polygons, polyhedral surface (area).
  - **ST\_3DLongestLine** - Availability: 2.0.0 Returns the 3D longest line between two geometries
  - **ST\_3DMaxDistance** - Availability: 2.0.0 Returns the 3D cartesian maximum distance (based on spatial ref) between two geometries in projected units.
  - **ST\_3DShortestLine** - Availability: 2.0.0 Returns the 3D shortest line between two geometries
  - **ST\_AddEdgeModFace** - Availability: 2.0 Add a new edge and, if in doing so it splits a face, modify the original face and add a new face.
  - **ST\_AddEdgeNewFaces** - Availability: 2.0 Add a new edge and, if in doing so it splits a face, delete the original face and replace it with two new faces.
  - **ST\_AsGDALRaster** - Availability: 2.0.0 - requires GDAL  $\geq$  1.6.0. Return the raster tile in the designated GDAL Raster format. Raster formats are one of those supported by your compiled library. Use `ST_GDALDrivers()` to get a list of formats supported by your library.
  - **ST\_AsJPEG** - Availability: 2.0.0 - requires GDAL  $\geq$  1.6.0. Return the raster tile selected bands as a single Joint Photographic Exports Group (JPEG) image (byte array). If no band is specified and 1 or more than 3 bands, then only the first band is used. If only 3 bands then all 3 bands are used and mapped to RGB.
  - **ST\_AsLatLonText** - Availability: 2.0 Return the Degrees, Minutes, Seconds representation of the given point.
  - **ST\_AsPNG** - Availability: 2.0.0 - requires GDAL  $\geq$  1.6.0. Return the raster tile selected bands as a single portable network graphics (PNG) image (byte array). If 1, 3, or 4 bands in raster and no bands are specified, then all bands are used. If more 2 or more than 4 bands and no bands specified, then only band 1 is used. Bands are mapped to RGB or RGBA space.
  - **ST\_AsRaster** - Availability: 2.0.0 - requires GDAL  $\geq$  1.6.0. Converts a PostGIS geometry to a PostGIS raster.
  - **ST\_AsTIFF** - Availability: 2.0.0 - requires GDAL  $\geq$  1.6.0. 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** - Availability: 2.0.0: ISO-IEC-19776-1.2-X3DEncodings-XML Returns a Geometry in X3D xml node element format: ISO-IEC-19776-1.2-X3DEncodings-XML
  - **ST\_Aspect** - Availability: 2.0.0 Returns the aspect (in degrees by default) of an elevation raster band. Useful for analyzing terrain.
  - **ST\_Band** - Availability: 2.0.0 Returns one or more bands of an existing raster as a new raster. Useful for building new rasters from existing rasters.
  - **ST\_BandIsNoData** - Availability: 2.0.0 Returns true if the band is filled with only nodata values.
  - **ST\_Clip** - Availability: 2.0.0 Returns the raster clipped by the input geometry. If band number not is specified, all bands are processed. If crop is not specified or TRUE, the output raster is cropped.
  - **ST\_CollectionHomogenize** - Availability: 2.0.0 Returns the simplest representation of a geometry collection.
  - **ST\_ConcaveHull** - Availability: 2.0.0 Computes a possibly concave geometry that encloses all input geometry vertices
  - **ST\_Count** - Availability: 2.0.0 Returns the number of pixels in a given band of a raster or raster coverage. If no band is specified defaults to band 1. If `exclude_nodata_value` is set to true, will only count pixels that are not equal to the nodata value.
  - **ST\_CreateTopoGeo** - Availability: 2.0 Adds a collection of geometries to a given empty topology and returns a message detailing success.
  - **ST\_Distinct4ma** - Availability: 2.0.0 Raster processing function that calculates the number of unique pixel values in a neighborhood.
  - **ST\_FlipCoordinates** - Availability: 2.0.0 Returns a version of a geometry with X and Y axis flipped.
-

- **ST\_GDALDrivers** - Availability: 2.0.0 - requires GDAL  $\geq$  1.6.0. 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** - Availability: 2.0.0 requires - JSON-C  $\geq$  0.9 Takes as input a geojson representation of a geometry and outputs a PostGIS geometry object
  - **ST\_GetFaceEdges** - Availability: 2.0 Returns a set of ordered edges that bound a face.
  - **ST\_HasNoBand** - Availability: 2.0.0 Returns true if there is no band with given band number. If no band number is specified, then band number 1 is assumed.
  - **ST\_HillShade** - Availability: 2.0.0 Returns the hypothetical illumination of an elevation raster band using provided azimuth, altitude, brightness and scale inputs.
  - **ST\_Histogram** - Availability: 2.0.0 Returns a set of records summarizing a raster or raster coverage data distribution separate bin ranges. Number of bins are autocomputed if not specified.
  - **ST\_InterpolatePoint** - Availability: 2.0.0 Returns the interpolated measure of a geometry closest to a point.
  - **ST\_IsEmpty** - Availability: 2.0.0 Returns true if the raster is empty (`width = 0` and `height = 0`). Otherwise, returns false.
  - **ST\_IsValidDetail** - Availability: 2.0.0 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** - Availability: 2.0.0 - Support for `LineString` input elements was introduced Creates a `LineString` from `Point`, `MultiPoint`, or `LineString` geometries.
  - **ST\_MakeValid** - Availability: 2.0.0 Attempts to make an invalid geometry valid without losing vertices.
  - **ST\_MapAlgebraExpr** - Availability: 2.0.0 1 raster band version: Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation on the input raster band and of pixeltype provided. Band 1 is assumed if no band is specified.
  - **ST\_MapAlgebraExpr** - Availability: 2.0.0 2 raster band version: Creates a new one band raster formed by applying a valid PostgreSQL algebraic operation on the two input raster bands and of pixeltype provided. band 1 of each raster is assumed if no band numbers are specified. The resulting raster will be aligned (scale, skew and pixel corners) on the grid defined by the first raster and have its extent defined by the "extenttype" parameter. Values for "extenttype" can be: `INTERSECTION`, `UNION`, `FIRST`, `SECOND`.
  - **ST\_MapAlgebraFct** - Availability: 2.0.0 1 band version - Creates a new one band raster formed by applying a valid PostgreSQL function on the input raster band and of pixeltype provided. Band 1 is assumed if no band is specified.
  - **ST\_MapAlgebraFct** - Availability: 2.0.0 2 band version - Creates a new one band raster formed by applying a valid PostgreSQL function on the 2 input raster bands and of pixeltype provided. Band 1 is assumed if no band is specified. Extent type defaults to `INTERSECTION` if not specified.
  - **ST\_MapAlgebraFctNgb** - Availability: 2.0.0 1-band version: Map Algebra Nearest Neighbor using user-defined PostgreSQL function. Return a raster which values are the result of a PLPGSQL user function involving a neighborhood of values from the input raster band.
  - **ST\_Max4ma** - Availability: 2.0.0 Raster processing function that calculates the maximum pixel value in a neighborhood.
  - **ST\_Mean4ma** - Availability: 2.0.0 Raster processing function that calculates the mean pixel value in a neighborhood.
  - **ST\_Min4ma** - Availability: 2.0.0 Raster processing function that calculates the minimum pixel value in a neighborhood.
  - **ST\_ModEdgeHeal** - Availability: 2.0 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** - Availability: 2.0.0 Moves an isolated node in a topology from one point to another. If new point geometry exists as a node an error is thrown. Returns description of move.
  - **ST\_NewEdgeHeal** - Availability: 2.0 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** - Availability: 2.0.0 Nodes a collection of lines.
  - **ST\_NumPatches** - Availability: 2.0.0 Return the number of faces on a Polyhedral Surface. Will return null for non-polyhedral geometries.
  - **ST\_OffsetCurve** - Availability: 2.0 Returns an offset line at a given distance and side from an input line.
  - **ST\_PatchN** - Availability: 2.0.0 Returns the Nth geometry (face) of a PolyhedralSurface.
  - **ST\_PixelAsPolygon** - Availability: 2.0.0 Returns the polygon geometry that bounds the pixel for a particular row and column.
  - **ST\_PixelAsPolygons** - Availability: 2.0.0 Returns the polygon geometry that bounds every pixel of a raster band along with the value, the X and the Y raster coordinates of each pixel.
  - **ST\_Project** - Availability: 2.0.0 Returns a point projected from a start point by a distance and bearing (azimuth).
  - **ST\_Quantile** - Availability: 2.0.0 Compute quantiles for a raster or raster table coverage in the context of the sample or population. Thus, a value could be examined to be at the raster's 25%, 50%, 75% percentile.
  - **ST\_Range4ma** - Availability: 2.0.0 Raster processing function that calculates the range of pixel values in a neighborhood.
  - **ST\_Reclass** - Availability: 2.0.0 Creates a new raster composed of band types reclassified from original. The nband is the band to be changed. If nband is not specified assumed to be 1. All other bands are returned unchanged. Use case: convert a 16BUI band to a 8BUI and so forth for simpler rendering as viewable formats.
  - **ST\_RelateMatch** - Availability: 2.0.0 Tests if a DE-9IM Intersection Matrix matches an Intersection Matrix pattern
  - **ST\_RemEdgeModFace** - Availability: 2.0 Removes an edge and, if the removed edge separated two faces,delete one of the them and modify the other to take the space of both.
  - **ST\_RemEdgeNewFace** - Availability: 2.0 Removes an edge and, if the removed edge separated two faces,delete the original faces and replace them with a new face.
  - **ST\_Resample** - Availability: 2.0.0 Requires GDAL 1.6.1+ Resample a raster using a specified resampling algorithm, new dimensions, an arbitrary grid corner and a set of raster georeferencing attributes defined or borrowed from another raster.
  - **ST\_Rescale** - Availability: 2.0.0 Requires GDAL 1.6.1+ Resample a raster by adjusting only its scale (or pixel size). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.
  - **ST\_Reskew** - Availability: 2.0.0 Requires GDAL 1.6.1+ Resample a raster by adjusting only its skew (or rotation parameters). New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.
  - **ST\_SameAlignment** - Availability: 2.0.0 Returns true if rasters have same skew, scale, spatial ref, and offset (pixels can be put on same grid without cutting into pixels) and false if they don't with notice detailing issue.
  - **ST\_SetBandIsNoData** - Availability: 2.0.0 Sets the isnodata flag of the band to TRUE.
  - **ST\_SharedPaths** - Availability: 2.0.0 Returns a collection containing paths shared by the two input linestrings/multilinestrings.
  - **ST\_Slope** - Availability: 2.0.0 Returns the slope (in degrees by default) of an elevation raster band. Useful for analyzing terrain.
  - **ST\_Snap** - Availability: 2.0.0 Snap segments and vertices of input geometry to vertices of a reference geometry.
  - **ST\_SnapToGrid** - Availability: 2.0.0 Requires GDAL 1.6.1+ Resample a raster by snapping it to a grid. New pixel values are computed using the NearestNeighbor (english or american spelling), Bilinear, Cubic, CubicSpline or Lanczos resampling algorithm. Default is NearestNeighbor.
  - **ST\_Split** - Availability: 2.0.0 requires GEOS Returns a collection of geometries created by splitting a geometry by another geometry.
  - **ST\_StdDev4ma** - Availability: 2.0.0 Raster processing function that calculates the standard deviation of pixel values in a neighborhood.
-

- **ST\_Sum4ma** - Availability: 2.0.0 Raster processing function that calculates the sum of all pixel values in a neighborhood.
- **ST\_SummaryStats** - Availability: 2.0.0 Returns summarystats consisting of count, sum, mean, stddev, min, max for a given raster band of a raster or raster coverage. Band 1 is assumed is no band is specified.
- **ST\_Transform** - Availability: 2.0.0 Requires GDAL 1.6.1+ Reprojects a raster in a known spatial reference system to another known spatial reference system using specified resampling algorithm. Options are NearestNeighbor, Bilinear, Cubic, CubicSpline, Lanczos defaulting to NearestNeighbor.
- **ST\_UnaryUnion** - Availability: 2.0.0 Computes the union of the components of a single geometry.
- **ST\_Union** - Availability: 2.0.0 Returns the union of a set of raster tiles into a single raster composed of 1 or more bands.
- **ST\_ValueCount** - Availability: 2.0.0 Returns a set of records containing a pixel band value and count of the number of pixels in a given band of a raster (or a raster coverage) that have a given set of values. If no band is specified defaults to band 1. By default nodata value pixels are not counted. and all other values in the pixel are output and pixel band values are rounded to the nearest integer.
- **TopoElementArray\_Agg** - Availability: 2.0.0 Returns a topoelementarray for a set of element\_id, type arrays (topoelements).
- **TopoGeo\_AddLineString** - Availability: 2.0.0 Adds a linestring to an existing topology using a tolerance and possibly splitting existing edges/faces. Returns edge identifiers.
- **TopoGeo\_AddPoint** - Availability: 2.0.0 Adds a point to an existing topology using a tolerance and possibly splitting an existing edge.
- **TopoGeo\_AddPolygon** - Availability: 2.0.0 Adds a polygon to an existing topology using a tolerance and possibly splitting existing edges/faces. Returns face identifiers.
- **TopologySummary** - Availability: 2.0.0 Takes a topology name and provides summary totals of types of objects in topology.
- **Topology\_Load\_Tiger** - Availability: 2.0.0 Loads a defined region of tiger data into a PostGIS Topology and transforming the tiger data to spatial reference of the topology and snapping to the precision tolerance of the topology.
- **toTopoGeom** - Availability: 2.0 Converts a simple Geometry into a topo geometry.
- **~=** - Availability: 2.0.0 Returns TRUE if A's bounding box is the same as B's.

The functions given below are PostGIS functions that are enhanced in PostGIS 2.0.

- **AddGeometryColumn** - Enhanced: 2.0.0 use\_typmod argument introduced. Defaults to creating typmod geometry column instead of constraint-based.
- **Box2D** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **Box3D** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **Geocode** - Enhanced: 2.0.0 to support Tiger 2010 structured data and revised some logic to improve speed, accuracy of geocoding, and to offset point from centerline to side of street address is located on. The new parameter max\_results useful for specifying number of best results or just returning the best result.
- **GeometryType** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **Populate\_Geometry\_Columns** - Enhanced: 2.0.0 use\_typmod optional argument was introduced that allows controlling if columns are created with typmodifiers or with check constraints.
- **ST\_Intersection** - Enhanced: 2.0.0 - Intersection in the raster space was introduced. In earlier pre-2.0.0 versions, only intersection performed in vector space were supported.
- **ST\_Intersects** - Enhanced: 2.0.0 support raster/raster intersects was introduced.
- **ST\_Value** - Enhanced: 2.0.0 exclude\_nodata\_value optional argument was added.
- **ST\_3DExtent** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.

- **ST\_Affine** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
  - **ST\_Area** - Enhanced: 2.0.0 - support for 2D polyhedral surfaces was introduced.
  - **ST\_AsBinary** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
  - **ST\_AsBinary** - Enhanced: 2.0.0 support for higher coordinate dimensions was introduced.
  - **ST\_AsBinary** - Enhanced: 2.0.0 support for specifying endian with geography was introduced.
  - **ST\_AsEWKB** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
  - **ST\_AsEWKT** - Enhanced: 2.0.0 support for Geography, Polyhedral surfaces, Triangles and TIN was introduced.
  - **ST\_AsGML** - Enhanced: 2.0.0 prefix support was introduced. Option 4 for GML3 was introduced to allow using LineString instead of Curve tag for lines. GML3 Support for Polyhedral surfaces and TINS was introduced. Option 32 was introduced to output the box.
  - **ST\_AsKML** - Enhanced: 2.0.0 - Add prefix namespace, use default and named args
  - **ST\_Azimuth** - Enhanced: 2.0.0 support for geography was introduced.
  - **ST\_ChangeEdgeGeom** - Enhanced: 2.0.0 adds topological consistency enforcement
  - **ST\_Dimension** - Enhanced: 2.0.0 support for Polyhedral surfaces and TINs was introduced. No longer throws an exception if given empty geometry.
  - **ST\_Dump** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
  - **ST\_DumpPoints** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
  - **ST\_Expand** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
  - **ST\_Extent** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
  - **ST\_Force2D** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
  - **ST\_ForceRHR** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
  - **ST\_Force3D** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
  - **ST\_Force3DZ** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
  - **ST\_ForceCollection** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
  - **ST\_GMLToSQL** - Enhanced: 2.0.0 support for Polyhedral surfaces and TIN was introduced.
  - **ST\_GMLToSQL** - Enhanced: 2.0.0 default srid optional parameter added.
  - **ST\_GeomFromEWKB** - Enhanced: 2.0.0 support for Polyhedral surfaces and TIN was introduced.
  - **ST\_GeomFromEWKT** - Enhanced: 2.0.0 support for Polyhedral surfaces and TIN was introduced.
  - **ST\_GeomFromGML** - Enhanced: 2.0.0 support for Polyhedral surfaces and TIN was introduced.
  - **ST\_GeomFromGML** - Enhanced: 2.0.0 default srid optional parameter added.
  - **ST\_GeometryN** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
  - **ST\_GeometryType** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
  - **ST\_IsClosed** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
  - **ST\_MakeEnvelope** - Enhanced: 2.0: Ability to specify an envelope without specifying an SRID was introduced.
  - **ST\_MakeValid** - Enhanced: 2.0.1, speed improvements
  - **ST\_NPoints** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
-



- **ST\_NumGeometries** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_Relate** - Enhanced: 2.0.0 - added support for specifying boundary node rule.
- **ST\_Rotate** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_Rotate** - Enhanced: 2.0.0 additional parameters for specifying the origin of rotation were added.
- **ST\_RotateX** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_RotateY** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_RotateZ** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_Scale** - Enhanced: 2.0.0 support for Polyhedral surfaces, Triangles and TIN was introduced.
- **ST\_ShiftLongitude** - Enhanced: 2.0.0 support for Polyhedral surfaces and TIN was introduced.
- **ST\_Summary** - Enhanced: 2.0.0 added support for geography
- **ST\_Transform** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.
- **ValidateTopology** - Enhanced: 2.0.0 more efficient edge crossing detection and fixes for false positives that were existent in prior versions.
- **&&** - Enhanced: 2.0.0 support for Polyhedral surfaces was introduced.

### 15.12.12 PostGIS Functions changed behavior in 2.0

The functions given below are PostGIS functions that have changed behavior in PostGIS 2.0 and may require application changes.



#### Note

Most deprecated functions have been removed. These are functions that haven't been documented since 1.2 or some internal functions that were never documented. If you are using a function that you don't see documented, it's probably deprecated, about to be deprecated, or internal and should be avoided. If you have applications or tools that rely on deprecated functions, please refer to [?qandaentry] for more details.



#### Note

Bounding boxes of geometries have been changed from float4 to double precision (float8). This has an impact on answers you get using bounding box operators and casting of bounding boxes to geometries. E.g ST\_SetSRID(abbox) will often return a different more accurate answer in PostGIS 2.0+ than it did in prior versions which may very well slightly change answers to view port queries.



#### Note

The arguments hasnodata was replaced with exclude\_nodata\_value which has the same meaning as the older hasnodata but clearer in purpose.

- **AddGeometryColumn** - Changed: 2.0.0 This function no longer updates geometry\_columns since geometry\_columns is a view that reads from system catalogs. It by default also does not create constraints, but instead uses the built in type modifier behavior of PostgreSQL. So for example building a wgs84 POINT column with this function is now equivalent to: ALTER TABLE some\_table ADD COLUMN geom geometry(Point,4326);
- **AddGeometryColumn** - Changed: 2.0.0 If you require the old behavior of constraints use the default use\_typmod, but set it to false.

- **AddGeometryColumn** - Changed: 2.0.0 Views can no longer be manually registered in `geometry_columns`, however views built against geometry typmod tables geometries and used without wrapper functions will register themselves correctly because they inherit the typmod behavior of their parent table column. Views that use geometry functions that output other geometries will need to be cast to typmod geometries for these view geometry columns to be registered correctly in `geometry_columns`. Refer to .
  - **DropGeometryColumn** - Changed: 2.0.0 This function is provided for backward compatibility. Now that since `geometry_columns` is now a view against the system catalogs, you can drop a geometry column like any other table column using `ALTER TABLE`
  - **DropGeometryTable** - Changed: 2.0.0 This function is provided for backward compatibility. Now that since `geometry_columns` is now a view against the system catalogs, you can drop a table with geometry columns like any other table using `DROP TABLE`
  - **Populate\_Geometry\_Columns** - Changed: 2.0.0 By default, now uses type modifiers instead of check constraints to constrain geometry types. You can still use check constraint behavior instead by using the new `use_typmod` and setting it to false.
  - **Box3D** - Changed: 2.0.0 In pre-2.0 versions, there used to be a `box2d` instead of `box3d`. Since `box2d` is a deprecated type, this was changed to `box3d`.
  - **ST\_GDALDrivers** - Changed: 2.0.6, 2.1.3 - by default no drivers are enabled, unless GUC or Environment variable `gdal_enabled_drivers` is set.
  - **ST\_ScaleX** - Changed: 2.0.0. In WKTRaster versions this was called `ST_PixelSizeX`.
  - **ST\_ScaleY** - Changed: 2.0.0. In WKTRaster versions this was called `ST_PixelSizeY`.
  - **ST\_SetScale** - Changed: 2.0.0 In WKTRaster versions this was called `ST_SetPixelSize`. This was changed in 2.0.0.
  - **ST\_3DExtent** - Changed: 2.0.0 In prior versions this used to be called `ST_Extent3D`
  - **ST\_3DLength** - Changed: 2.0.0 In prior versions this used to be called `ST_Length3D`
  - **ST\_3DMakeBox** - Changed: 2.0.0 In prior versions this used to be called `ST_MakeBox3D`
  - **ST\_3DPerimeter** - Changed: 2.0.0 In prior versions this used to be called `ST_Perimeter3D`
  - **ST\_AsBinary** - Changed: 2.0.0 Inputs to this function can not be unknown -- must be geometry. Constructs such as `ST_AsBinary('POINT(1 2)')` are no longer valid and you will get an `n st_asbinary(unknown) is not unique error`. Code like that needs to be changed to `ST_AsBinary('POINT(1 2)::geometry');`. If that is not possible, then install `legacy.sql`.
  - **ST\_AsGML** - Changed: 2.0.0 use default named args
  - **ST\_AsGeoJSON** - Changed: 2.0.0 support default args and named args.
  - **ST\_AsSVG** - Changed: 2.0.0 to use default args and support named args
  - **ST\_EndPoint** - Changed: 2.0.0 no longer works with single geometry `MultiLineStrings`. In older versions of PostGIS a single-line `MultiLineString` would work with this function and return the end point. In 2.0.0 it returns `NULL` like any other `MultiLineString`. The old behavior was an undocumented feature, but people who assumed they had their data stored as `LINestring` may experience these returning `NULL` in 2.0.0.
  - **ST\_GeomFromText** - Changed: 2.0.0 In prior versions of PostGIS `ST_GeomFromText('GEOMETRYCOLLECTION(EMPTY)')` was allowed. This is now illegal in PostGIS 2.0.0 to better conform with SQL/MM standards. This should now be written as `ST_GeomFromText('GEOMETRYCOLLECTION EMPTY')`
  - **ST\_GeometryN** - Changed: 2.0.0 Prior versions would return `NULL` for singular geometries. This was changed to return the geometry for `ST_GeometryN(..,1)` case.
  - **ST\_IsEmpty** - Changed: 2.0.0 In prior versions of PostGIS `ST_GeomFromText('GEOMETRYCOLLECTION(EMPTY)')` was allowed. This is now illegal in PostGIS 2.0.0 to better conform with SQL/MM standards
  - **ST\_Length** - Changed: 2.0.0 Breaking change -- in prior versions applying this to a `MULTI/POLYGON` of type `geography` would give you the perimeter of the `POLYGON/MULTIPOLYGON`. In 2.0.0 this was changed to return 0 to be in line with geometry behavior. Please use `ST_Perimeter` if you want the perimeter of a polygon
-

- **ST\_LocateAlong** - Changed: 2.0.0 in prior versions this used to be called ST\_Locate\_Along\_Measure.
- **ST\_LocateBetween** - Changed: 2.0.0 - in prior versions this used to be called ST\_Locate\_Between\_Measures.
- **ST\_ModEdgeSplit** - Changed: 2.0 - In prior versions, this was misnamed ST\_ModEdgesSplit
- **ST\_NumGeometries** - Changed: 2.0.0 In prior versions this would return NULL if the geometry was not a collection/MULTI type. 2.0.0+ now returns 1 for single geometries e.g POLYGON, LINESTRING, POINT.
- **ST\_NumInteriorRings** - Changed: 2.0.0 - in prior versions it would allow passing a MULTIPOLYGON, returning the number of interior rings of first POLYGON.
- **ST\_PointN** - Changed: 2.0.0 no longer works with single geometry multilinestrings. In older versions of PostGIS -- a single line multilinestring would work happily with this function and return the start point. In 2.0.0 it just returns NULL like any other multilinestring.
- **ST\_StartPoint** - Changed: 2.0.0 no longer works with single geometry MultiLineStrings. In older versions of PostGIS a single-line MultiLineString would work happily with this function and return the start point. In 2.0.0 it just returns NULL like any other MultiLineString. The old behavior was an undocumented feature, but people who assumed they had their data stored as LINESTRING may experience these returning NULL in 2.0.0.

### 15.12.13 PostGIS Functions new, behavior changed, or enhanced in 1.5

The functions given below are PostGIS functions that were introduced or enhanced in this minor release.

- **PostGIS\_LibXML\_Version** - Availability: 1.5 Returns the version number of the libxml2 library.
- **ST\_AddMeasure** - Availability: 1.5.0 Interpolates measures along a linear geometry.
- **ST\_AsBinary** - Availability: 1.5.0 geography support was introduced. Return the OGC/ISO Well-Known Binary (WKB) representation of the geometry/geography without SRID meta data.
- **ST\_AsGML** - Availability: 1.5.0 geography support was introduced. Return the geometry as a GML version 2 or 3 element.
- **ST\_AsGeoJSON** - Availability: 1.5.0 geography support was introduced. Return a geometry as a GeoJSON element.
- **ST\_AsText** - Availability: 1.5 - support for geography was introduced. Return the Well-Known Text (WKT) representation of the geometry/geography without SRID metadata.
- **ST\_Buffer** - Availability: 1.5 - ST\_Buffer was enhanced to support different endcaps and join types. These are useful for example to convert road linestrings into polygon roads with flat or square edges instead of rounded edges. Thin wrapper for geography was added. Computes a geometry covering all points within a given distance from a geometry.
- **ST\_ClosestPoint** - Availability: 1.5.0 Returns the 2D point on g1 that is closest to g2. This is the first point of the shortest line.
- **ST\_CollectionExtract** - Availability: 1.5.0 Given a geometry collection, returns a multi-geometry containing only elements of a specified type.
- **ST\_Covers** - Availability: 1.5 - support for geography was introduced. Returns true if no point in B is outside A
- **ST\_DFullyWithin** - Availability: 1.5.0 Returns true if two geometries are entirely within a given distance
- **ST\_DWithin** - Availability: 1.5.0 support for geography was introduced Returns true if two geometries are within a given distance
- **ST\_Distance** - Availability: 1.5.0 geography support was introduced in 1.5. Speed improvements for planar to better handle large or many vertex geometries Returns the distance between two geometry or geography values.
- **ST\_DistanceSphere** - Availability: 1.5 - support for other geometry types besides points was introduced. Prior versions only work with points. Returns minimum distance in meters between two lon/lat geometries using a spherical earth model.
- **ST\_DistanceSpheroid** - Availability: 1.5 - support for other geometry types besides points was introduced. Prior versions only work with points. Returns the minimum distance between two lon/lat geometries using a spheroidal earth model.

- **ST\_DumpPoints** - Availability: 1.5.0 Returns a set of geometry\_dump rows for the coordinates in a geometry.
- **ST\_Envelope** - Availability: 1.5.0 behavior changed to output double precision instead of float4 Returns a geometry representing the bounding box of a geometry.
- **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** - Availability: 1.5, requires libxml2 1.6+ Return a specified ST\_Geometry value from GML representation. This is an alias name for ST\_GeomFromGML
- **ST\_GeomFromGML** - Availability: 1.5, requires libxml2 1.6+ Takes as input GML representation of geometry and outputs a PostGIS geometry object
- **ST\_GeomFromKML** - Availability: 1.5, requires libxml2 2.6+ Takes as input KML representation of geometry and outputs a PostGIS geometry object
- **~=** - Availability: 1.5.0 changed behavior Returns TRUE if A's bounding box is the same as B's.
- **ST\_HausdorffDistance** - Availability: 1.5.0 Returns the Hausdorff distance between two geometries.
- **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. Returns true if two geometries intersect (they have at least one point in common).
- **ST\_Length** - Availability: 1.5.0 geography support was introduced in 1.5. Returns the 2D length of a linear geometry.
- **ST\_LongestLine** - Availability: 1.5.0 Returns the 2D longest line between two geometries.
- **ST\_MakeEnvelope** - Availability: 1.5 Creates a rectangular Polygon from minimum and maximum coordinates.
- **ST\_MaxDistance** - Availability: 1.5.0 Returns the 2D largest distance between two geometries in projected units.
- **ST\_ShortestLine** - Availability: 1.5.0 Returns the 2D shortest line between two geometries
- **&&** - Availability: 1.5.0 support for geography was introduced. Returns TRUE if A's 2D bounding box intersects B's 2D bounding box.

#### 15.12.14 PostGIS Functions new, behavior changed, or enhanced in 1.4

The functions given below are PostGIS functions that were introduced or enhanced in the 1.4 release.

- **Populate\_Geometry\_Columns** - Ensures geometry columns are defined with type modifiers or have appropriate spatial constraints. Availability: 1.4.0
- **ST\_AsSVG** - Returns SVG path data for a geometry. Availability: 1.2.2. Availability: 1.4.0 Changed in PostGIS 1.4.0 to include L command in absolute path to conform to <http://www.w3.org/TR/SVG/paths.html#PathDataBNF>
- **ST\_Collect** - Creates a GeometryCollection or Multi\* geometry from a set of geometries. Availability: 1.4.0 - ST\_Collect(geometry array) was introduced. ST\_Collect was enhanced to handle more geometries faster.
- **ST\_ContainsProperly** - Returns true if B intersects the interior of A but not the boundary or exterior. Availability: 1.4.0
- **ST\_GeoHash** - Return a GeoHash representation of the geometry. Availability: 1.4.0
- **ST\_IsValidReason** - Returns text stating if a geometry is valid, or a reason for invalidity. Availability: 1.4
- **ST\_LineCrossingDirection** - Returns a number indicating the crossing behavior of two LineStrings. Availability: 1.4
- **ST\_LocateBetweenElevations** - Returns the portions of a geometry that lie in an elevation (Z) range. Availability: 1.4.0

- **ST\_MakeLine** - Creates a LineString from Point, MultiPoint, or LineString geometries. Availability: 1.4.0 - ST\_MakeLine(geomarray) was introduced. ST\_MakeLine aggregate functions was enhanced to handle more points faster.
- **ST\_MinimumBoundingCircle** - Returns the smallest circle polygon that contains a geometry. Availability: 1.4.0
- **ST\_Union** - Computes a geometry representing the point-set union of the input geometries. Availability: 1.4.0 - ST\_Union was enhanced. ST\_Union(geomarray) was introduced and also faster aggregate collection in PostgreSQL.

### 15.12.15 PostGIS Functions new in 1.3

The functions given below are PostGIS functions that were introduced in the 1.3 release.

- **ST\_AsGML** - Return the geometry as a GML version 2 or 3 element. Availability: 1.3.2
  - **ST\_AsGeoJSON** - Return a geometry as a GeoJSON element. Availability: 1.3.4
  - **ST\_CurveToLine** - Converts a geometry containing curves to a linear geometry. Availability: 1.3.0
  - **ST\_LineToCurve** - Converts a linear geometry to a curved geometry. Availability: 1.3.0
  - **ST\_SimplifyPreserveTopology** - Returns a simplified and valid version of a geometry, using the Douglas-Peucker algorithm. Availability: 1.3.3
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## Chapter 16

# Reporting Problems

### 16.1 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.

### 16.2 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 Subversion patch is definitely preferred. This is a four step process on Unix (assuming you already have [Subversion](#) 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.
  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 3.2.2

2022/07/22

This version requires PostgreSQL 9.6-15, GEOS 3.6 or higher, and Proj 4.9+ Additional features are enabled if you are running GEOS 3.9+ (and ST\_MakeValid enhancements with 3.10+), Proj 6.1+, and PostgreSQL 14+.

#### A.1.1 Bug Fixes

- 5182, Fix loading topology.sql in new database (Sandro Santilli)
  - 4835, Occasional distance errors in polar area (Paul Ramsey)
  - 5124, GRANT USAGE on topology schema to PUBLIC (Sandro Santilli)
  - 5120, Fix not-null result from ST\_EstimatedExtent against truncated tables with spatial index (Sandro Santilli)
  - 5115, Allow dropping topologies with pending constraints (Sandro Santilli)
  - 5105, Fix false invalidity report from ValidateTopology (Sandro Santilli)
  - 5039, postgis\_tiger\_geocoder: Support for TIGER 2021 (Regina Obe)
  - 5097, Ensure spatial index is used during topology population at the getClosestEdge step (Sandro Santilli)
  - 5091, Fix --without-protobuf builds (Tobias Bussmann)
  - 5100, Don't use pg\_atoi (removed in PG15) (Laurenz Albe)
  - 5114, Crash with long column names pgsq2shp (Paul Ramsey)
  - 5123, Support for PG15 (JSON funcs exposed) (Regina Obe)
  - 5125, Fix search path function (Sandro Santilli)
  - 5150, Change signature of AddToSearchPath (Regina Obe)
  - 5151, ST\_SetPoint with empty geometries (Regina Obe)
  - 5152, Fix infinite loop with ST\_Split (Sandro Santilli)
  - 5173, Crash creating flatgeobuf on row without geometry (Julien Rouhaud)
  - 4541, ST\_ConcaveHull returns a "geometrycollection" type instead of the expected "polygon"
  - 5154, raster ST\_Value is undercosted (Regina Obe)
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## A.2 PostGIS 3.2.1

2022/02/12

This version requires PostgreSQL 9.6 or higher, GEOS 3.6 or higher, and Proj 4.9+ Additional features are enabled if you are running GEOS 3.9+ (and ST\_MakeValid enhancements with 3.10+), Proj 6.1+, and PostgreSQL 14+.

### A.2.1 Bug Fixes

5033, 5035, allow upgrades in presence of views using deprecated functions (Sandro Santilli)

5046, Fix upgrades in absence of old library (Sandro Santilli)

5063, Fix ST\_Srid(TopoGeometry) against a set (Sandro Santilli)

3056, spurious notice on ST\_StartPoint(empty) (Paul Ramsey)

5041, postgis\_tiger\_geocoder: loader\_generate\_script generates script with invalid syntax (Regina Obe)

5076, stop install when pgaudit is active (Paul Ramsey)

5069, search\_path vulnerability during install/upgrade (Regina Obe)

5090, 5091 configure --with-protobuf-lib / --with-protobufdir, --without-protobuf broken (Tobias Bussmann)

## A.3 PostGIS 3.2.0 (Olivier Courtin Edition)

2021/12/18

This version requires PostgreSQL 9.6 or higher, GEOS 3.6 or higher, and Proj 4.9+ Additional features are enabled if you are running GEOS 3.9+ (and ST\_MakeValid enhancements with 3.10+), Proj 6.1+, and PostgreSQL 14+.

Due to some query performance degradation with the new PG14 fast index build , we have decided to disable the feature by default until we get more user testing as to the true impact of real-world queries. If you are running PG14+, you can reenable it by doing:

```
ALTER OPERATOR FAMILY gist_geometry_ops_2d USING gist
    ADD FUNCTION 11 (geometry)
    geometry_gist_sortsupport_2d (internal);
```

To revert the change:

```
ALTER OPERATOR FAMILY gist_geometry_ops_2d using gist
    DROP FUNCTION 11 (geometry);
```

and then reindex your gist indexes

### A.3.1 Breaking changes

5008, Empty geometries are not reported as being within Infinite distance by ST\_DWithin (Sandro Santilli)

4824, Removed --without-wagyu build option. Using Wagyu is now mandatory to build with MVT support.

4933, topology.GetFaceByPoint will not work with topologies having invalid edge linking.

4981, ST\_StartPoint support any geometry. No longer returns null for non-linestrings.

4149, ST\_AsMVTGeom now preserves more of original geometry's details at scale close to target extent. If you need previous simplifying behaviour, you can ST\_Simplify the geometry in advance. (Darafei Praliaskouski)

- Proj 4.9 or higher is required

5000, Turn off Window support in ST\_AsMVT aggregate as no real use-case for it and it crashes with random input (Paul Ramsey)



### A.3.2 Enhancements

- 4997, FlatGeobuf format input/output (Björn Harrtell)
  - 4575, GRANT SELECT on topology metadata tables to PUBLIC (Sandro Santilli)
  - 2592, Do not allow CreateTopology to define topologies with SRID < 0 (Sandro Santilli)
  - 3232, Prevent moving an isolated node to different face (Sandro Santilli)
  - Consider collection TopoGeometries while editing topology primitives. (Sandro Santilli)
  - 3248, Prevent removing isolated edges if used in a TopoGeometry (Sandro Santilli)
  - 3231, Prevent removing isolated nodes if used in a TopoGeometry (Sandro Santilli)
  - 3239, Prevent headling topology edges if the connecting node is used in the definition of a TopoGeometry (Sandro Santilli)
  - 4950, Speed up checking containing\_face for nodes in ValidateTopology (Sandro Santilli)
  - 4945, Multi-shell face check in ValidateTopology (Sandro Santilli)
  - 4944, Side-location conflict check in ValidateTopology (Sandro Santilli)
  - 3042, ValidateTopology check for edge linking (Sandro Santilli)
  - 3276, ValidateTopology check for face's mbr (Sandro Santilli)
  - 4936, Bounding box limited ValidateTopology (Sandro Santilli)
  - 4933, Speed up topology building in presence of big faces (Sandro Santilli)
  - 3233, ValidateTopology check for node's containing\_face (Sandro Santilli)
  - 4830, ValidateTopology check for edges side face containment (Sandro Santilli)
  - 4827, Allow NaN coordinates in WKT input (Paul Ramsey)
  - ST\_Value() accepts resample parameter to add bilinear option (Paul Ramsey)
  - 3778, #4401, ST\_Boundary now works for TIN and does not linearize curves (Aliaksandr Kalenik)
  - 4881, #4884, Store sign of edge\_id for lineal TopoGeometry in relation table to retain direction (Sandro Santilli)
  - 4628, Add an option to disable ANALYZE when loading shapefiles (Stefan Corneliu Petrea)
  - 4924, Faster ST\_RemoveRepeatedPoints on large multipoints, O(NlogN) instead of O(N<sup>2</sup>) (Aliaksandr Kalenik, Darafei Praliaskouski)
  - 4925, fix ST\_DumpPoints to not overlook points (Aliaksandr Kalenik)
  - ST\_SRID(topogeometry) override, to speedup lookups (Sandro Santilli)
  - 2175, Avoid creating additional nodes when adding same closed line to topology (Sandro Santilli)
  - 4974, Upgrade path for address\_standardizer\_data\_us (Jan Katins of Aiven, Regina Obe)
  - 4975, PostGIS upgrade change to not use temp tables (Jan Katins of Aiven)
  - 4981, ST\_StartPoint support any geometry (Aliaksandr Kalenik)
  - 4799, Include srs in GeoJSON where it exists in spatial\_ref\_sys.
  - 4986, GIST indexes on Postgres 14 are now created faster using Hilbert-sorting method. (Han Wang, Aliaksandr Kalenik, Darafei Praliaskouski, Giuseppe Broccolo)
  - 4949, Use proj\_normalize\_for\_visualization to hand "axis swap" decisions (Paul Ramsey)
  - GH647, ST\_PixelAsCentroids, ST\_PixelAsCentroid reimplemented on top of a C function (Sergei Shoulbakov)
  - GH648, ST\_AsMVTGeom now uses faster clipping (Aliaksandr Kalenik)
  - 5018, pgsq2shp basic support for WITH CTE clause (Regina Obe)
  - 5019, address\_standardizer: Add support for pcre2 (Paul Ramsey)
-

### A.3.3 New features

4923, topology.ValidateTopologyRelation (Sandro Santilli)

4933, topology.GetFaceContainingPoint (Sandro Santilli)

2175, ST\_Scroll (Sandro Santilli)

4841, FindTopology to quickly get a topology record (Sandro Santilli)

4869, FindLayer to quickly get a layer record (Sandro Santilli)

4851, TopoGeom\_addTopoGeom function (Sandro Santilli)

ST\_MakeValid(geometry, options) allows alternative validity building algorithms with GEOS 3.10 (Paul Ramsey)

ST\_InterpolateRaster() fills in raster cells between sample points using one of a number of algorithms (inverse weighted distance, average, etc) using algorithms from GDAL (Paul Ramsey)

ST\_Contour() generates contour lines from raster values using algorithms from GDAL (Paul Ramsey)

ST\_SetZ()/ST\_SetM() fills in z/m coordinates of a geometry using data read from a raster (Paul Ramsey)

New postgis.gdal\_vsi\_options GUC allows out-db rasters on VSI network services to be accessed with authentication keys, etc. (Paul Ramsey)

ST\_DumpSegments returns a set of segments of input geometry (Aliaksandr Kalenik)

4859, ST\_Point, ST\_PointZ, ST\_PointM, ST\_PointZM, constructors with SRID parameter (Paul Ramsey)

4808, ST\_ClusterKMeans now supports max\_radius argument. Use it when you're not sure what is the number of clusters but you know what the size of clusters should be. (Darafei Praliaskouski)

## A.4 PostGIS 3.2.0beta3

2021/12/04

This version requires PostgreSQL 9.6 or higher, GEOS 3.6 or higher, and Proj 4.9+ Additional features are enabled if you are running GEOS 3.9+ (and ST\_MakeValid enhancements with 3.10+), Proj 6.1+, and PostgreSQL 14+.

Due to some query performance degradation with the new PG14 fast index build , we have decided to disable the feature by default until we get more user testing as to the true impact of real-world queries. If you are running PG14+, you can reenale it by doing:

```
ALTER OPERATOR FAMILY gist_geometry_ops_2d USING gist
  ADD FUNCTION 11 (geometry)
  geometry_gist_sortsupport_2d (internal);
```

To revert the change:

```
ALTER OPERATOR FAMILY gist_geometry_ops_2d using gist
  DROP FUNCTION 11 (geometry);
```

and then reindex your gist indexes

Changes since PostGIS 3.2.0beta2 release:

### A.4.1 Breaking changes / fixes

5028, ST\_AsFlatGeobuf crashes on mixed geometry input (Björn Harrtell)

5029, ST\_AsFlatGeobuf indexed output corruption (Björn Harrtell)

5014, Crash on ST\_TableFromFlatGeobuf (Björn Harrtell)

Rename ST\_TableFromFlatGeobuf to ST\_FromFlatGeobufToTable (Björn Harrtell)

PG14 fast index building disabled by default. (Paul Ramsey)

## A.5 Release 3.2.0beta2

Release date: 2021/11/26

This version requires PostgreSQL 9.6 or higher, GEOS 3.6 or higher, and Proj 4.9+ Additional features are enabled if you are running GEOS 3.9+ (and ST\_MakeValid enhancements with 3.10+), Proj 6.1+, and PostgreSQL 14+. Changes since PostGIS 3.2.0beta1 release:

### A.5.1 Breaking changes / fixes

5016, loader (shp2pgsql): Respect LDFLAGS (Greg Troxel)

5005, ST\_AsFlatGeoBuf crashes on tables when geometry column is not the first column (Björn Harrtell)

5017, topology.ValidateTopology error relation "shell\_check" already exists (Sandro Santilli)

### A.5.2 Enhancements

5018, pgsq2shp basic support for WITH CTE clause (Regina Obe)

5019, address\_standardizer: Add support for pcre2 (Paul Ramsey)

GH647, ST\_AsMVTGeom now uses faster clipping (Aliaksandr Kalenik)

GH648, ST\_PixelAsCentroids, ST\_PixelAsCentroid reimplemented on top of a C function (Sergei Shoulbakov)

## A.6 Release 3.2.0beta1

Release date: 2021/10/23

This version requires PostgreSQL 9.6 or higher, GEOS 3.6 or higher, and Proj 4.9+ Additional features are enabled if you are running GEOS 3.9+ (and ST\_MakeValid enhancements with 3.10+), Proj 6.1+, and PostgreSQL 14+.

### A.6.1 Bug Fixes and Breaking Changes

5012, Clean regress against released GEOS 3.10.0 (Regina Obe, Paul Ramsey)

5000, Turn off Window support in ST\_AsMVT aggregate as no real use-case for it and it crashes with random input (Paul Ramsey)

4994, shp2pgsql is sometimes missing the INSERT statements (Sandro Santilli)

4990, getfacecontainingpoint fails on i386 (Sandro Santilli)

5008, Have ST\_DWithin with EMPTY operand always return false (Sandro Santilli)

5002, liblwgeom should build with warning flags by default (Sandro Santilli)

### A.6.2 Enhancements

4997, FlatGeobuf format input/output (Björn Harrtell)

## A.7 Release 3.2.0alpha1

Release date: 2021/09/10

This version requires PostgreSQL 9.6 or higher, GEOS 3.6 or higher, and Proj 4.9 or higher Additional features are enabled if you are running GEOS 3.9+ (more with GEOS 3.10+), Proj 6.1+, or PostgreSQL 14+.

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## A.7.1 Breaking changes

#4824, Removed `--without-wagyu` build option. Using Wagyu is now mandatory to build with MVT support.

#4933, `topology.GetFaceByPoint` will not work with topologies having invalid edge linking.

#4981, `ST_StartPoint` support any geometry. No longer returns null for non-linestrings.

#4149, `ST_AsMVTGeom` now preserves more of original geometry's details at scale close to target extent. If you need previous simplifying behaviour, you can `ST_Simplify` the geometry in advance. (Darafei Praliaskouski)

Proj 4.9 or higher is required.

## A.7.2 Enhancements

#2592, Do not allow `CreateTopology` to define topologies with `SRID > 0` (Sandro Santilli)

#3232, Prevent moving an isolated node to different face (Sandro Santilli)

Consider collection `TopoGeometries` while editing topology primitives. (Sandro Santilli)

#3248, Prevent removing isolated edges if used in a `TopoGeometry` (Sandro Santilli)

#3231, Prevent removing isolated nodes if used in a `TopoGeometry` (Sandro Santilli)

#3239, Prevent headling topology edges if the connecting node is used in the definition of a `TopoGeometry` (Sandro Santilli)

#4950, Speed up checking `containing_face` for nodes in `ValidateTopology` (Sandro Santilli)

#4945, Multi-shell face check in `ValidateTopology` (Sandro Santilli)

#4944, Side-location conflict check in `ValidateTopology` (Sandro Santilli)

#3042, `ValidateTopology` check for edge linking (Sandro Santilli)

#3276, `ValidateTopology` check for face's `mbr` (Sandro Santilli)

#4936, Bounding box limited `ValidateTopology` (Sandro Santilli)

#4933, Speed up topology building in presence of big faces (Sandro Santilli)

#3233, `ValidateTopology` check for node's `containing_face` (Sandro Santilli)

#4830, `ValidateTopology` check for edges side face containment (Sandro Santilli)

#4827, Allow NaN coordinates in WKT input (Paul Ramsey)

`ST_Value()` accepts `resample` parameter to add bilinear option (Paul Ramsey)

#3778, #4401, `ST_Boundary` now works for TIN and does not linearize curves (Aliaksandr Kalenik)

#4881, #4884, Store sign of `edge_id` for lineal `TopoGeometry` in relation table to retain direction (Sandro Santilli)

#4628, Add an option to disable `ANALYZE` when loading shapefiles (Stefan Corneliu Petrea)

#4924, Faster `ST_RemoveRepeatedPoints` on large multipoints,  $O(N \log N)$  instead of  $O(N^2)$  (Aliaksandr Kalenik, Darafei Praliaskouski)

#4925, fix `ST_DumpPoints` to not overlook points (Aliaksandr Kalenik)

`ST_SRID(topogeometry)` override, to speedup lookups (Sandro Santilli)

#2175, Avoid creating additional nodes when adding same closed line to topology (Sandro Santilli)

#4974, Upgrade path for `address_standardizer_data_us` (Jan Katins of Aiven, Regina Obe)

#4975, PostGIS upgrade change to not use temp tables (Jan Katins of Aiven)

#4981, `ST_StartPoint` support any geometry (Aliaksandr Kalenik)

#4799, Include `srs` in GeoJSON where it exists in `spatial_ref_sys`.

#4986, GIST indexes on Postgres 14 are now created faster using Hilbert-sorting method. (Han Wang, Aliaksandr Kalenik, Darafei Praliaskouski, Giuseppe Broccolo)

#4949, Use `proj_normalize_for_visualization` to hand "axis swap" decisions (Paul Ramsey)

### A.7.3 New features

#4923, `topology.ValidateTopologyRelation` (Sandro Santilli)

#4933, `topology.GetFaceContainingPoint` (Sandro Santilli)

#2175, `ST_Scroll` (Sandro Santilli)

#4841, `FindTopology` to quickly get a topology record (Sandro Santilli)

#4869, `FindLayer` to quickly get a layer record (Sandro Santilli)

#4851, `TopoGeom_addTopoGeom` function (Sandro Santilli)

`ST_MakeValid(geometry, options)` allows alternative validity building algorithms with GEOS 3.10 (Paul Ramsey)

`ST_InterpolateRaster()` fills in raster cells between sample points using one of a number of algorithms (inverse weighted distance, average, etc) using algorithms from GDAL (Paul Ramsey)

`ST_Contour()` generates contour lines from raster values using algorithms from GDAL (Paul Ramsey)

`ST_SetZ()/ST_SetM()` fills in z/m coordinates of a geometry using data read from a raster (Paul Ramsey)

New `postgis.gdal_vsi_options` GUC allows out-db rasters on VSI network services to be accessed with authentication keys, etc. (Paul Ramsey)

`ST_DumpSegments` returns a set of segments of input geometry (Aliaksandr Kalenik)

#4859, `ST_Point`, `ST_PointZ`, `ST_PointM`, `ST_PointZM`, constructors with SRID parameter (Paul Ramsey)

#4808, `ST_ClusterKMeans` now supports `max_radius` argument. Use it when you're not sure what is the number of clusters but you know what the size of clusters should be. (Darafei Praliaskouski)

## A.8 Release 3.1.0beta1

Release date: 2020/12/09

Only changes since 3.1.0alpha2 are listed. This version requires PostgreSQL 9.6-13 and GEOS >= 3.6+ Additional features and enhancements enabled if you are running Proj6+, PostgreSQL 12+, and GEOS 3.9.0dev

### A.8.1 Breaking changes

4214, Deprecated `ST_Count(tablename,...)`, `ST_ApproxCount(tablename, ...)`, `ST_SummaryStats(tablename, ..)`, `ST_Histogram(tablename, ...)`, `ST_ApproxHistogram(tablename, ...)`, `ST_Quantile(tablename, ...)`, `ST_ApproxQuantile(tablename, ...)` removed. (Darafei Praliaskouski)

### A.8.2 Enhancements

4801, `ST_ClusterKMeans` supports weights in `POINT[Z]M` geometries (Darafei Praliaskouski)

4804, `ST_ReducePrecision` (GEOS 3.9+) allows valid precision reduction (Paul Ramsey)

4805, `_ST_SortableHash` exposed to work around parallel sorting performance issue in Postgres. If your table is huge, use `ORDER BY _ST_SortableHash(geom)` instead of `ORDER BY geom` to make parallel sort faster (Darafei Praliaskouski)

4625, Correlation statistics now calculated. Run `ANALYZE` for BRIN indexes to start kicking in. (Darafei Praliaskouski)

Fix axis order issue with `urn:ogc:def:crs:EPSG` in `ST_GeomFromGML()` (Even Roualt)

## A.9 Release 3.1.0alpha3

Release date: 2020/11/19

Only changes since 3.1.0alpha2 are listed. This version requires PostgreSQL 9.6-13 and GEOS >= 3.6+ Additional features and enhancements enabled if you are running Proj6+, PostgreSQL 12+, and GEOS 3.9.0dev

### A.9.1 Breaking changes

4737, Bump minimum protobuf-c requirement to 1.1.0 (Raúl Marín) The configure step will now fail if the requirement isn't met or explicitly disabled (--without-protobuf)

4258, Untangle postgis\_sfcgal from postgis into its own lib file (Regina Obe)

### A.9.2 New features

4698, Add a precision parameter to ST\_AsEWKT (Raúl Marín)

Add a gridSize optional parameter to ST\_Union, ST\_UnaryUnion, ST\_Difference, ST\_Intersection, ST\_SymDifference, ST\_Subdivide Requires GEOS 3.9 (Sandro Santilli)

### A.9.3 Enhancements

4789, Speed up TopoJSON output for areal TopoGeometry with many holes (Sandro Santilli)

4758, Improve topology noding robustness (Sandro Santilli)

Make ST\_Subdivide interruptable (Sandro Santilli)

4660, Changes in double / coordinate printing (Raúl Marín) - Use the shortest representation (enough to guarantee roundtrip). - Uses scientific notation for absolute numbers smaller than 1e-8. The previous behaviour was to output 0 for absolute values smaller than 1e-12 and fixed notation for anything bigger than that. - Uses scientific notation for absolute numbers greater than 1e+15 (same behaviour). - The precision parameter now also affects the scientific notation (before it was fixed [5-8]). - All output functions now respect the requested precision (without any limits). - The default precision is the same (9 for GeoJSON, 15 for everything else).

4729, WKT/KML: Print doubles directly into stringbuffers (Raúl Marín)

4533, Use the standard coordinate printing system for box types (Raúl Marín)

4686, Avoid decompressing geographies when possible (Raúl Marín) Affects ANALYZE, \_ST\_PointOutside, postgis\_geobbox, ST\_CombineBbox(box2d, geometry), ST\_ClipByBox2D when the geometry is fully inside or outside the bbox and ST\_BoundingDiagon

4741, Don't use ST\_PointInsideCircle if you need indexes, use ST\_DWithin instead. Documentation adjusted (Darafei Praliaskouski)

4737, Improve performance and reduce memory usage in ST\_AsMVT, especially in queries involving parallelism (Raúl Marín)

4746, Micro optimizations to the serialization process (Raúl Marín)

4719, Fail fast when srids don't match ST\_Intersection(geometry,raster) Also schema qualify calls in function. (Regina Obe)

4784, Add ST\_CollectionExtract(geometry) with default behaviour of extracting the components of highest coordinate dimension. (Paul Ramsey)

### A.9.4 Bug Fixes

4691, Fix segfault during gist index creation with empty geometries (Raúl Marín)

Fix handling of bad WKB inputs (Oracle types) and unit tests for malformed WKB. Remove memory leaks in malformed WKB cases. (Paul Ramsey)

4740, Round values in geography\_distance\_tree as we do on geography\_distance (Raúl Marín, Paul Ramsey, Regina Obe)

4739, Ensure all functions using postgis\_oid initialize the internal cache (Raúl Marín)

4767, #4768, #4771, #4772, Fix segfault when parsing invalid WKB (Raúl Marín)

4769, Fix segfault in st\_addband (Raúl Marín)

4790, Fix ST\_3dintersects calculations with identical vertices (Nicklas Avén)

4742, tiger geocoder reverted to 2018 version on tiger upgrade (Regina Obe)

3372, TopoElementArray cannot be null - change domain constraint (Regina Obe)

## A.10 Release 3.1.0alpha2

Release date: 2020/07/18

Only changes since 3.1.0alpha1 are listed. This version requires PostgreSQL 9.6-13 and GEOS >= 3.6+ Additional features and enhancements enabled if you are running Proj6+, PostgreSQL 12+, and GEOS 3.9.0dev

### A.10.1 New Features

4656, Cast a `geojson_text::geometry` for implicit GeoJSON ingestion (Raúl Marín)

4687, Expose GEOS `MaximumInscribedCircle` (Paul Ramsey)

4710, `ST_ClusterKMeans` now works with 3D geometries (Darafei Praliaskouski)

### A.10.2 Enhancements

4675, `topology.GetRingEdges` now implemented in C (Sandro Santilli)

4681, `ST_GetFaceGeometry`: print corruption information (Sandro Santilli)

4651, `ST_Simplify`: Don't copy if nothing is removed (Raúl Marín)

4657, Avoid De-TOASTing where possible (Paul Ramsey)

4490, Tweak function costs (Raúl Marín)

4672, Cache `getSRSbySRID` and `getSRIDbySRS` (Raúl Marín)

4676, Avoid decompressing toasted geometries to read only the header (Raúl Marín) Optimize cast to Postgresql point type (Raúl Marín)

4620, Update internal `wagyu` to 0.5.0 (Raúl Marín)

4623, Optimize `varlena` returning functions (Raúl Marín)

4677, Share `gserialized` objects between different cache types (Raúl Marín)

Fix compilation with MSVC compiler / Standardize shebangs (Loïc Bartoletti)

### A.10.3 Bug fixes

4652, Fix several memory related bugs in `ST_GeomFromGML` (Raúl Marín)

4661, Fix access to `spatial_ref_sys` with a non default schema (Raúl Marín)

4670, `ST_AddPoint`: Fix bug when a positive position is requested (Raúl Marín)

4699, crash on null input to `ST_Union(raster, otherarg)` (Jaime Casanova, 2ndQuadrant)

4716, Fix several issues with `pkg-config` in the `configure` script (Raúl Marín)

## A.11 Release 3.1.0alpha1

Release date: 2020/02/01

This version requires PostgreSQL 9.6+-13 and GEOS >= 3.6+ Additional features and enhancements enabled if you are running Proj6+, PostgreSQL 12+, and GEOS 3.8.0

### A.11.1 Breaking Changes

- svn number replaced by git hash in version output (Sandro Santilli, Raúl Marín)
- 4577, Drop support for PostgreSQL 9.5 (Raúl Marín)
- 4579, Drop `postgis_proc_set_search_path.pl` (Raúl Marín)
- 4601, `ST_TileEnvelope` signature changed.
- 3057, `ST_Force3D`, `ST_Force3DZ`, `ST_Force3DM` and `ST_Force4D` signatures changed.

### A.11.2 New features

- 4601, Add `ST_TileEnvelope` margin argument (Yuri Astrakhan)
- 2972, Add quiet mode (`-q`) to `pgsql2shp` (Kristian Thy)
- 4617, Add configure switch `--without-phony-revision` (Raúl Marín)
- 3057, Optional value params for `Force3D*`, `Force4D` functions (Kristian Thy)
- 4624, `ST_HexagonGrid` and `ST_SquareGrid`, set returning functions to generate tilings of the plane (Paul Ramsey)

### A.11.3 Enhancements

- 4539, Unify `libm` includes (Raúl Marín)
- 4569, Allow unknown SRID geometry insertion into `typmod SRID` column (Paul Ramsey)
- 4149, `ST_Simplify(geom, 0)` is now  $O(N)$ . `ST_Affine` (`ST_Translate`, `ST_TransScale`, `ST_Rotate`) optimized. `ST_SnapToGrid` optimized. (Darafei Praliaskouski)
- 4574, Link Time Optimizations enabled (Darafei Praliaskouski)
- 4578, Add parallelism and cost properties to `brin` functions (Raúl Marín)
- 4473, Silence `yacc` warnings (Raúl Marín)
- 4589, Disable C asserts when building without `--enable-debug` (Raúl Marín)
- 4543, Introduce `ryu` to print doubles (Raúl Marín)
- 4626, Support `pkg-config` for `libxml2` (Bas Couwenberg)
- 4615, Speed up `geojson` output (Raúl Marín)

## A.12 Release 3.0.0

Release date: 2019/10/20

This version requires PostgreSQL 9.5+ and GEOS  $\geq 3.6$  Additional features and enhancements enabled if you are running Proj6+, PostgreSQL 12, and GEOS 3.8.0

### A.12.1 New Features

- 2902, `postgis_geos_noop` (Sandro Santilli)
- 4128, `ST_AsMVT` support for Feature ID (Stepan Kuzmin)
- 4230, `SP-GiST` and `GiST` support for ND box operators `overlaps`, `contains`, `within`, `equals` (Esteban Zimányi and Arthur Lesuisse from Université Libre de Bruxelles (ULB), Darafei Praliaskouski)
- 4171, `ST_3DLineInterpolatePoint` (Julien Cabieces, Vincent Mora)



4311, Introduce WAGYU to validate MVT polygons. This option requires a C++11 compiler and will use CXXFLAGS (not CFLAGS). Add `--without-wagyu`` to disable this option and keep the behaviour from 2.5 (Raúl Marín)

1833, `ST_AsGeoJSON(row)` generates full GeoJSON Features (Joe Conway)

3687, Casts `json(geometry)` and `jsonb(geometry)` for implicit GeoJSON generation (Paul Ramsey)

4198, Add `ST_ConstrainedDelaunayTriangles` SFCGAL function (Darafei Praliaskouski)

### A.12.2 Breaking Changes

4267, Bump minimum GEOS version to 3.6 (Regina Obe, Darafei Praliaskouski)

3888, Raster support now available as a separate extension (Sandro Santilli)

3807, Extension library files no longer include the minor version. Use New configure switch `--with-library-minor-version` if you need the old behavior (Regina Obe)

4230, ND box operators (`overlaps`, `contains`, `within`, `equals`) now don't look on dimensions that aren't present in both operands. Please REINDEX your ND indexes after upgrade. (Darafei Praliaskouski)

4229, Dropped support for PostgreSQL < 9.5. (Darafei Praliaskouski)

4260, `liblwgeom` headers are not installed anymore. If your project depends on them available, please use `librttopo` instead. (Darafei Praliaskouski)

4258, Remove SFCGAL support for `ST_Area`, `ST_Distance`, `ST_Intersection`, `ST_Difference`, `ST_Union`, `ST_Intersects`, `ST_3DIntersect`, `ST_3DDistance` and `postgis.backend` switch (Darafei Praliaskouski)

4267, Enable Proj 6 deprecated APIs (Darafei Praliaskouski, Raúl Marín)

4268, Bump minimum SFCGAL version to 1.3.1 (Darafei Praliaskouski)

4331, `ST_3DMakeBox` now returns error instead of a miniscule box (Regina Obe)

4342, Removed "versioned" variants of `ST_AsGeoJSON` and `ST_AsKML` (Paul Ramsey)

4356, `ST_Accum` removed. Use `array_agg` instead. (Darafei Praliaskouski)

4414, Include version number in `address_standardizer` lib (Raúl Marín)

4334, Fix upgrade issues related to renamed function parameters (Raúl Marín)

4442, `raster2pgsql` now skips NODATA tiles. Use `-k` option if you still want them in database for some reason. (Darafei Praliaskouski)

4433, 32-bit hash fix (requires reindexing `hash(geometry)` indexes) (Raúl Marín)

3383, Sorting now uses Hilbert curve and Postgres Abbreviated Compare. You need to REINDEX your btree indexes if you had them. (Darafei Praliaskouski)

### A.12.3 Enhancements

4341, Using "support function" API in PostgreSQL 12+ to replace SQL inlining as the mechanism for providing index support under `ST_Intersects`, et al

4330, `postgis_restore` OOM when output piped to an intermediate process (Hugh Ranalli)

4322, Support for Proj 6+ API, bringing more accurate datum transforms and support for WKT projections

4153, `ST_Segmentize` now splits segments proportionally (Darafei Praliaskouski).

4162, `ST_DWithin` documentation examples for storing geometry and radius in table (Darafei Praliaskouski, github user Boscop).

4161 and #4294, `ST_AsMVTGeom`: Shortcut geometries smaller than the resolution (Raúl Marín)

4176, `ST_Intersects` supports `GEOMETRYCOLLECTION` (Darafei Praliaskouski)

4181, `ST_AsMVTGeom`: Avoid type changes due to validation (Raúl Marín)

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- 4183, ST\_AsMVTGeom: Drop invalid geometries after simplification (Raúl Marín)
  - 4196, Have postgis\_extensions\_upgrade() package unpackaged extensions (Sandro Santilli)
  - 4215, Use floating point compare in ST\_DumpAsPolygons (Darafei Praliaskouski)
  - 4155, Support for GEOMETRYCOLLECTION, POLYGON, TIN, TRIANGLE in ST\_LocateBetween and ST\_LocateBetweenElevation (Darafei Praliaskouski)
  - 2767, Documentation for AddRasterConstraint optional parameters (Sunveer Singh)
  - 4244, Avoid unaligned memory access in BOX2D\_out (Raúl Marín)
  - 4139, Make mixed-dimension ND index build tree correctly (Darafei Praliaskouski, Arthur Lesuisse, Andrew Gierth, Raúl Marín)
  - 4262, Document MULTISURFACE compatibility of ST\_LineToCurve (Steven Ottens)
  - 4276, ST\_AsGeoJSON documentation refresh (Darafei Praliaskouski)
  - 4292, ST\_AsMVT: parse JSON numeric values with decimals as doubles (Raúl Marín)
  - 4300, ST\_AsMVTGeom: Always return the simplest geometry (Raúl Marín)
  - 4301, ST\_Subdivide: fix endless loop on coordinates near coincident to bounds (Darafei Praliaskouski)
  - 4289, ST\_AsMVTGeom: Transform coordinates space before clipping (Raúl Marín)
  - 4272, Improve notice message when unable to compute stats (Raúl Marín)
  - 4313, #4307, PostgreSQL 12 compatibility (Laurenz Albe, Raúl Marín)
  - 4299, #4304, ST\_GeneratePoints is now VOLATILE. IMMUTABLE version with seed parameter added. (Mike Taves)
  - 4278, ST\_3DDistance and ST\_3DIntersects now support Solid TIN and Solid POLYHEDRALSURFACE (Darafei Praliaskouski)
  - 4348, ST\_AsMVTGeom (GEOS): Enforce validation at all times (Raúl Marín)
  - 4295, Allow GEOMETRYCOLLECTION in ST\_Overlaps, ST\_Contains, ST\_ContainsProperly, ST\_Covers, ST\_CoveredBy, ST\_Crosses, ST\_Touches, ST\_Disjoint, ST\_Relate, ST\_Equals (Esteban Zimányi)
  - 4340, ST\_Union aggregate now can handle more than 1 GB of geometries (Darafei Praliaskouski)
  - 4378, Allow passing TINs as input to GEOS-backed functions (Darafei Praliaskouski)
  - 4368, Reorder LWGEOM struct members to minimize extra padding (Raúl Marín)
  - 4141, Use uint64 to handle row counts in the topology extension (Raúl Marín)
  - 4412, Support ingesting rasters with NODATA=NaN (Darafei Praliaskouski)
  - 4413, Raster tile size follows GeoTIFF block size on raster2pgsql -t auto (Darafei Praliaskouski)
  - 4422, Modernize Python 2 code to get ready for Python 3 (Christian Clauss)
  - 4352, Use CREATE OR REPLACE AGGREGATE for PG12+ (Raúl Marín)
  - 4394, Allow FULL OUTER JOIN on geometry equality operator (Darafei Praliaskouski)
  - 4441, Make GiST penalty friendly to multi-column indexes and build single-column ones faster. (Darafei Praliaskouski)
  - 4403, Support for shp2pgsql ability to reproject with copy mode (-D) (Regina Obe)
  - 4410, More descriptive error messages about SRID mismatch (Darafei Praliaskouski)
  - 4399, TIN and Triangle output support in all output functions (Darafei Praliaskouski)
  - 3719, Impose minimum number of segments per arc during linearization (Dan Baston / City of Helsinki, Raúl Marín)
  - 4277, ST\_GeomFromGeoJSON now marks SRID=4326 by default as per RFC7946, ST\_AsGeoJSON sets SRID in JSON output if it differs from 4326. (Darafei Praliaskouski)
  - 3979, postgis\_sfcgal\_noop() round trip function (Lucas C. Villa Real)
  - 4328, ST\_3DIntersects for 2D TINs. (Darafei Praliaskouski)
  - 4509, Update geocoder for tiger 2019 (Regina Obe)
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## A.13 Release 3.0.0rc2

Release date: 2019/10/13

If compiling with PostgreSQL+JIT, LLVM  $\geq 6$  is required

Supported PostgreSQL versions for this release are: PostgreSQL 9.5 - PostgreSQL 12 GEOS  $\geq 3.6$ . Additional features enabled if you running Proj6+ and/or PostgreSQL 12. Performance enhancements if running GEOS 3.8+

### A.13.1 Major highlights

4534, Fix leak in lwcurvepoly\_from\_wkb\_state (Raúl Marín)

4536, Fix leak in lwcollection\_from\_wkb\_state (Raúl Marín)

4537, Fix leak in WKT collection parser (Raúl Marín)

4535, WKB: Avoid buffer overflow (Raúl Marín)

## A.14 Release 3.0.0rc1

Release date: 2019/10/08

If compiling with PostgreSQL+JIT, LLVM  $\geq 6$  is required

Supported PostgreSQL versions for this release are: PostgreSQL 9.5 - PostgreSQL 12 GEOS  $\geq 3.6$ . Additional features enabled if you running Proj6+ and/or PostgreSQL 12. Performance enhancements if running GEOS 3.8+

### A.14.1 Major highlights

4519, Fix getSRIDbySRS crash (Raúl Marín)

4520, Use a clean environment when detecting C++ libraries (Raúl Marín)

Restore ST\_Union() aggregate signature so drop agg not required and re-work performance/size enhancement to continue to avoid using Array type during ST\_Union(), hopefully avoiding Array size limitations. (Paul Ramsey)

## A.15 Release 3.0.0beta1

Release date: 2019/09/28

If compiling with PostgreSQL+JIT, LLVM  $\geq 6$  is required

Supported PostgreSQL versions for this release are: PostgreSQL 9.5 - PostgreSQL 12 GEOS  $\geq 3.6$ . Additional features enabled if you running Proj6+ and/or PostgreSQL 12. Performance enhancements if running GEOS 3.8+

### A.15.1 Major highlights

4492, Fix ST\_Simplify ignoring the value of the 3rd parameter (Raúl Marín)

4494, Fix ST\_Simplify output having an outdated bbox (Raúl Marín)

4493, Fix ST\_RemoveRepeatedPoints output having an outdated bbox (Raúl Marín)

4495, Fix ST\_SnapToGrid output having an outdated bbox (Raúl Marín)

4496, Make ST\_Simplify(TRIANGLE) collapse if requested (Raúl Marín)

4501, Allow postgis\_tiger\_geocoder to be installable by non-super users (Regina Obe)

- 4503, Speed up the calculation of cartesian bbox (Raúl Marín)
- 4504, shp2pgsql -D not working with schema qualified tables (Regina Obe)
- 4505, Speed up conversion of geometries to/from GEOS (Dan Baston)
- 4507, Use GEOSMakeValid and GEOSBuildArea for GEOS 3.8+ (Dan Baston)
- 4491, Speed up ST\_RemoveRepeatedPoints (Raúl Marín)
- 4509, Update geocoder for tiger 2019 (Regina Obe)
- 4338, Census block level data (tabblock table) not loading (Regina Obe)

## A.16 Release 3.0.0alpha4

Release date: 2019/08/11

If compiling with PostgreSQL+JIT, LLVM >= 6 is required

Supported PostgreSQL versions for this release are: PostgreSQL 9.5 - PostgreSQL 12 GEOS >= 3.6. Additional features enabled if you running Proj6+ and/or PostgreSQL 12

### A.16.1 Major highlights

- 4433, 32-bit hash fix (requires reindexing hash(geometry) indexes) (Raúl Marín)
- 4445, Fix a bug in geometry\_le (Raúl Marín)
- 4451, Fix the calculation of gserialized\_max\_header\_size (Raúl Marín)
- 4450, Speed up ST\_GeometryType (Raúl Marín)
- 4452, Add ST\_TileEnvelope() (Paul Ramsey)
- 4403, Support for shp2pgsql ability to reproject with copy mode (-D) (Regina Obe)
- 4417, Update spatial\_ref\_sys with new entries (Paul Ramsey)
- 4449, Speed up ST\_X, ST\_Y, ST\_Z and ST\_M (Raúl Marín)
- 4454, Speed up \_ST\_OrderingEquals (Raúl Marín)
- 4453, Speed up ST\_IsEmpty (Raúl Marín)
- 4271, postgis\_extensions\_upgrade() also updates after pg\_upgrade (Raúl Marín)
- 4466, Fix undefined behaviour in \_postgis\_gserialized\_stats (Raúl Marín)
- 4209, Handle NULL geometry values in pgsq2shp (Paul Ramsey)
- 4419, Use protobuf version to enable/disable mvt/geobuf (Paul Ramsey)
- 4437, Handle POINT EMPTY in shape loader/dumper (Paul Ramsey)
- 4456, add Rasbery Pi 32-bit jenkins bot for testing (Bruce Rindahl, Regina Obe)
- 4420, update path does not exists for address\_standardizer extension (Regina Obe)

## A.17 Release 3.0.0alpha3

Release date: 2019/07/01

If compiling with PostgreSQL+JIT, LLVM >= 6 is required

Supported PostgreSQL versions for this release are: PostgreSQL 9.5 - PostgreSQL 12 GEOS >= 3.6

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### A.17.1 Major highlights

- 4414, Include version number in address\_standardizer lib (Raúl Marín)
- 4352, Use CREATE OR REPLACE AGGREGATE for PG12+ (Raúl Marín)
- 4334, Fix upgrade issues related to renamed parameters (Raúl Marín)
- 4388, AddRasterConstraints: Ignore NULLs when generating constraints (Raúl Marín)
- 4327, Avoid pfree'ing the result of getenv (Raúl Marín)
- 4406, Throw on invalid characters when decoding geohash (Raúl Marín)
- 4429, Avoid resource leaks with PROJ6 (Raúl Marín)
- 4372, PROJ6: Speed improvements (Raúl Marín)
- 3437, Speed up ST\_Intersects with Points (Raúl Marín)
- 4438, Update serialization to support extended flags area (Paul Ramsey)
- 4443, Fix wagyu configure dropping CPPFLAGS (Raúl Marín)
- 4440, Type lookups in FDW fail (Paul Ramsey)
- 4442, raster2pgsql now skips NODATA tiles. Use -k option if you still want them in database for some reason. (Darafei Praliaskouski)
- 4441, Make GiST penalty friendly to multi-column indexes and build single-column ones faster. (Darafei Praliaskouski)

## A.18 Release 3.0.0alpha2

Release date: 2019/06/02

If compiling with PostgreSQL+JIT, LLVM >= 6 is required

Supported PostgreSQL versions for this release are: PostgreSQL 9.5 - PostgreSQL 12 GEOS >= 3.6

### A.18.1 Major highlights

- #4404, Fix selectivity issue with support functions (Paul Ramsey)
- #4311, Make wagyu the default option to validate polygons. This option requires a C++11 compiler and will use CXXFLAGS (not CFLAGS). It is only enabled if built with MVT support (protobuf) Add `--without-wagyu` to disable this option and keep the behaviour from 2.5 (Raúl Marín)
- #4198, Add ST\_ConstrainedDelaunayTriangles SFCGAL function (Darafei Praliaskouski)

## A.19 Release 3.0.0alpha1

Release date: 2019/05/26

If compiling with PostgreSQL+JIT, LLVM >= 6 is required

Supported PostgreSQL versions for this release are: PostgreSQL 9.5 - PostgreSQL 12 GEOS >= 3.6

### A.19.1 New Features

additional features enabled if you are running Proj6+

Read the NEWS file in the included tarball for more details

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## A.20 Release 2.5.0

Release date: 2018/09/23

If compiling with PostgreSQL+JIT, LLVM >= 6 is required

Supported PostgreSQL versions for this release are: PostgreSQL 9.4 - PostgreSQL 12 (in development) GEOS >= 3.5

### A.20.1 New Features

#1847, spgist 2d and 3d support for PG 11+ (Esteban Zimányi and Arthur Lesuisse from Université Libre de Bruxelles (ULB), Darafei Praliaskouski)

#4056, ST\_FilterByM (Nicklas Avén)

#4050, ST\_ChaikinSmoothing (Nicklas Avén)

#3989, ST\_Buffer single sided option (Stephen Knox)

#3876, ST\_Angle function (Rémi Cura)

#3564, ST\_LineInterpolatePoints (Dan Baston)

#3896, PostGIS\_Extensions\_Upgrade() (Regina Obe)

#3913, Upgrade when creating extension from unpackaged (Sandro Santilli)

#2256, \_postgis\_index\_extent() for extent from index (Paul Ramsey)

#3176, Add ST\_OrientedEnvelope (Dan Baston)

#4029, Add ST\_QuantizeCoordinates (Dan Baston)

#4063, Optional false origin point for ST\_Scale (Paul Ramsey)

#4082, Add ST\_BandFileSize and ST\_BandFileTimestamp, extend ST\_BandMetadata (Even Rouault)

#2597, Add ST\_Grayscale (Bborie Park)

#4007, Add ST\_SetBandPath (Bborie Park)

#4008, Add ST\_SetBandIndex (Bborie Park)

### A.20.2 Breaking Changes

Upgrade scripts from multiple old versions are now all symlinks to a single upgrade script (Sandro Santilli)

#3944, Update to EPSG register v9.2 (Even Rouault)

#3927, Parallel implementation of ST\_AsMVT

#3925, Simplify geometry using map grid cell size before generating MVT

#3899, BTree sort order is now defined on collections of EMPTY and same-prefix geometries (Darafei Praliaskouski)

#3864, Performance improvement for sorting POINT geometries (Darafei Praliaskouski)

#3900, GCC warnings fixed, make -j is now working (Darafei Praliaskouski) - TopoGeo\_addLinestring robustness improvements (Sandro Santilli) #1855, #1946, #3718, #3838

#3234, Do not accept EMPTY points as topology nodes (Sandro Santilli)

#1014, Hashable geometry, allowing direct use in CTE signatures (Paul Ramsey)

#3097, Really allow MULTILINESTRING blades in ST\_Split() (Paul Ramsey)

#3942, geojson: Do not include private header for json-c >= 0.13 (Björn Esser)

#3954, ST\_GeometricMedian now supports point weights (Darafei Praliaskouski)

- #3965, #3971, #3977, #4071 ST\_ClusterKMeans rewritten: better initialization, faster convergence, K=2 even faster (Darafei Praliaskouski)
- #3982, ST\_AsEncodedPolyline supports LINestring EMPTY and MULTIPoint EMPTY (Darafei Praliaskouski)
- #3986, ST\_AsText now has second argument to limit decimal digits (Marc Ducobu, Darafei Praliaskouski)
- #4020, Casting from box3d to geometry now returns correctly connected PolyhedralSurface (Matthias Bay)
- #2508, ST\_OffsetCurve now works with collections (Darafei Praliaskouski)
- #4006, ST\_GeomFromGeoJSON support for json and jsonb as input (Paul Ramsey, Regina Obe)
- #4038, ST\_Subdivide now selects pivot for geometry split that reuses input vertices. (Darafei Praliaskouski)
- #4025, #4032 Fixed precision issue in ST\_ClosestPointOfApproach, ST\_DistanceCPA, and ST\_CPAWithin (Paul Ramsey, Darafei Praliaskouski)
- #4076, Reduce use of GEOS in topology implementation (Björn Harrtell)
- #4080, Add external raster band index to ST\_BandMetaData - Add Raster Tips section to Documentation for information about Raster behavior (e.g. Out-DB performance, maximum open files)
- #4084: Fixed wrong code-comment regarding front/back of BOX3D (Matthias Bay)
- #4060, #4094, PostgreSQL JIT support (Raúl Marín, Laurenz Albe)
- #3960, ST\_Centroid now uses lwgeom\_centroid (Darafei Praliaskouski)
- #4027, Remove duplicated code in lwgeom\_geos (Darafei Praliaskouski, Daniel Baston)
- #4115, Fix a bug that created MVTs with incorrect property values under parallel plans (Raúl Marín).
- #4120, ST\_AsMVTGeom: Clip using tile coordinates (Raúl Marín).
- #4132, ST\_Intersection on Raster now works without throwing TopologyException (Vinícius A.B. Schmidt, Darafei Praliaskouski)
- #4177, #4180 Support for PostgreSQL 12 dev branch (Laurenz Albe, Raúl Marín)
- #4156, ST\_ChaikinSmoothing: also smooth start/end point of polygon by default (Darafei Praliaskouski)

## A.21 Release 2.4.5

Release date: 2018/09/12

This is a bug fix and performance improvement release.

### A.21.1 Bug Fixes

- #4031, Survive to big MaxError tolerances passed to ST\_CurveToLine (Sandro Santilli)
- #4058, Fix infinite loop in linearization of a big radius small arc (Sandro Santilli)
- #4071, ST\_ClusterKMeans crash on NULL/EMPTY fixed (Darafei Praliaskouski)
- #4079, ensure St\_AsMVTGeom outputs CW oriented polygons (Paul Ramsey)
- #4070, use standard interruption error code on GEOS interruptions (Paul Ramsey)
- #3980, delay freeing input until processing complete (lucasvr)
- #4090, PG 11 support (Paul Ramsey, Raúl Marín)
- #4077, Serialization failure for particular empty geometry cases (Paul Ramsey)
- #3997, fix bug in lwgeom\_median and avoid division by zero (Raúl Marín)
- #4093, Inconsistent results from qsort callback (yugr)
- #4081, Geography DWithin() issues for certain cases (Paul Ramsey)
- #4105, Parallel build of tarball (Bas Couwenberg)
- #4163, MVT: Fix resource leak when the first geometry is NULL (Raúl Marín)

## A.22 Release 2.4.4

Release date: 2018/04/08

This is a bug fix and performance improvement release.

### A.22.1 Bug Fixes

- #3055, [raster] ST\_Clip() on a raster without band crashes the server (Regina Obe)
- #3942, geojson: Do not include private header for json-c >= 0.13 (Björn Esser)
- #3952, ST\_Transform fails in parallel mode (Paul Ramsey)
- #3978, Fix KNN when upgrading from 2.1 or older (Sandro Santilli)
- #4003, lwpoly\_construct\_circle: Avoid division by zero (Raúl Marín Rodríguez)
- #4004, Avoid memory exhaustion when building a btree index (Edmund Horner)
- #4016, proj 5.0.0 support (Raúl Marín Rodríguez)
- #4017, lwgeom lexer memory corruption (Peter E)
- #4020, Casting from box3d to geometry now returns correctly connected PolyhedralSurface (Matthias Bay)
- #4025, #4032 Incorrect answers for temporally "almost overlapping" ranges (Paul Ramsey, Darafei Praliaskouski)
- #4052, schema qualify several functions in geography (Regina Obe)
- #4055, ST\_ClusterIntersecting drops SRID (Daniel Baston)

### A.22.2 Enhancements

- #3946, Compile support for PostgreSQL 11 (Paul Ramsey)
- #3992, Use PKG\_PROG\_PKG\_CONFIG macro from pkg.m4 to detect pkg-config (Bas Couwenberg)
- #4044, Upgrade support for PostgreSQL 11 (Regina Obe)

## A.23 Release 2.4.3

Release date: 2018/01/17

This is a bug fix and performance improvement release.

### A.23.1 Bug Fixes and Enhancements

- #3713, Support encodings that happen to output a ` character
  - #3827, Set configure default to not do interrupt testing, was causing false negatives for many people. (Regina Obe) revised to be standards compliant in #3988 (Greg Troxel)
  - #3930, Minimum bounding circle issues on 32-bit platforms
  - #3965, ST\_ClusterKMeans used to lose some clusters on initialization (Darafei Praliaskouski)
  - #3956, Brin opclass object does not upgrade properly (Sandro Santilli)
  - #3982, ST\_AsEncodedPolyline supports LINESTRING EMPTY and MULTIPOINT EMPTY (Darafei Praliaskouski)
  - #3975, ST\_Transform runs query on spatial\_ref\_sys without schema qualification. Was causing restore issues. (Paul Ramsey)
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## A.24 Release 2.4.2

Release date: 2017/11/15

This is a bug fix and performance improvement release.

### A.24.1 Bug Fixes and Enhancements

#3917, Fix zcta5 load

#3667, Fix for bug in geography ST\_Segmentize

#3926, Add missing 2.2.6 and 2.3.4 upgrade paths (Muhammad Usama)

## A.25 Release 2.4.1

Release date: 2017/10/18

This is a bug fix and performance improvement release.

### A.25.1 Bug Fixes and Enhancements

#3864, Fix memory leaks in BTREE operators

#3869, Fix build with "gold" linker

#3845, Gracefully handle short-measure issue

#3871, Performance tweak for geometry cmp function

#3879, Division by zero in some arc cases

#3878, Single defn of signum in header

#3880, Undefined behaviour in TYPMOD\_GET\_SRID

#3875, Fix undefined behaviour in shift operation

#3864, Performance improvements for b-tree geometry sorts

#3874, lw\_dist2d\_pt\_arc division by zero

#3882, undefined behaviour in zigzag with negative inputs

#3891, undefined behaviour in pointarray\_to\_encoded\_polyline

#3895, throw error on malformed WKB input

#3886, fix rare missing boxes in geometry subdivision

#3907, Allocate enough space for all possible GBOX string outputs (Raúl Marín Rodríguez)

## A.26 Release 2.4.0

Release date: 2017/09/30

### A.26.1 New Features

- #3822, Have `postgis_full_version()` also show and check version of PostgreSQL the scripts were built against (Sandro Santilli)
- #2411, curves support in `ST_Reverse` (Sandro Santilli)
- #2951, `ST_Centroid` for geography (Danny Götte)
- #3788, Allow `postgis_restore.pl` to work on directory-style (`-Fd`) dumps (Roger Crew)
- #3772, Direction agnostic `ST_CurveToLine` output (Sandro Santilli / KKGeo)
- #2464, `ST_CurveToLine` with `MaxError` tolerance (Sandro Santilli / KKGeo)
- #3599, Geobuf output support via `ST_AsGeobuf` (Björn Harrtell)
- #3661, Mapbox vector tile output support via `ST_AsMVT` (Björn Harrtell / CartoDB)
- #3689, Add orientation checking and forcing functions (Dan Baston)
- #3753, Gist penalty speed improvements for 2D and ND points (Darafei Praliaskouski, Andrey Borodin)
- #3677, `ST_FrechetDistance` (Shinichi Sugiyama)
- Most aggregates (raster and geometry), and all stable / immutable (raster and geometry) marked as parallel safe
- #2249, `ST_MakeEmptyCoverage` for raster (David Zwarg, ainomieli)
- #3709, Allow signed distance for `ST_Project` (Darafei Praliaskouski)
- #524, Covers support for polygon on polygon, line on line, point on line for geography (Danny Götte)

### A.26.2 Enhancements and Fixes

Many corrections to docs and several translations almost complete. Andreas Schild who provided many corrections to core docs. PostGIS Japanese translation team first to reach completion of translation.

Support for PostgreSQL 10

Preliminary support for PostgreSQL 11

- #3645, Avoid loading logically deleted records from shapefiles
- #3747, Add `zip4` and `address_alphanumeric` as attributes to `norm_addy_tiger_geocoder` type.
- #3748, `address_standardizer` lookup tables update so `page_normalize_address` better standardizes abbreviations
- #3647, better handling of nodding in `ST_Node` using `GEOSNode` (Wouter Geraedts)
- #3684, Update to EPSG register v9 (Even Rouault)
- #3830, Fix initialization of incompatible type ( $\geq 9.6$ ) `address_standardizer`
- #3662, Make `shp2pgsql` work in debug mode by sending debug to `stderr`
- #3405, Fixed memory leak in `lwgeom_to_points`
- #3832, Support wide integer fields as `int8` in `shp2pgsql`
- #3841, Deterministic sorting support for empty geometries in `btree` geography
- #3844, Make `=` operator a strict equality test, and `<` `>` to rough "spatial sorting"
- #3855, `ST_AsTWKB` memory and speed improvements

### A.26.3 Breaking Changes

Dropped support for PostgreSQL 9.2.

#3810, GEOS 3.4.0 or above minimum required to compile

Most aggregates now marked as parallel safe, which means most aggs have to be dropped / recreated. If you have views that utilize PostGIS aggs, you'll need to drop before upgrade and recreate after upgrade

#3578, ST\_NumInteriorRings(POLYGON EMPTY) now returns 0 instead of NULL

\_ST\_DumpPoints removed, was no longer needed after PostGIS 2.1.0 when ST\_DumpPoints got reimplemented in C

B-Tree index operators < = > changed to provide better spatial locality on sorting and have expected behavior on GROUP BY. If you have btree index for geometry or geography, you need to REINDEX it, or review if it was created by accident and needs to be replaced with GiST index. If your code relies on old left-to-right box compare ordering, update it to use << >> operators.

## A.27 Release 2.3.3

Release date: 2017/07/01

This is a bug fix and performance improvement release.

### A.27.1 Bug Fixes and Enhancements

#3777, GROUP BY anomaly with empty geometries

#3711, Azimuth error upon adding 2.5D edges to topology

#3726, PDF manual from dblatex renders fancy quotes for programlisting (Mike Toews)

#3738, raster: Using -s without -Y in raster2pgsql transforms raster data instead of setting srid

#3744, ST\_Subdivide loses subparts of inverted geometries (Darafei Praliaskouski Komzpa)

#3750, @ and ~ operator not always schema qualified in geometry and raster functions. Causes restore issues. (Shane StClair of Axiom Data Science)

#3682, Strange fieldlength for boolean in result of pgsq2shp

#3701, Escape double quotes issue in pgsq2shp

#3704, ST\_AsX3D crashes on empty geometry

#3730, Change ST\_Clip from Error to Notice when ST\_Clip can't compute a band

## A.28 Release 2.3.2

Release date: 2017/01/31

This is a bug fix and performance improvement release.

### A.28.1 Bug Fixes and Enhancements

#3418, KNN recheck in 9.5+ fails with index returned tuples in wrong order

#3675, Relationship functions not using an index in some cases

#3680, PostGIS upgrade scripts missing GRANT for views

#3683, Unable to update postgis after postgres pg\_upgrade going from < 9.5 to pg > 9.4

#3688, ST\_AsLatLonText: round minutes

## A.29 Release 2.3.1

Release date: 2016/11/28

This is a bug fix and performance improvement release.

### A.29.1 Bug Fixes and Enhancements

#1973, `st_concavehull()` returns sometimes empty geometry collection Fix from gde

#3501, add raster constraint max extent exceeds array size limit for large tables

#3643, PostGIS not building on latest OSX XCode

#3644, Deadlock on interrupt

#3650, Mark `ST_Extent`, `ST_3DExtent` and `ST_Mem*` agg functions as parallel safe so they can be parallelized

#3652, Crash on `Collection(MultiCurve())`

#3656, Fix upgrade of aggregates from 2.2 or lower version

#3659, Crash caused by raster GUC define after `CREATE EXTENSION` using wrong memory context. (manaem)

#3665, Index corruption and memory leak in BRIN indexes patch from Julien Rouhaud (Dalibo)

#3667, geography `ST_Segmentize` bug patch from Hugo Mercier (Oslandia)

## A.30 Release 2.3.0

Release date: 2016/09/26

This is a new feature release, with new functions, improved performance, all relevant bug fixes from PostGIS 2.2.3, and other goodies.

### A.30.1 Important / Breaking Changes

#3466, Casting from `box3d` to geometry now returns a 3D geometry (Julien Rouhaud of Dalibo)

#3396, `ST_EstimatedExtent`, throw `WARNING` instead of `ERROR` (Regina Obe)

### A.30.2 New Features

Add support for custom TOC in `postgis_restore.pl` (Christoph Moench-Tegeder)

Add support for negative indexing in `ST_PointN` and `ST_SetPoint` (Rémi Cura)

Add parameters for geography `ST_Buffer` (Thomas Bonfort)

`TopoGeom_addElement`, `TopoGeom_remElement` (Sandro Santilli)

`populate_topology_layer` (Sandro Santilli)

#454, `ST_WrapX` and `lwgeom_wrapx` (Sandro Santilli)

#1758, `ST_Normalize` (Sandro Santilli)

#2236, `shp2pgsql -d` now emits "DROP TABLE IF EXISTS"

#2259, `ST_VoronoiPolygons` and `ST_VoronoiLines` (Dan Baston)

#2841 and #2996, `ST_MinimumBoundingRadius` and new `ST_MinimumBoundingCircle` implementation using Welzl's algorithm (Dan Baston)

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- #2991, Enable ST\_Transform to use PROJ.4 text (Mike Toews)
- #3059, Allow passing per-dimension parameters in ST\_Expand (Dan Baston)
- #3339, ST\_GeneratePoints (Paul Ramsey)
- #3362, ST\_ClusterDBSCAN (Dan Baston)
- #3364, ST\_GeometricMedian (Dan Baston)
- #3391, Add table inheritance support in ST\_EstimatedExtent (Alessandro Pasotti)
- #3424, ST\_MinimumClearance (Dan Baston)
- #3428, ST\_Points (Dan Baston)
- #3465, ST\_ClusterKMeans (Paul Ramsey)
- #3469, ST\_MakeLine with MULTIPOINTs (Paul Norman)
- #3549, Support PostgreSQL 9.6 parallel query mode, as far as possible (Paul Ramsey, Regina Obe)
- #3557, Geometry function costs based on query stats (Paul Norman)
- #3591, Add support for BRIN indexes. PostgreSQL 9.4+ required. (Giuseppe Broccolo of 2nd Quadrant, Julien Rouhaud and Ronan Dunklau of Dalibo)
- #3496, Make postgis non-relocateable for extension install, schema qualify calls in functions (Regina Obe) Should resolve once and for all for extensions #3494, #3486, #3076
- #3547, Update tiger geocoder to support TIGER 2016 and to support both http and ftp.
- #3613, Segmentize geography using equal length segments (Hugo Mercier of Oslandia)

### A.30.3 Bug Fixes

All relevant bug fixes from PostGIS 2.2.3

- #2841, ST\_MinimumBoundingCircle not covering original
- #3604, pgcommon/Makefile.in orders CFLAGS incorrectly leading to wrong liblwgeom.h (Greg Troxel)

### A.30.4 Performance Enhancements

- #75, Enhancement to PIP short circuit (Dan Baston)
- #3383, Avoid deserializing small geometries during index operations (Dan Baston)
- #3400, Minor optimization of PIP routines (Dan Baston)
- Make adding a line to topology interruptible (Sandro Santilli)
- Documentation updates from Mike Toews

## A.31 Release 2.2.2

Release date: 2016/03/22

This is a bug fix and performance improvement release.

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### A.31.1 New Features

#3463, Fix crash on face-collapsing edge change

#3422, Improve ST\_Split robustness on standard precision double systems (arm64, ppc64el, s390c, powerpc, ...)

#3427, Update spatial\_ref\_sys to EPSG version 8.8

#3433, ST\_ClusterIntersecting incorrect for MultiPoints

#3435, ST\_AsX3D fix rendering of concave geometries

#3436, memory handling mistake in parray\_clone\_deep

#3437, ST\_Intersects incorrect for MultiPoints

#3461, ST\_GeomFromKML crashes Postgres when there are innerBoundaryIs and no outerBoundaryIs

#3429, upgrading to 2.3 or from 2.1 can cause loop/hang on some platforms

#3460, ST\_ClusterWithin 'Tolerance not defined' error after upgrade

#3490, Raster data restore issues, materialized views. Scripts postgis\_proc\_set\_search\_path.sql, rtpostgis\_proc\_set\_search\_path.sql refer to [http://postgis.net/docs/manual-2.2/RT\\_FAQ.html#faq\\_raster\\_data\\_not\\_restore](http://postgis.net/docs/manual-2.2/RT_FAQ.html#faq_raster_data_not_restore)

#3426, failing POINT EMPTY tests on fun architectures

## A.32 Release 2.2.1

Release date: 2016/01/06

This is a bug fix and performance improvement release.

### A.32.1 New Features

#2232, avoid accumulated error in SVG rounding

#3321, Fix performance regression in topology loading

#3329, Fix robustness regression in TopoGeo\_addPoint

#3349, Fix installation path of postgis\_topology scripts

#3351, set endnodes isolation on ST\_RemoveIsoEdge (and lwt\_RemIsoEdge)

#3355, geography ST\_Segmentize has geometry bbox

#3359, Fix toTopoGeom loss of low-id primitives from TopoGeometry definition

#3360, \_raster\_constraint\_info\_scale invalid input syntax

#3375, crash in repeated point removal for collection(point)

#3378, Fix handling of hierarchical TopoGeometries in presence of multiple topologies

#3380, #3402, Decimate lines on topology load

#3388, #3410, Fix missing end-points in ST\_Removepoints

#3389, Buffer overflow in lwgeom\_to\_geojson

#3390, Compilation under Alpine Linux 3.2 gives an error when compiling the postgis and postgis\_topology extension

#3393, ST\_Area NaN for some polygons

#3401, Improve ST\_Split robustness on 32bit systems

#3404, ST\_ClusterWithin crashes backend

#3407, Fix crash on splitting a face or an edge defining multiple TopoGeometry objects  
#3411, Clustering functions not using spatial index  
#3412, Improve robustness of snapping step in TopoGeo\_addLinestring  
#3415, Fix OSX 10.9 build under pkgsrc  
Fix memory leak in lwt\_ChangeEdgeGeom [liblwgeom]

## A.33 Release 2.2.0

Release date: 2015/10/07

This is a new feature release, with new functions, improved performance, and other goodies.

### A.33.1 New Features

Topology API in liblwgeom (Sandro Santilli / Regione Toscana - SITA)

New lwgeom\_unaryunion method in liblwgeom

New lwgeom\_linemerge method in liblwgeom

New lwgeom\_is\_simple method in liblwgeom

#3169, Add SFCGAL 1.1 support: add ST\_3DDifference, ST\_3DUnion, ST\_Volume, ST\_MakeSolid, ST\_IsSolid (Vincent Mora / Oslandia)

#3169, ST\_ApproximateMedialAxis (Sandro Santilli)

ST\_CPAWithin (Sandro Santilli / Boundless)

Add |= operator with CPA semantic and KNN support with PostgreSQL 9.5+ (Sandro Santilli / Boundless)

#3131, KNN support for the geography type (Paul Ramsey / CartoDB)

#3023, ST\_ClusterIntersecting / ST\_ClusterWithin (Dan Baston)

#2703, Exact KNN results for all geometry types, aka "KNN re-check" (Paul Ramsey / CartoDB)

#1137, Allow a tolerance value in ST\_RemoveRepeatedPoints (Paul Ramsey / CartoDB)

#3062, Allow passing M factor to ST\_Scale (Sandro Santilli / Boundless)

#3139, ST\_BoundingDiagonal (Sandro Santilli / Boundless)

#3129, ST\_IsValidTrajectory (Sandro Santilli / Boundless)

#3128, ST\_ClosestPointOfApproach (Sandro Santilli / Boundless)

#3152, ST\_DistanceCPA (Sandro Santilli / Boundless)

Canonical output for index key types

ST\_SwapOrdinates (Sandro Santilli / Boundless)

#2918, Use GeographicLib functions for geodetics (Mike Toews)

#3074, ST\_Subdivide to break up large geometry (Paul Ramsey / CartoDB)

#3040, KNN GiST index based centroid (<<<->>) n-D distance operators (Sandro Santilli / Boundless)

Interruptibility API for liblwgeom (Sandro Santilli / CartoDB)

#2939, ST\_ClipByBox2D (Sandro Santilli / CartoDB)

#2247, ST\_Retile and ST\_CreateOverview: in-db raster overviews creation (Sandro Santilli / Vizzuality)

#899, -m shp2pgsql attribute names mapping -m switch (Regina Obe / Sandro Santilli)

#1678, Added GUC `postgis.gdal_datapath` to specify GDAL config variable `GDAL_DATA`

#2843, Support reprojection on raster import (Sandro Santilli / Vizzuality)

#2349, Support for `encoded_polyline` input/output (Kashif Rasul)

#2159, report `libjson` version from `postgis_full_version()`

#2770, `ST_MemSize(raster)`

Add `postgis_noop(raster)`

Added missing variants of `ST_TPI()`, `ST_TRI()` and `ST_Roughness()`

Added GUC `postgis.gdal_enabled_drivers` to specify GDAL config variable `GDAL_SKIP`

Added GUC `postgis.enable_outdb_rasters` to enable access to rasters with out-db bands

#2387, `address_standardizer` extension as part of PostGIS (Stephen Woodbridge / [imaptools.com](http://imaptools.com), Walter Sinclair, Regina Obe)

#2816, `address_standardizer_data_us` extension provides reference `lex,gaz,rules` for `address_standardizer` (Stephen Woodbridge / [imaptools.com](http://imaptools.com), Walter Sinclair, Regina Obe)

#2341, New mask parameter for `ST_MapAlgebra`

#2397, read encoding info automatically in shapefile loader

#2430, `ST_ForceCurve`

#2565, `ST_SummaryStatsAgg()`

#2567, `ST_CountAgg()`

#2632, `ST_AsGML()` support for curved features

#2652, Add `--upgrade-path` switch to `run_test.pl`

#2754, `sfcgal` wrapped as an extension

#2227, Simplification with Visvalingam-Whyatt algorithm `ST_SimplifyVW`, `ST_SetEffectiveArea` (Nicklas Avén)

Functions to encode and decode TWKB `ST_AsTWKB`, `ST_GeomFromTWKB` (Paul Ramsey / Nicklas Avén / CartoDB)

### A.33.2 Enhancements

#3223, Add `memcmp` short-circuit to `ST_Equals` (Daniel Baston)

#3227, Tiger geocoder upgraded to support Tiger 2015 census

#2278, Make `liblwgeom` compatible between minor releases

#897, `ST_AsX3D` support for `GeoCoordinates` and systems "GD" "WE" ability to flip x/y axis (use option = 2, 3)

`ST_Split`: allow splitting lines by multilines, multipoints and (multi)polygon boundaries

#3070, Simplify geometry type constraint

#2839, Implement selectivity estimator for functional indexes, speeding up spatial queries on raster tables. (Sandro Santilli / Vizzuality)

#2361, Added `spatial_index` column to `raster_columns` view

#2390, Testsuite for `pgsql2shp`

#2527, Added `-k` flag to `raster2pgsql` to skip checking that band is NODATA

#2616, Reduce text casts during topology building and export

#2717, support `startpoint`, `endpoint`, `pointn`, `numpoints` for `compoundcurve`

#2747, Add support for GDAL 2.0

#2754, SFCGAL can now be installed with `CREATE EXTENSION` (Vincent Mora @ Oslandia)



- #2828, Convert ST\_Envelope(raster) from SQL to C
- #2829, Shortcut ST\_Clip(raster) if geometry fully contains the raster and no NODATA specified
- #2906, Update tiger geocoder to handle tiger 2014 data
- #3048, Speed up geometry simplification (J.Santana @ CartoDB)
- #3092, Slow performance of geometry\_columns with many tables

## A.34 Release 2.1.8

Release date: 2015-07-07

This is a critical bug fix release.

### A.34.1 Bug Fixes

- #3159, do not force a bbox cache on ST\_Affine
  - #3018, GROUP BY geography sometimes returns duplicate rows
  - #3084, shp2pgsql - illegal number format when specific system locale set
  - #3094, Malformed GeoJSON inputs crash backend
  - #3104, st\_asgml introduces random characters in ID field
  - #3155, Remove liblwgeom.h on make uninstall
  - #3177, gserialized\_is\_empty cannot handle nested empty cases
- Fix crash in ST\_LineLocatePoint

## A.35 Release 2.1.7

Release date: 2015-03-30

This is a critical bug fix release.

### A.35.1 Bug Fixes

- #3086, ST\_DumpValues() crashes backend on cleanup with invalid band indexes
- #3088, Do not (re)define strcasestr in a liblwgeom.h
- #3094, Malformed GeoJSON inputs crash backend

## A.36 Release 2.1.6

Release date: 2015-03-20

This is a bug fix and performance improvement release.

### A.36.1 Enhancements

- #3000, Ensure edge splitting and healing algorithms use indexes
  - #3048, Speed up geometry simplification (J.Santana @ CartoDB)
  - #3050, Speed up geometry type reading (J.Santana @ CartoDB)
-

## A.36.2 Bug Fixes

- #2941, allow geography columns with SRID other than 4326
- #3069, small objects getting inappropriately fluffed up w/ boxes
- #3068, Have postgis\_typmod\_dims return NULL for unconstrained dims
- #3061, Allow duplicate points in JSON, GML, GML ST\_GeomFrom\* functions
- #3058, Fix ND-GiST picksplit method to split on the best plane
- #3052, Make operators <-> and <#> available for PostgreSQL < 9.1
- #3045, Fix dimensionality confusion in &&& operator
- #3016, Allow unregistering layers of corrupted topologies
- #3015, Avoid exceptions from TopologySummary
- #3020, ST\_AddBand out-db bug where height using width value
- #3031, Allow restore of Geometry(Point) tables dumped with empties in them

## A.37 Release 2.1.5

Release date: 2014-12-18

This is a bug fix and performance improvement release.

### A.37.1 Enhancements

- #2933, Speedup construction of large multi-geometry objects

### A.37.2 Bug Fixes

- #2947, Fix memory leak in lwgeom\_make\_valid for single-component collection input
- #2949, Fix memory leak in lwgeom\_mindistance2d for curve input
- #2931, BOX representation is case sensitive
- #2942, PostgreSQL 9.5 support
- #2953, 2D stats not generated when Z/M values are extreme
- #3009, Geography cast may effect underlying tuple

## A.38 Release 2.1.4

Release date: 2014-09-10

This is a bug fix and performance improvement release.

### A.38.1 Enhancements

- #2745, Speedup ST\_Simplify calls against points
  - #2747, Support for GDAL 2.0
  - #2749, Make rtpostgis\_upgrade\_20\_21.sql ACID
  - #2811, Do not specify index names when loading shapefiles/rasters
  - #2829, Shortcut ST\_Clip(raster) if geometry fully contains the raster and no NODATA specified
  - #2895, Raise cost of ST\_ConvexHull(raster) to 300 for better query plans
-

## A.38.2 Bug Fixes

#2605, armel: `_ST_Covers()` returns true for point in hole

#2911, Fix output scale on `ST_Rescale/ST_Resample/ST_Resize` of rasters with scale 1/-1 and offset 0/0.

Fix crash in `ST_Union(raster)`

#2704, `ST_GeomFromGML()` does not work properly with array of `gml:pos` (Even Roualt)

#2708, `updategeometrysruid` doesn't update `sruid` check when schema not specified. Patch from Marc Jansen

#2720, `lwpoly_add_ring` should update `maxrings` after `realloc`

#2759, Fix `postgis_restore.pl` handling of multiline object comments embedding sql comments

#2774, fix undefined behavior in `ptarray_calculate_gbox_geodetic`

Fix potential memory fault in `ST_MakeValid`

#2784, Fix handling of bogus argument to `--with-sfcgal`

#2772, Premature memory free in `RASTER_getBandPath (ST_BandPath)`

#2755, Fix regressions tests against all versions of SFCGAL

#2775, `lwline_from_lwmpoint` leaks memory

#2802, `ST_MapAlgebra` checks for valid callback function return value

#2803, `ST_MapAlgebra` handles no `userarg` and `STRICT` callback function

#2834, `ST_Estimated_Extent` and `mixedCase` table names (regression bug)

#2845, Bad geometry created from `ST_AddPoint`

#2870, Binary insert into geography column results geometry being inserted

#2872, make install builds documentation (Greg Troxell)

#2819, find `isfinite` or replacement on Centos5 / Solaris

#2899, `geocode limit 1` not returning best answer (tiger geocoder)

#2903, Unable to compile on FreeBSD

#2927 `reverse_geocode` not filling in direction prefix (tiger geocoder) get rid of deprecated `ST_Line_Locate_Point` called

## A.39 Release 2.1.3

Release date: 2014/05/13

This is a bug fix and security release.

### A.39.1 Important changes

Starting with this version offline raster access and use of GDAL drivers are disabled by default.

An environment variable is introduced to allow for enabling specific GDAL drivers: `POSTGIS_GDAL_ENABLED_DRIVERS`. By default, all GDAL drivers are disabled

An environment variable is introduced to allow for enabling out-db raster bands: `POSTGIS_ENABLE_OUTDB_RASTERS`. By default, out-db raster bands are disabled

The environment variables must be set for the PostgreSQL process, and determines the behavior of the whole cluster.

## A.39.2 Bug Fixes

#2697, invalid GeoJSON Polygon input crashes server process

#2700, Fix dumping of higher-dimension datasets with null rows

#2706, ST\_DumpPoints of EMPTY geometries crashes server

## A.40 Release 2.1.2

Release date: 2014/03/31

This is a bug fix release, addressing issues that have been filed since the 2.1.1 release.

### A.40.1 Bug Fixes

#2666, Error out at configure time if no SQL preprocessor can be found

#2534, st\_distance returning incorrect results for large geographies

#2539, Check for json-c/json.h presence/usability before json/json.h

#2543, invalid join selectivity error from simple query

#2546, GeoJSON with string coordinates parses incorrectly

#2547, Fix ST\_Simplify(TopoGeometry) for hierarchical topogeoms

#2552, Fix NULL raster handling in ST\_AsPNG, ST\_AsTIFF and ST\_AsJPEG

#2555, Fix parsing issue of range arguments of ST\_Reclass

#2556, geography ST\_Intersects results depending on insert order

#2580, Do not allow installing postgis twice in the same database

#2589, Remove use of unnecessary void pointers

#2607, Cannot open more than 1024 out-db files in one process

#2610, Ensure face splitting algorithm uses the edge index

#2615, EstimatedExtent (and hence, underlying stats) gathering wrong bbox

#2619, Empty rings array in GeoJSON polygon causes crash

#2634, regression in sphere distance code

#2638, Geography distance on M geometries sometimes wrong

#2648, #2653, Fix topology functions when "topology" is not in search\_path

#2654, Drop deprecated calls from topology

#2655, Let users without topology privileges call postgis\_full\_version()

#2674, Fix missing operator = and hash\_raster\_ops opclass on raster

#2675, #2534, #2636, #2634, #2638, Geography distance issues with tree optimization

### A.40.2 Enhancements

#2494, avoid memcopy in GiST index (hayamiz)

#2560, soft upgrade: avoid drop/recreate of aggregates that hadn't changed

## A.41 Release 2.1.1

Release date: 2013/11/06

This is a bug fix release, addressing issues that have been filed since the 2.1.0 release.

### A.41.1 Important Changes

#2514, Change raster license from GPL v3+ to v2+, allowing distribution of PostGIS Extension as GPLv2.

### A.41.2 Bug Fixes

#2396, Make regression tests more endian-agnostic

#2434, Fix ST\_Intersection(geog,geog) regression in rare cases

#2454, Fix behavior of ST\_PixelAsXXX functions regarding exclude\_nodata\_value parameter

#2489, Fix upgrades from 2.0 leaving stale function signatures

#2525, Fix handling of SRID in nested collections

#2449, Fix potential infinite loop in index building

#2493, Fix behavior of ST\_DumpValues when passed an empty raster

#2502, Fix postgis\_topology\_scripts\_installed() install schema

#2504, Fix segfault on bogus pgsqll2shp call

#2512, Support for foreign tables and materialized views in raster\_columns and raster\_overviews

### A.41.3 Enhancements

#2478, support for tiger 2013

#2463, support for exact length calculations on arc geometries

## A.42 Release 2.1.0

Release date: 2013/08/17

This is a minor release addressing both bug fixes and performance and functionality enhancements addressing issues since 2.0.3 release. If you are upgrading from 2.0+, only a soft upgrade is required. If you are upgrading from 1.5 or earlier, a hard upgrade is required.

### A.42.1 Important / Breaking Changes

#1653, Removed srid parameter from ST\_Resample(raster) and variants with reference raster no longer apply reference raster's SRID.

#1962 ST\_Segmentize - As a result of the introduction of geography support, The construct: `SELECT ST_Segmentize('LINESTRING(1 2, 3 4)', 0.5);` will result in ambiguous function error

#2026, ST\_Union(raster) now unions all bands of all rasters

#2089, liblwgeom: lwgeom\_set\_handlers replaces lwgeom\_init\_allocators.

#2150, regular\_blocking is no longer a constraint. column of same name in raster\_columns now checks for existence of spatially\_unique and coverage\_tile constraints

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`ST_Intersects(raster, geometry)` behaves in the same manner as `ST_Intersects(geometry, raster)`.

point variant of `ST_SetValue(raster)` previously did not check SRID of input geometry and raster.

`ST_Hillshade` parameters azimuth and altitude are now in degrees instead of radians.

`ST_Slope` and `ST_Aspect` return pixel values in degrees instead of radians.

**#2104**, `ST_World2RasterCoord`, `ST_World2RasterCoordX` and `ST_World2RasterCoordY` renamed to `ST_WorldToRasterCoord`, `ST_WorldToRasterCoordX` and `ST_WorldToRasterCoordY`. `ST_Raster2WorldCoord`, `ST_Raster2WorldCoordX` and `ST_Raster2WorldCoordY` renamed to `ST_RasterToWorldCoord`, `ST_RasterToWorldCoordX` and `ST_RasterToWorldCoordY`

`ST_Estimated_Extent` renamed to `ST_EstimatedExtent`

`ST_Line_Interpolate_Point` renamed to `ST_LineInterpolatePoint`

`ST_Line_Substring` renamed to `ST_LineSubstring`

`ST_Line_Locate_Point` renamed to `ST_LineLocatePoint`

`ST_Force_XXX` renamed to `ST_ForceXXX`

`ST_MapAlgebraFctNgb` and 1 and 2 raster variants of `ST_MapAlgebraFct`. Use `ST_MapAlgebra` instead

1 and 2 raster variants of `ST_MapAlgebraExpr`. Use expression variants of `ST_MapAlgebra` instead

## A.42.2 New Features

- Refer to [http://postgis.net/docs/manual-2.1/PostGIS\\_Special\\_Functions\\_Index.html#NewFunctions\\_2\\_1](http://postgis.net/docs/manual-2.1/PostGIS_Special_Functions_Index.html#NewFunctions_2_1) for complete list of new functions

**#310**, `ST_DumpPoints` converted to a C function (Nathan Wagner) and much faster

**#739**, `UpdateRasterSRID()`

**#945**, improved join selectivity, N-D selectivity calculations, user accessible selectivity and stats reader functions for testing (Paul Ramsey / OpenGeo)

`toTopoGeom` with `TopoGeometry` sink (Sandro Santilli / Vizzuality)

`clearTopoGeom` (Sandro Santilli / Vizzuality)

`ST_Segmentize(geography)` (Paul Ramsey / OpenGeo)

`ST_DelaunayTriangles` (Sandro Santilli / Vizzuality)

`ST_NearestValue`, `ST_Neighborhood` (Bborie Park / UC Davis)

`ST_PixelAsPoint`, `ST_PixelAsPoints` (Bborie Park / UC Davis)

`ST_PixelAsCentroid`, `ST_PixelAsCentroids` (Bborie Park / UC Davis)

`ST_Raster2WorldCoord`, `ST_World2RasterCoord` (Bborie Park / UC Davis)

Additional raster/raster spatial relationship functions (`ST_Contains`, `ST_ContainsProperly`, `ST_Covers`, `ST_CoveredBy`, `ST_Disjoint`, `ST_Overlaps`, `ST_Touches`, `ST_Within`, `ST_DWithin`, `ST_DFullyWithin`) (Bborie Park / UC Davis)

Added array variants of `ST_SetValues()` to set many pixel values of a band in one call (Bborie Park / UC Davis)

**#1293**, `ST_Resize(raster)` to resize rasters based upon width/height

**#1627**, package `tiger_geocoder` as a PostgreSQL extension

**#1643**, **#2076**, Upgrade tiger geocoder to support loading tiger 2011 and 2012 (Regina Obe / Paragon Corporation) Funded by Hunter Systems Group

GEOMETRYCOLLECTION support for `ST_MakeValid` (Sandro Santilli / Vizzuality)

**#1709**, `ST_NotSameAlignmentReason(raster, raster)`

**#1818**, `ST_GeomFromGeoHash` and friends (Jason Smith (darkpanda))

#1856, reverse geocoder rating setting for prefer numbered highway name

ST\_PixelOfValue (Bborie Park / UC Davis)

Casts to/from PostgreSQL geotypes (point/path/polygon).

Added geomval array variant of ST\_SetValues() to set many pixel values of a band using a set of geometries and corresponding values in one call (Bborie Park / UC Davis)

ST\_Tile(raster) to break up a raster into tiles (Bborie Park / UC Davis)

#1895, new r-tree node splitting algorithm (Alex Korotkov)

#2011, ST\_DumpValues to output raster as array (Bborie Park / UC Davis)

#2018, ST\_Distance support for CircularString, CurvePolygon, MultiCurve, MultiSurface, CompoundCurve

#2030, n-raster (and n-band) ST\_MapAlgebra (Bborie Park / UC Davis)

#2193, Utilize PAGC parser as drop in replacement for tiger normalizer (Steve Woodbridge, Regina Obe)

#2210, ST\_MinConvexHull(raster)

lwgeom\_from\_geojson in liblwgeom (Sandro Santilli / Vizzuality)

#1687, ST\_Simplify for TopoGeometry (Sandro Santilli / Vizzuality)

#2228, TopoJSON output for TopoGeometry (Sandro Santilli / Vizzuality)

#2123, ST\_FromGDALRaster

#613, ST\_SetGeoReference with numerical parameters instead of text

#2276, ST\_AddBand(raster) variant for out-db bands

#2280, ST\_Summary(raster)

#2163, ST\_TPI for raster (Nathaniel Clay)

#2164, ST\_TRI for raster (Nathaniel Clay)

#2302, ST\_Roughness for raster (Nathaniel Clay)

#2290, ST\_ColorMap(raster) to generate RGBA bands

#2254, Add SFCGAL backend support. (Backend selection through postgres.backend var) Functions available both through GEOS or SFCGAL: ST\_Intersects, ST\_3DIntersects, ST\_Intersection, ST\_Area, ST\_Distance, ST\_3DDistance New functions available only with SFCGAL backend: ST\_3DIntersection, ST\_Tesselate, ST\_3DArea, ST\_Extrude, ST\_ForceLHR ST\_Orientation, ST\_Minkowski, ST\_StraightSkeleton postgres\_sfcgal\_version New function available in PostGIS: ST\_ForceSFS (Olivier Courtin and Hugo Mercier / Oslandia)

### A.42.3 Enhancements

For detail of new functions and function improvements, please refer to Section [15.12.9](#).

Much faster raster ST\_Union, ST\_Clip and many more function additions operations

For geometry/geography better planner selectivity and a lot more functions.

#823, tiger geocoder: Make loader\_generate\_script download portion less greedy

#826, raster2pgsql no longer defaults to padding tiles. Flag -P can be used to pad tiles

#1363, ST\_AddBand(raster, ...) array version rewritten in C

#1364, ST\_Union(raster, ...) aggregate function rewritten in C

#1655, Additional default values for parameters of ST\_Slope

#1661, Add aggregate variant of ST\_SameAlignment

#1719, Add support for Point and GeometryCollection ST\_MakeValid inputs

- #1780, support ST\_GeoHash for geography
  - #1796, Big performance boost for distance calculations in geography
  - #1802, improved function interruptibility.
  - #1823, add parameter in ST\_AsGML to use id column for GML 3 output (become mandatory since GML 3.2.1)
  - #1856, tiger geocoder: reverse geocoder rating setting for prefer numbered highway name
  - #1938, Refactor basic ST\_AddBand to add multiple new bands in one call
  - #1978, wrong answer when calculating length of a closed circular arc (circle)
  - #1989, Preprocess input geometry to just intersection with raster to be clipped
  - #2021, Added multi-band support to ST\_Union(raster, ...) aggregate function
  - #2006, better support of ST\_Area(geography) over poles and dateline
  - #2065, ST\_Clip(raster, ...) now a C function
  - #2069, Added parameters to ST\_Tile(raster) to control padding of tiles
  - #2078, New variants of ST\_Slope, ST\_Aspect and ST\_HillShade to provide solution to handling tiles in a coverage
  - #2097, Added RANGE uniontype option for ST\_Union(raster)
  - #2105, Added ST\_Transform(raster) variant for aligning output to reference raster
  - #2119, Rasters passed to ST\_Resample(), ST\_Rescale(), ST\_Reskew(), and ST\_SnapToGrid() no longer require an SRID
  - #2141, More verbose output when constraints fail to be added to a raster column
  - #2143, Changed blocksize constraint of raster to allow multiple values
  - #2148, Addition of coverage\_tile constraint for raster
  - #2149, Addition of spatially\_unique constraint for raster
- TopologySummary output now includes unregistered layers and a count of missing TopoGeometry objects from their natural layer.
- ST\_HillShade(), ST\_Aspect() and ST\_Slope() have one new optional parameter to interpolate NODATA pixels before running the operation.
- Point variant of ST\_SetValue(raster) is now a wrapper around geomval variant of ST\_SetValues(rast).
- Proper support for raster band's isnodata flag in core API and loader.
- Additional default values for parameters of ST\_Aspect and ST\_HillShade
- #2178, ST\_Summary now advertises presence of known srid with an [S] flag
  - #2202, Make libjson-c optional (--without-json configure switch)
  - #2213, Add support libjson-c 0.10+
  - #2231, raster2pgsql supports user naming of filename column with -n
  - #2200, ST\_Union(raster, uniontype) unions all bands of all rasters
  - #2264, postgis\_restore.pl support for restoring into databases with postgis in a custom schema
  - #2244, emit warning when changing raster's georeference if raster has out-db bands
  - #2222, add parameter OutAsIn to flag whether ST\_AsBinary should return out-db bands as in-db bands
-



#### A.42.4 Fixes

- #1839, handling of subdatasets in GeoTIFF in raster2pgsql.
  - #1840, fix logic of when to compute # of tiles in raster2pgsql.
  - #1870, align the docs and actual behavior of raster's ST\_Intersects
  - #1872, fix ST\_ApproxSummarystats to prevent division by zero
  - #1875, ST\_SummaryStats returns NULL for all parameters except count when count is zero
  - #1932, fix raster2pgsql of syntax for index tablespaces
  - #1936, ST\_GeomFromGML on CurvePolygon causes server crash
  - #1939, remove custom data types: summarystats, histogram, quantile, valuecount
  - #1951, remove crash on zero-length linestrings
  - #1957, ST\_Distance to a one-point LineString returns NULL
  - #1976, Geography point-in-ring code overhauled for more reliability
  - #1981, cleanup of unused variables causing warnings with gcc 4.6+
  - #1996, support POINT EMPTY in GeoJSON output
  - #2062, improve performance of distance calculations
  - #2057, Fixed linking issue for raster2pgsql to libpq
  - #2077, Fixed incorrect values returning from ST\_Hillshade()
  - #2019, ST\_FlipCoordinates does not update bbox
  - #2100, ST\_AsRaster may not return raster with specified pixel type
  - #2126, Better handling of empty rasters from ST\_ConvexHull()
  - #2165, ST\_NumPoints regression failure with CircularString
  - #2168, ST\_Distance is not always commutative
  - #2182, Fix issue with outdb rasters with no SRID and ST\_Resize
  - #2188, Fix function parameter value overflow that caused problems when copying data from a GDAL dataset
  - #2198, Fix incorrect dimensions used when generating bands of out-db rasters in ST\_Tile()
  - #2201, ST\_GeoHash wrong on boundaries
  - #2203, Changed how rasters with unknown SRID and default geotransform are handled when passing to GDAL Warp API
  - #2215, Fixed raster exclusion constraint for conflicting name of implicit index
  - #2251, Fix bad dimensions when rescaling rasters with default geotransform matrix
  - #2133, Fix performance regression in expression variant of ST\_MapAlgebra
  - #2257, GBOX variables not initialized when testing with empty geometries
  - #2271, Prevent parallel make of raster
  - #2282, Fix call to undefined function nd\_stats\_to\_grid() in debug mode
  - #2307, ST\_MakeValid outputs invalid geometries
  - #2309, Remove confusing INFO message when trying to get SRS info
  - #2336, FIPS 20 (KS) causes wildcard expansion to wget all files
  - #2348, Provide raster upgrade path for 2.0 to 2.1
  - #2351, st\_distance between geographies wrong
  - #2359, Fix handling of schema name when adding overview constraints
  - #2371, Support GEOS versions with more than 1 digit in micro
  - #2383, Remove unsafe use of \ from raster warning message
  - #2384, Incorrect variable datatypes for ST\_Neighborhood
-

## A.42.5 Known Issues

#2111, Raster bands can only reference the first 256 bands of out-db rasters

## A.43 Release 2.0.5

Release date: 2014/03/31

This is a bug fix release, addressing issues that have been filed since the 2.0.4 release. If you are using PostGIS 2.0+ a soft upgrade is required. For users of PostGIS 1.5 or below, a hard upgrade is required.

### A.43.1 Bug Fixes

#2494, avoid memcpy in GIST index

#2502, Fix postgis\_topology\_scripts\_installed() install schema

#2504, Fix segfault on bogus pgsq2shp call

#2528, Fix memory leak in ST\_Split / lwline\_split\_by\_line

#2532, Add missing raster/geometry commutator operators

#2533, Remove duplicated signatures

#2552, Fix NULL raster handling in ST\_AsPNG, ST\_AsTIFF and ST\_AsJPEG

#2555, Fix parsing issue of range arguments of ST\_Reclass

#2589, Remove use of unnecessary void pointers

#2607, Cannot open more than 1024 out-db files in process

#2610, Ensure face splitting algorithm uses the edge index

#2619, Empty ring array in GeoJSON polygon causes crash

#2638, Geography distance on M geometries sometimes wrong

### A.43.2 Important Changes

##2514, Change raster license from GPL v3+ to v2+, allowing distribution of PostGIS Extension as GPLv2.

## A.44 Release 2.0.4

Release date: 2013/09/06

This is a bug fix release, addressing issues that have been filed since the 2.0.3 release. If you are using PostGIS 2.0+ a soft upgrade is required. For users of PostGIS 1.5 or below, a hard upgrade is required.

### A.44.1 Bug Fixes

#2110, Equality operator between EMPTY and point on origin

Allow adding points at precision distance with TopoGeo\_addPoint

#1968, Fix missing edge from toTopoGeom return

#2165, ST\_NumPoints regression failure with CircularString

- #2168, ST\_Distance is not always commutative
- #2186, gui progress bar updates too frequent
- #2201, ST\_GeoHash wrong on boundaries
- #2257, GBOX variables not initialized when testing with empty geometries
- #2271, Prevent parallel make of raster
- #2267, Server crash from analyze table
- #2277, potential segfault removed
- #2307, ST\_MakeValid outputs invalid geometries
- #2351, st\_distance between geographies wrong
- #2359, Incorrect handling of schema for overview constraints
- #2371, Support GEOS versions with more than 1 digit in micro
- #2372, Cannot parse space-padded KML coordinates
- Fix build with systemwide liblwgeom installed
- #2383, Fix unsafe use of \ in warning message
- #2410, Fix segmentize of collinear curve
- #2412, ST\_LineToCurve support for lines with less than 4 vertices
- #2415, ST\_Multi support for COMPOUNDCURVE and CURVEPOLYGON
- #2420, ST\_LineToCurve: require at least 8 edges to define a full circle
- #2423, ST\_LineToCurve: require all arc edges to form the same angle
- #2424, ST\_CurveToLine: add support for COMPOUNDCURVE in MULTICURVE
- #2427, Make sure to retain first point of curves on ST\_CurveToLine

#### A.44.2 Enhancements

- #2269, Avoid uselessly detoasting full geometries on ANALYZE

#### A.44.3 Known Issues

- #2111, Raster bands can only reference the first 256 bands of out-db rasters

### A.45 Release 2.0.3

Release date: 2013/03/01

This is a bug fix release, addressing issues that have been filed since the 2.0.2 release. If you are using PostGIS 2.0+ a soft upgrade is required. For users of PostGIS 1.5 or below, a hard upgrade is required.

### A.45.1 Bug Fixes

#2126, Better handling of empty rasters from ST\_ConvexHull()

#2134, Make sure to process SRS before passing it off to GDAL functions

Fix various memory leaks in liblwgeom

#2173, Fix robustness issue in splitting a line with own vertex also affecting topology building (#2172)

#2174, Fix usage of wrong function lwpoly\_free()

#2176, Fix robustness issue with ST\_ChangeEdgeGeom

#2184, Properly copy topologies with Z value

postgis\_restore.pl support for mixed case geometry column name in dumps

#2188, Fix function parameter value overflow that caused problems when copying data from a GDAL dataset

#2216, More memory errors in MultiPolygon GeoJSON parsing (with holes)

Fix Memory leak in GeoJSON parser

### A.45.2 Enhancements

#2141, More verbose output when constraints fail to be added to a raster column

Speedup ST\_ChangeEdgeGeom

## A.46 Release 2.0.2

Release date: 2012/12/03

This is a bug fix release, addressing issues that have been filed since the 2.0.1 release.

### A.46.1 Bug Fixes

#1287, Drop of "gist\_geometry\_ops" broke a few clients package of legacy\_gist.sql for these cases

#1391, Errors during upgrade from 1.5

#1828, Poor selectivity estimate on ST\_DWithin

#1838, error importing tiger/line data

#1869, ST\_AsBinary is not unique added to legacy\_minor/legacy.sql scripts

#1885, Missing field from tabblock table in tiger2010 census\_loader.sql

#1891, Use LDFFLAGS environment when building liblwgeom

#1900, Fix pgsq2shp for big-endian systems

#1932, Fix raster2pgsql for invalid syntax for setting index tablespace

#1936, ST\_GeomFromGML on CurvePolygon causes server crash

#1955, ST\_ModEdgeHeal and ST\_NewEdgeHeal for doubly connected edges

#1957, ST\_Distance to a one-point LineString returns NULL

#1976, Geography point-in-ring code overhauled for more reliability

#1978, wrong answer calculating length of closed circular arc (circle)

#1981, Remove unused but set variables as found with gcc 4.6+

- #1987, Restore 1.5.x behaviour of ST\_Simplify
  - #1989, Preprocess input geometry to just intersection with raster to be clipped
  - #1991, geocode really slow on PostgreSQL 9.2
  - #1996, support POINT EMPTY in GeoJSON output
  - #1998, Fix ST\_{Mod,New}EdgeHeal joining edges sharing both endpoints
  - #2001, ST\_CurveToLine has no effect if the geometry doesn't actually contain an arc
  - #2015, ST\_IsEmpty('POLYGON(EMPTY)') returns False
  - #2019, ST\_FlipCoordinates does not update bbox
  - #2025, Fix side location conflict at TopoGeo\_AddLineString
  - #2026, improve performance of distance calculations
  - #2033, Fix adding a splitting point into a 2.5d topology
  - #2051, Fix excess of precision in ST\_AsGeoJSON output
  - #2052, Fix buffer overflow in lwgeom\_to\_geojson
  - #2056, Fixed lack of SRID check of raster and geometry in ST\_SetValue()
  - #2057, Fixed linking issue for raster2psql to libpq
  - #2060, Fix "dimension" check violation by GetTopoGeomElementArray
  - #2072, Removed outdated checks preventing ST\_Intersects(raster) from working on out-db bands
  - #2077, Fixed incorrect answers from ST\_Hillshade(raster)
  - #2092, Namespace issue with ST\_GeomFromKML,ST\_GeomFromGML for libxml 2.8+
  - #2099, Fix double free on exception in ST\_OffsetCurve
  - #2100, ST\_AsRaster() may not return raster with specified pixel type
  - #2108, Ensure ST\_Line\_Interpolate\_Point always returns POINT
  - #2109, Ensure ST\_Centroid always returns POINT
  - #2117, Ensure ST\_PointOnSurface always returns POINT
  - #2129, Fix SRID in ST\_Homogenize output with collection input
  - #2130, Fix memory error in MultiPolygon GeoJson parsing
- Update URL of Maven jar

## A.46.2 Enhancements

- #1581, ST\_Clip(raster, ...) no longer imposes NODATA on a band if the corresponding band from the source raster did not have NODATA
- #1928, Accept array properties in GML input multi-geom input (Kashif Rasul and Shoaib Burq / SpacialDB)
- #2082, Add indices on start\_node and end\_node of topology edge tables
- #2087, Speedup topology.GetRingEdges using a recursive CTE

## A.47 Release 2.0.1

Release date: 2012/06/22

This is a bug fix release, addressing issues that have been filed since the 2.0.0 release.

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## A.47.1 Bug Fixes

- #1264, fix `st_dwithin(geog, geog, 0)`.
  - #1468 `shp2pgsql-gui` table column schema get shifted
  - #1694, fix building with clang. (vince)
  - #1708, improve restore of pre-PostGIS 2.0 backups.
  - #1714, more robust handling of high topology tolerance.
  - #1755, `ST_GeographyFromText` support for higher dimensions.
  - #1759, loading transformed shapefiles in raster enabled db.
  - #1761, handling of subdatasets in NetCDF, HDF4 and HDF5 in `raster2pgsql`.
  - #1763, `topology.toTopoGeom` use with custom `search_path`.
  - #1766, don't let `ST_RemEdge*` destroy peripheral `TopoGeometry` objects.
  - #1774, Clearer error on setting an edge geometry to an invalid one.
  - #1775, `ST_ChangeEdgeGeom` collision detection with 2-vertex target.
  - #1776, fix `ST_SymDifference(empty, geom)` to return `geom`.
  - #1779, install SQL comment files.
  - #1782, fix spatial reference string handling in raster.
  - #1789, fix false edge-node crossing report in `ValidateTopology`.
  - #1790, fix `toTopoGeom` handling of duplicated primitives.
  - #1791, fix `ST_Azimuth` with very close but distinct points.
  - #1797, fix `(ValidateTopology(xxx)).*` syntax calls.
  - #1805, put back the 900913 SRID entry.
  - #1813, Only show readable relations in metadata tables.
  - #1819, fix floating point issues with `ST_World2RasterCoord` and `ST_Raster2WorldCoord` variants.
  - #1820 compilation on 9.2beta1.
  - #1822, topology load on PostgreSQL 9.2beta1.
  - #1825, fix prepared geometry cache lookup
  - #1829, fix uninitialized read in GeoJSON parser
  - #1834, revise `postgis` extension to only backup user specified `spatial_ref_sys`
  - #1839, handling of subdatasets in GeoTIFF in `raster2pgsql`.
  - #1840, fix logic of when to compute # of tiles in `raster2pgsql`.
  - #1851, fix `spatial_ref_system` parameters for EPSG:3844
  - #1857, fix failure to detect endpoint mismatch in `ST_AddEdge*Face*`
  - #1865, data loss in `postgis_restore.pl` when data rows have leading dashes.
  - #1867, catch invalid topology name passed to `topogeo_add*`
  - #1872, fix `ST_ApproxSummarystats` to prevent division by zero
  - #1873, fix `ptarray_locate_point` to return interpolated Z/M values for on-the-line case
  - #1875, `ST_SummaryStats` returns NULL for all parameters except count when count is zero
  - #1881, `shp2pgsql-gui -- editing` a field sometimes triggers removing row
  - #1883, Geocoder install fails trying to run `create_census_base_tables()` (Brian Panulla)
-

## A.47.2 Enhancements

More detailed exception message from topology editing functions.

#1786, improved build dependencies

#1806, speedup of ST\_BuildArea, ST\_MakeValid and ST\_GetFaceGeometry.

#1812, Add lwgeom\_normalize in LIBLWGEOM for more stable testing.

## A.48 Release 2.0.0

Release date: 2012/04/03

This is a major release. A hard upgrade is required. Yes this means a full dump reload and some special preparations if you are using obsolete functions. Refer to Section 3.4.2 for details on upgrading. Refer to Section 15.12.11 for more details and changed/new functions.

### A.48.1 Testers - Our unsung heroes

We are most indebted to the numerous members in the PostGIS community who were brave enough to test out the new features in this release. No major release can be successful without these folk.

Below are those who have been most valiant, provided very detailed and thorough bug reports, and detailed analysis.

Andrea Peri - Lots of testing on topology, checking for correctness

Andreas Forø Tollefsen - raster testing

Chris English - topology stress testing loader functions

Salvatore Larosa - topology robustness testing

Brian Hamlin - Benchmarking (also experimental experimental branches before they are folded into core) , general testing of various

Mike Pease - Tiger geocoder testing - very detailed reports of issues

Tom van Tilburg - raster testing

### A.48.2 Important / Breaking Changes

#722, #302, Most deprecated functions removed (over 250 functions) (Regina Obe, Paul Ramsey)

Unknown SRID changed from -1 to 0. (Paul Ramsey)

-- (most deprecated in 1.2) removed non-ST variants buffer, length, intersects (and internal functions renamed) etc.

-- If you have been using deprecated functions CHANGE your apps or suffer the consequences. If you don't see a function documented -- it ain't supported or it is an internal function. Some constraints in older tables were built with deprecated functions. If you restore you may need to rebuild table constraints with populate\_geometry\_columns(). If you have applications or tools that rely on deprecated functions, please refer to [?qandaentry] for more details.

#944 geometry\_columns is now a view instead of a table (Paul Ramsey, Regina Obe) for tables created the old way reads (srid, type, dims) constraints for geometry columns created with type modifiers reads rom column definition

#1081, #1082, #1084, #1088 - Mangement functions support typmod geometry column creation functions now default to typmod creation (Regina Obe)

#1083 probe\_geometry\_columns(), rename\_geometry\_table\_constraints(), fix\_geometry\_columns(); removed - now obsolete with geometry\_column view (Regina Obe)

#817 Renaming old 3D functions to the convention ST\_3D (Nicklas Avén)

#548 (sorta), ST\_NumGeometries, ST\_GeometryN now returns 1 (or the geometry) instead of null for single geometries (Sandro Santilli, Maxime van Noppen)

### A.48.3 New Features

**KNN Gist index based centroid (<->) and box (<#>) distance operators (Paul Ramsey / funded by Vizzuality)**

Support for TIN and PolyHedralSurface and enhancement of many functions to support 3D (Olivier Courtin / Oslandia)

**Raster support integrated and documented** (Pierre Racine, Jorge Arévalo, Mateusz Loskot, Sandro Santilli, David Zwarg, Regina Obe, Bborie Park) (Company developer and funding: University Laval, Deimos Space, CadCorp, Michigan Tech Research Institute, Azavea, Paragon Corporation, UC Davis Center for Vectorborne Diseases)

Making spatial indexes 3D aware - in progress (Paul Ramsey, Mark Cave-Ayland)

Topology support improved (more functions), documented, testing (Sandro Santilli / Faunalia for RT-SIGTA), Andrea Peri, Regina Obe, Jose Carlos Martinez Llari

3D relationship and measurement support functions (Nicklas Avén)

ST\_3DDistance, ST\_3DClosestPoint, ST\_3DIntersects, ST\_3DShortestLine and more...

N-Dimensional spatial indexes (Paul Ramsey / OpenGeo)

ST\_Split (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_IsValidDetail (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_MakeValid (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_RemoveRepeatedPoints (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_GeometryN and ST\_NumGeometries support for non-collections (Sandro Santilli)

ST\_IsCollection (Sandro Santilli, Maxime van Noppen)

ST\_SharedPaths (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_Snap (Sandro Santilli)

ST\_RelateMatch (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_ConcaveHull (Regina Obe and Leo Hsu / Paragon Corporation)

ST\_UnaryUnion (Sandro Santilli / Faunalia for RT-SIGTA)

ST\_AsX3D (Regina Obe / Arrival 3D funding)

ST\_OffsetCurve (Sandro Santilli, Rafal Magda)

**ST\_GeomFromGeoJSON (Kashif Rasul, Paul Ramsey / Vizzuality funding)**

### A.48.4 Enhancements

Made shape file loader tolerant of truncated multibyte values found in some free worldwide shapefiles (Sandro Santilli)

Lots of bug fixes and enhancements to shp2pgsql Beefing up regression tests for loaders Reproject support for both geometry and geography during import (Jeff Adams / Azavea, Mark Cave-Ayland)

pgsql2shp conversion from predefined list (Loic Dachary / Mark Cave-Ayland)

Shp-pgsql GUI loader - support loading multiple files at a time. (Mark Leslie)

Extras - upgraded tiger\_geocoder from using old TIGER format to use new TIGER shp and file structure format (Stephen Frost)

Extras - revised tiger\_geocoder to work with TIGER census 2010 data, addition of reverse geocoder function, various bug fixes, accuracy enhancements, limit max result return, speed improvements, loading routines. (Regina Obe, Leo Hsu / Paragon Corporation / funding provided by Hunter Systems Group)

Overall Documentation proofreading and corrections. (Kasif Rasul)

Cleanup PostGIS JDBC classes, revise to use Maven build. (Maria Arias de Reyna, Sandro Santilli)



## A.48.5 Bug Fixes

#1335 ST\_AddPoint returns incorrect result on Linux (Even Rouault)

## A.48.6 Release specific credits

We thank [U.S Department of State Human Information Unit \(HIU\)](#) and [Vizzuality](#) for general monetary support to get PostGIS 2.0 out the door.

## A.49 Release 1.5.4

Release date: 2012/05/07

This is a bug fix release, addressing issues that have been filed since the 1.5.3 release.

### A.49.1 Bug Fixes

#547, ST\_Contains memory problems (Sandro Santilli)

#621, Problem finding intersections with geography (Paul Ramsey)

#627, PostGIS/PostgreSQL process die on invalid geometry (Paul Ramsey)

#810, Increase accuracy of area calculation (Paul Ramsey)

#852, improve spatial predicates robustness (Sandro Santilli, Nicklas Avén)

#877, ST\_Estimated\_Extent returns NULL on empty tables (Sandro Santilli)

#1028, ST\_AsSVG kills whole postgres server when fails (Paul Ramsey)

#1056, Fix boxes of arcs and circle stroking code (Paul Ramsey)

#1121, populate\_geometry\_columns using deprecated functions (Regin Obe, Paul Ramsey)

#1135, improve testsuite predictability (Andreas 'ads' Scherbaum)

#1146, images generator crashes (bronaugh)

#1170, North Pole intersection fails (Paul Ramsey)

#1179, ST\_AsText crash with bad value (kjurka)

#1184, honour DESTDIR in documentation Makefile (Bryce L Nordgren)

#1227, server crash on invalid GML

#1252, SRID appearing in WKT (Paul Ramsey)

#1264, st\_dwithin(g, g, 0) doesn't work (Paul Ramsey)

#1344, allow exporting tables with invalid geometries (Sandro Santilli)

#1389, wrong proj4text for SRID 31300 and 31370 (Paul Ramsey)

#1406, shp2pgsql crashes when loading into geography (Sandro Santilli)

#1595, fixed SRID redundancy in ST\_Line\_SubString (Sandro Santilli)

#1596, check SRID in UpdateGeometrySRID (Mike Toews, Sandro Santilli)

#1602, fix ST\_Polygonize to retain Z (Sandro Santilli)

#1697, fix crash with EMPTY entries in GiST index (Paul Ramsey)

#1772, fix ST\_Line\_Locate\_Point with collapsed input (Sandro Santilli)

#1799, Protect ST\_Segmentize from max\_length=0 (Sandro Santilli)

Alter parameter order in 900913 (Paul Ramsey)

Support builds with "gmake" (Greg Troxel)

## A.50 Release 1.5.3

Release date: 2011/06/25

This is a bug fix release, addressing issues that have been filed since the 1.5.2 release. If you are running PostGIS 1.3+, a soft upgrade is sufficient otherwise a hard upgrade is recommended.

### A.50.1 Bug Fixes

- #1056, produce correct bboxes for arc geometries, fixes index errors (Paul Ramsey)
- #1007, ST\_IsValid crash fix requires GEOS 3.3.0+ or 3.2.3+ (Sandro Santilli, reported by Birgit Laggner)
- #940, support for PostgreSQL 9.1 beta 1 (Regina Obe, Paul Ramsey, patch submitted by stl)
- #845, ST\_Intersects precision error (Sandro Santilli, Nicklas Avén) Reported by cdestigter
- #884, Unstable results with ST\_Within, ST\_Intersects (Chris Hodgson)
- #779, shp2pgsql -S option seems to fail on points (Jeff Adams)
- #666, ST\_DumpPoints is not null safe (Regina Obe)
- #631, Update NZ projections for grid transformation support (jpalmer)
- #630, Peculiar Null treatment in arrays in ST\_Collect (Chris Hodgson) Reported by David Bitner
- #624, Memory leak in ST\_GeogFromText (ryang, Paul Ramsey)
- #609, Bad source code in manual section 5.2 Java Clients (simoc, Regina Obe)
- #604, shp2pgsql usage touchups (Mike Toews, Paul Ramsey)
- #573 ST\_Union fails on a group of linestrings Not a PostGIS bug, fixed in GEOS 3.3.0
- #457 ST\_CollectionExtract returns non-requested type (Nicklas Avén, Paul Ramsey)
- #441 ST\_AsGeoJson Bbox on GeometryCollection error (Olivier Courtin)
- #411 Ability to backup invalid geometries (Sando Santilli) Reported by Regione Toscana
- #409 ST\_AsSVG - degraded (Olivier Courtin) Reported by Sdikiy
- #373 Documentation syntax error in hard upgrade (Paul Ramsey) Reported by psvensso

## A.51 Release 1.5.2

Release date: 2010/09/27

This is a bug fix release, addressing issues that have been filed since the 1.5.1 release. If you are running PostGIS 1.3+, a soft upgrade is sufficient otherwise a hard upgrade is recommended.

### A.51.1 Bug Fixes

Loader: fix handling of empty (0-verticed) geometries in shapefiles. (Sandro Santilli)

#536, Geography ST\_Intersects, ST\_Covers, ST\_CoveredBy and Geometry ST\_Equals not using spatial index (Regina Obe, Nicklas Aven)

#573, Improvement to ST\_Contains geography (Paul Ramsey)

Loader: Add support for command-q shutdown in Mac GTK build (Paul Ramsey)

#393, Loader: Add temporary patch for large DBF files (Maxime Guillaud, Paul Ramsey)

- #507, Fix wrong OGC URN in GeoJSON and GML output (Olivier Courtin)
- spatial\_ref\_sys.sql Add datum conversion for projection SRID 3021 (Paul Ramsey)
- Geography - remove crash for case when all geographies are out of the estimate (Paul Ramsey)
- #469, Fix for array\_aggregation error (Greg Stark, Paul Ramsey)
- #532, Temporary geography tables showing up in other user sessions (Paul Ramsey)
- #562, ST\_Dwithin errors for large geographies (Paul Ramsey)
- #513, shape loading GUI tries to make spatial index when loading DBF only mode (Paul Ramsey)
- #527, shape loading GUI should always append log messages (Mark Cave-Ayland)
- #504, shp2pgsql should rename xmin/xmax fields (Sandro Santilli)
- #458, postgis\_comments being installed in contrib instead of version folder (Mark Cave-Ayland)
- #474, Analyzing a table with geography column crashes server (Paul Ramsey)
- #581, LWGEOM-expand produces inconsistent results (Mark Cave-Ayland)
- #513, Add dbf filter to shp2pgsql-gui and allow uploading dbf only (Paul Ramsey)
- Fix further build issues against PostgreSQL 9.0 (Mark Cave-Ayland)
- #572, Password whitespace for Shape File (Mark Cave-Ayland)
- #603, shp2pgsql: "-w" produces invalid WKT for MULTI\* objects. (Mark Cave-Ayland)

## A.52 Release 1.5.1

Release date: 2010/03/11

This is a bug fix release, addressing issues that have been filed since the 1.4.1 release. If you are running PostGIS 1.3+, a soft upgrade is sufficient otherwise a hard upgrade is recommended.

### A.52.1 Bug Fixes

- #410, update embedded bbox when applying ST\_SetPoint, ST\_AddPoint ST\_RemovePoint to a linestring (Paul Ramsey)
  - #411, allow dumping tables with invalid geometries (Sandro Santilli, for Regione Toscana-SIGTA)
  - #414, include geography\_columns view when running upgrade scripts (Paul Ramsey)
  - #419, allow support for multilinestring in ST\_Line\_Substring (Paul Ramsey, for Lidwala Consulting Engineers)
  - #421, fix computed string length in ST\_AsGML() (Olivier Courtin)
  - #441, fix GML generation with heterogeneous collections (Olivier Courtin)
  - #443, incorrect coordinate reversal in GML 3 generation (Olivier Courtin)
  - #450, #451, wrong area calculation for geography features that cross the date line (Paul Ramsey)
- Ensure support for upcoming 9.0 PgSQL release (Paul Ramsey)

## A.53 Release 1.5.0

Release date: 2010/02/04

This release provides support for geographic coordinates (lat/lon) via a new GEOGRAPHY type. Also performance enhancements, new input format support (GML,KML) and general upkeep.

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### A.53.1 API Stability

The public API of PostGIS will not change during minor (0.0.X) releases.

The definition of the `=~` operator has changed from an exact geometric equality check to a bounding box equality check.

### A.53.2 Compatibility

GEOS, Proj4, and LibXML2 are now mandatory dependencies

The library versions below are the minimum requirements for PostGIS 1.5

PostgreSQL 8.3 and higher on all platforms

GEOS 3.1 and higher only (GEOS 3.2+ to take advantage of all features)

LibXML2 2.5+ related to new `ST_GeomFromGML/KML` functionality

Proj4 4.5 and higher only

### A.53.3 New Features

Section [15.12.13](#)

Added Hausdorff distance calculations ([#209](#)) (Vincent Picavet)

Added parameters argument to `ST_Buffer` operation to support one-sided buffering and other buffering styles (Sandro Santilli)

Addition of other Distance related visualization and analysis functions (Nicklas Aven)

- `ST_ClosestPoint`
- `ST_DFullyWithin`
- `ST_LongestLine`
- `ST_MaxDistance`
- `ST_ShortestLine`

`ST_DumpPoints` (Maxime van Noppen)

KML, GML input via `ST_GeomFromGML` and `ST_GeomFromKML` (Olivier Courtin)

Extract homogeneous collection with `ST_CollectionExtract` (Paul Ramsey)

Add measure values to an existing linestring with `ST_AddMeasure` (Paul Ramsey)

History table implementation in utils (George Silva)

Geography type and supporting functions

- Spherical algorithms (Dave Skea)
  - Object/index implementation (Paul Ramsey)
  - Selectivity implementation (Mark Cave-Ayland)
  - Serializations to KML, GML and JSON (Olivier Courtin)
  - `ST_Area`, `ST_Distance`, `ST_DWithin`, `ST_GeogFromText`, `ST_GeogFromWKB`, `ST_Intersects`, `ST_Covers`, `ST_Buffer` (Paul Ramsey)
-

### A.53.4 Enhancements

Performance improvements to ST\_Distance (Nicklas Aven)  
Documentation updates and improvements (Regina Obe, Kevin Neufeld)  
Testing and quality control (Regina Obe)  
PostGIS 1.5 support PostgreSQL 8.5 trunk (Guillaume Lelarge)  
Win32 support and improvement of core shp2pgsql-gui (Mark Cave-Ayland)  
In place 'make check' support (Paul Ramsey)

### A.53.5 Bug fixes

<http://trac.osgeo.org/postgis/query?status=closed&milestone=PostGIS+1.5.0&order=priority>

## A.54 Release 1.4.0

Release date: 2009/07/24

This release provides performance enhancements, improved internal structures and testing, new features, and upgraded documentation. If you are running PostGIS 1.1+, a soft upgrade is sufficient otherwise a hard upgrade is recommended.

### A.54.1 API Stability

As of the 1.4 release series, the public API of PostGIS will not change during minor releases.

### A.54.2 Compatibility

The versions below are the \*minimum\* requirements for PostGIS 1.4

PostgreSQL 8.2 and higher on all platforms

GEOS 3.0 and higher only

PROJ4 4.5 and higher only

### A.54.3 New Features

ST\_Union() uses high-speed cascaded union when compiled against GEOS 3.1+ (Paul Ramsey)

ST\_ContainsProperly() requires GEOS 3.1+

ST\_Intersects(), ST\_Contains(), ST\_Within() use high-speed cached prepared geometry against GEOS 3.1+ (Paul Ramsey / funded by Zonar Systems)

Vastly improved documentation and reference manual (Regina Obe & Kevin Neufeld)

Figures and diagram examples in the reference manual (Kevin Neufeld)

ST\_IsValidReason() returns readable explanations for validity failures (Paul Ramsey)

ST\_GeoHash() returns a geohash.org signature for geometries (Paul Ramsey)

GTK+ multi-platform GUI for shape file loading (Paul Ramsey)

ST\_LineCrossingDirection() returns crossing directions (Paul Ramsey)

ST\_LocateBetweenElevations() returns sub-string based on Z-ordinate. (Paul Ramsey)

Geometry parser returns explicit error message about location of syntax errors (Mark Cave-Ayland)

ST\_AsGeoJSON() return JSON formatted geometry (Olivier Courtin)

Populate\_Geometry\_Columns() -- automatically add records to geometry\_columns for TABLES and VIEWS (Kevin Neufeld)

ST\_MinimumBoundingCircle() -- returns the smallest circle polygon that can encompass a geometry (Bruce Rindahl)

#### A.54.4 Enhancements

Core geometry system moved into independent library, liblwgeom. (Mark Cave-Ayland)

New build system uses PostgreSQL "pgxs" build bootstrapper. (Mark Cave-Ayland)

Debugging framework formalized and simplified. (Mark Cave-Ayland)

All build-time #defines generated at configure time and placed in headers for easier cross-platform support (Mark Cave-Ayland)

Logging framework formalized and simplified (Mark Cave-Ayland)

Expanded and more stable support for CIRCULARSTRING, COMPOUNDCURVE and CURVEPOLYGON, better parsing, wider support in functions (Mark Leslie & Mark Cave-Ayland)

Improved support for OpenSolaris builds (Paul Ramsey)

Improved support for MSVC builds (Mateusz Loskot)

Updated KML support (Olivier Courtin)

Unit testing framework for liblwgeom (Paul Ramsey)

New testing framework to comprehensively exercise every PostGIS function (Regine Obe)

Performance improvements to all geometry aggregate functions (Paul Ramsey)

Support for the upcoming PostgreSQL 8.4 (Mark Cave-Ayland, Talha Bin Rizwan)

Shp2pgsql and pgsq2shp re-worked to depend on the common parsing/unparsing code in liblwgeom (Mark Cave-Ayland)

Use of PDF DbLatex to build PDF docs and preliminary instructions for build (Jean David Techer)

Automated User documentation build (PDF and HTML) and Developer Doxygen Documentation (Kevin Neufeld)

Automated build of document images using ImageMagick from WKT geometry text files (Kevin Neufeld)

More attractive CSS for HTML documentation (Dane Springmeyer)

#### A.54.5 Bug fixes

<http://trac.osgeo.org/postgis/query?status=closed&milestone=PostGIS+1.4.0&order=priority>

### A.55 Release 1.3.6

Release date: 2009/05/04

If you are running PostGIS 1.1+, a soft upgrade is sufficient otherwise a hard upgrade is recommended. This release adds support for PostgreSQL 8.4, exporting prj files from the database with shape data, some crash fixes for shp2pgsql, and several small bug fixes in the handling of "curve" types, logical error importing dbf only files, improved error handling of AddGeometryColumns.

### A.56 Release 1.3.5

Release date: 2008/12/15

If you are running PostGIS 1.1+, a soft upgrade is sufficient otherwise a hard upgrade is recommended. This release is a bug fix release to address a failure in ST\_Force\_Collection and related functions that critically affects using MapServer with LINE layers.

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## A.57 Release 1.3.4

Release date: 2008/11/24

This release adds support for GeoJSON output, building with PostgreSQL 8.4, improves documentation quality and output aesthetics, adds function-level SQL documentation, and improves performance for some spatial predicates (point-in-polygon tests).

Bug fixes include removal of crashers in handling circular strings for many functions, some memory leaks removed, a linear referencing failure for measures on vertices, and more. See the NEWS file for details.

## A.58 Release 1.3.3

Release date: 2008/04/12

This release fixes bugs shp2pgsql, adds enhancements to SVG and KML support, adds a ST\_SimplifyPreserveTopology function, makes the build more sensitive to GEOS versions, and fixes a handful of severe but rare failure cases.

## A.59 Release 1.3.2

Release date: 2007/12/01

This release fixes bugs in ST\_EndPoint() and ST\_Envelope, improves support for JDBC building and OS/X, and adds better support for GML output with ST\_AsGML(), including GML3 output.

## A.60 Release 1.3.1

Release date: 2007/08/13

This release fixes some oversights in the previous release around version numbering, documentation, and tagging.

## A.61 Release 1.3.0

Release date: 2007/08/09

This release provides performance enhancements to the relational functions, adds new relational functions and begins the migration of our function names to the SQL-MM convention, using the spatial type (SP) prefix.

### A.61.1 Added Functionality

JDBC: Added Hibernate Dialect (thanks to Norman Barker)

Added ST\_Covers and ST\_CoveredBy relational functions. Description and justification of these functions can be found at <http://lin-ear-th-inking.blogspot.com/2007/06/subtleties-of-ogc-covers-spatial.html>

Added ST\_DWithin relational function.

### A.61.2 Performance Enhancements

Added cached and indexed point-in-polygon short-circuits for the functions ST\_Contains, ST\_Intersects, ST\_Within and ST\_Disjoint

Added inline index support for relational functions (except ST\_Disjoint)

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### A.61.3 Other Changes

Extended curved geometry support into the geometry accessor and some processing functions

Began migration of functions to the SQL-MM naming convention; using a spatial type (ST) prefix.

Added initial support for PostgreSQL 8.3

## A.62 Release 1.2.1

Release date: 2007/01/11

This release provides bug fixes in PostgreSQL 8.2 support and some small performance enhancements.

### A.62.1 Changes

Fixed point-in-polygon shortcut bug in `Within()`.

Fixed PostgreSQL 8.2 NULL handling for indexes.

Updated RPM spec files.

Added short-circuit for `Transform()` in no-op case.

JDBC: Fixed JTS handling for multi-dimensional geometries (thanks to Thomas Marti for hint and partial patch). Additionally, now JavaDoc is compiled and packaged. Fixed classpath problems with GCJ. Fixed pgjdbc 8.2 compatibility, losing support for jdk 1.3 and older.

## A.63 Release 1.2.0

Release date: 2006/12/08

This release provides type definitions along with serialization/deserialization capabilities for SQL-MM defined curved geometries, as well as performance enhancements.

### A.63.1 Changes

Added curved geometry type support for serialization/deserialization

Added point-in-polygon shortcircuit to the `Contains` and `Within` functions to improve performance for these cases.

## A.64 Release 1.1.6

Release date: 2006/11/02

This is a bugfix release, in particular fixing a critical error with GEOS interface in 64bit systems. Includes an updated of the SRS parameters and an improvement in reprojections (take Z in consideration). Upgrade is *encouraged*.

### A.64.1 Upgrading

If you are upgrading from release 1.0.3 or later follow the **soft upgrade** procedure.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the **upgrade section** of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an **hard upgrade**.

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### A.64.2 Bug fixes

fixed CAPI change that broke 64-bit platforms

loader/dumper: fixed regression tests and usage output

Fixed setSRID() bug in JDBC, thanks to Thomas Marti

### A.64.3 Other changes

use Z ordinate in reprojections

spatial\_ref\_sys.sql updated to EPSG 6.11.1

Simplified Version.config infrastructure to use a single pack of version variables for everything.

Include the Version.config in loader/dumper USAGE messages

Replace hand-made, fragile JDBC version parser with Properties

## A.65 Release 1.1.5

Release date: 2006/10/13

This is an bugfix release, including a critical segfault on win32. Upgrade is *encouraged*.

### A.65.1 Upgrading

If you are upgrading from release 1.0.3 or later follow the [soft upgrade](#) procedure.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the [upgrade section](#) of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an [hard upgrade](#).

### A.65.2 Bug fixes

Fixed MingW link error that was causing pgsq2shp to segfault on Win32 when compiled for PostgreSQL 8.2

fixed nullpointer Exception in Geometry.equals() method in Java

Added EJB3Spatial.odt to fulfill the GPL requirement of distributing the "preferred form of modification"

Removed obsolete synchronization from JDBC Jts code.

Updated heavily outdated README files for shp2pgsql/pgsq2shp by merging them with the manpages.

Fixed version tag in jdbc code that still said "1.1.3" in the "1.1.4" release.

### A.65.3 New Features

Added -S option for non-multi geometries to shp2pgsql

## A.66 Release 1.1.4

Release date: 2006/09/27

This is an bugfix release including some improvements in the Java interface. Upgrade is *encouraged*.

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### A.66.1 Upgrading

If you are upgrading from release 1.0.3 or later follow the [soft upgrade](#) procedure.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the [upgrade section](#) of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an [hard upgrade](#).

### A.66.2 Bug fixes

Fixed support for PostgreSQL 8.2

Fixed bug in collect() function discarding SRID of input

Added SRID match check in MakeBox2d and MakeBox3d

Fixed regress tests to pass with GEOS-3.0.0

Improved pgsq2shp run concurrency.

### A.66.3 Java changes

reworked JTS support to reflect new upstream JTS developers' attitude to SRID handling. Simplifies code and drops build depend on GNU trove.

Added EJB2 support generously donated by the "Geodetix s.r.l. Company"

Added EJB3 tutorial / examples donated by Norman Barker <nbarker@ittvis.com>

Reorganized java directory layout a little.

## A.67 Release 1.1.3

Release date: 2006/06/30

This is an bugfix release including also some new functionalities (most notably long transaction support) and portability enhancements. Upgrade is *encouraged*.

### A.67.1 Upgrading

If you are upgrading from release 1.0.3 or later follow the [soft upgrade](#) procedure.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the [upgrade section](#) of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an [hard upgrade](#).

### A.67.2 Bug fixes / correctness

BUGFIX in distance(poly,poly) giving wrong results.

BUGFIX in pgsq2shp successful return code.

BUGFIX in shp2pgsql handling of MultiLine WKT.

BUGFIX in affine() failing to update bounding box.

WKT parser: forbidden construction of multigeometries with EMPTY elements (still supported for GEOMETRYCOLLECTION).

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### A.67.3 New functionalities

NEW Long Transactions support.

NEW DumpRings() function.

NEW AsHEXEWKB(geom, XDRINDR) function.

### A.67.4 JDBC changes

Improved regression tests: MultiPoint and scientific ordinates

Fixed some minor bugs in jdbc code

Added proper accessor functions for all fields in preparation of making those fields private later

### A.67.5 Other changes

NEW regress test support for loader/dumper.

Added --with-proj-libdir and --with-geos-libdir configure switches.

Support for build Tru64 build.

Use Jade for generating documentation.

Don't link postgres to more libs than required.

Initial support for PostgreSQL 8.2.

## A.68 Release 1.1.2

Release date: 2006/03/30

This is a bugfix release including some new functions and portability enhancements. Upgrade is *encouraged*.

### A.68.1 Upgrading

If you are upgrading from release 1.0.3 or later follow the **soft upgrade** procedure.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the **upgrade section** of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an **hard upgrade**.

### A.68.2 Bug fixes

BUGFIX in SnapToGrid() computation of output bounding box

BUGFIX in EnforceRHR()

jdbc2 SRID handling fixes in JTS code

Fixed support for 64bit archs

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### A.68.3 New functionalities

Regress tests can now be run *before* postgis installation

New affine() matrix transformation functions

New rotate{,X,Y,Z}() function

Old translating and scaling functions now use affine() internally

Embedded access control in estimated\_extent() for builds against postgresql >= 8.0.0

### A.68.4 Other changes

More portable ./configure script

Changed ./run\_test script to have more sane default behaviour

## A.69 Release 1.1.1

Release date: 2006/01/23

This is an important Bugfix release, upgrade is *highly recommended*. Previous version contained a bug in postgis\_restore.pl preventing **hard upgrade** procedure to complete and a bug in GEOS-2.2+ connector preventing GeometryCollection objects to be used in topological operations.

### A.69.1 Upgrading

If you are upgrading from release 1.0.3 or later follow the **soft upgrade** procedure.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the **upgrade section** of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an **hard upgrade**.

### A.69.2 Bug fixes

Fixed a premature exit in postgis\_restore.pl

BUGFIX in geometrycollection handling of GEOS-CAPI connector

Solaris 2.7 and MingW support improvements

BUGFIX in line\_locate\_point()

Fixed handling of postgresql paths

BUGFIX in line\_substring()

Added support for localized cluster in regress tester

### A.69.3 New functionalities

New Z and M interpolation in line\_substring()

New Z and M interpolation in line\_interpolate\_point()

added NumInteriorRing() alias due to OpenGIS ambiguity

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## A.70 Release 1.1.0

Release date: 2005/12/21

This is a Minor release, containing many improvements and new things. Most notably: build procedure greatly simplified; transform() performance drastically improved; more stable GEOS connectivity (CAPI support); lots of new functions; draft topology support.

It is *highly recommended* that you upgrade to GEOS-2.2.x before installing PostGIS, this will ensure future GEOS upgrades won't require a rebuild of the PostGIS library.

### A.70.1 Credits

This release includes code from Mark Cave Ayland for caching of proj4 objects. Markus Schaber added many improvements in his JDBC2 code. Alex Bodnaru helped with PostgreSQL source dependency relief and provided Debian specfiles. Michael Fuhr tested new things on Solaris arch. David Techer and Gerald Fenoy helped testing GEOS C-API connector. Hartmut Tschauner provided code for the azimuth() function. Devrim GUNDUZ provided RPM specfiles. Carl Anderson helped with the new area building functions. See the [credits](#) section for more names.

### A.70.2 Upgrading

If you are upgrading from release 1.0.3 or later you *DO NOT* need a dump/reload. Simply sourcing the new lwpostgis\_upgrade.sql script in all your existing databases will work. See the [soft upgrade](#) chapter for more information.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the [upgrade section](#) of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an [hard upgrade](#).

### A.70.3 New functions

scale() and transscale() companion methods to translate()

line\_substring()

line\_locate\_point()

M(point)

LineMerge(geometry)

shift\_longitude(geometry)

azimuth(geometry)

locate\_along\_measure(geometry, float8)

locate\_between\_measures(geometry, float8, float8)

SnapToGrid by point offset (up to 4d support)

BuildArea(any\_geometry)

OGC BdPolyFromText(linestring\_wkt, srid)

OGC BdMPolyFromText(linestring\_wkt, srid)

RemovePoint(linestring, offset)

ReplacePoint(linestring, offset, point)

#### **A.70.4 Bug fixes**

Fixed memory leak in polygonize()

Fixed bug in lwgeom\_as\_anytype cast functions

Fixed USE\_GEOS, USE\_PROJ and USE\_STATS elements of postgis\_version() output to always reflect library state.

#### **A.70.5 Function semantic changes**

SnapToGrid doesn't discard higher dimensions

Changed Z() function to return NULL if requested dimension is not available

#### **A.70.6 Performance improvements**

Much faster transform() function, caching proj4 objects

Removed automatic call to fix\_geometry\_columns() in AddGeometryColumns() and update\_geometry\_stats()

#### **A.70.7 JDBC2 works**

Makefile improvements

JTS support improvements

Improved regression test system

Basic consistency check method for geometry collections

Support for (Hex)(E)wkb

Autoprobing DriverWrapper for HexWKB / EWKT switching

fix compile problems in ValueSetter for ancient jdk releases.

fix EWKT constructors to accept SRID=4711; representation

added preliminary read-only support for java2d geometries

#### **A.70.8 Other new things**

Full autoconf-based configuration, with PostgreSQL source dependency relief

GEOS C-API support (2.2.0 and higher)

Initial support for topology modelling

Debian and RPM specfiles

New lwpostgis\_upgrade.sql script

#### **A.70.9 Other changes**

JTS support improvements

Stricter mapping between DBF and SQL integer and string attributes

Wider and cleaner regression test suite

old jdbc code removed from release

obsoleted direct use of postgis\_proc\_upgrade.pl

scripts version unified with release version

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## A.71 Release 1.0.6

Release date: 2005/12/06

Contains a few bug fixes and improvements.

### A.71.1 Upgrading

If you are upgrading from release 1.0.3 or later you *DO NOT* need a dump/reload.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the [upgrade section](#) of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an [hard upgrade](#).

### A.71.2 Bug fixes

Fixed palloc(0) call in collection deserializer (only gives problem with --enable-cassert)

Fixed bbox cache handling bugs

Fixed geom\_accum(NULL, NULL) segfault

Fixed segfault in addPoint()

Fixed short-allocation in lwcollection\_clone()

Fixed bug in segmentize()

Fixed bbox computation of SnapToGrid output

### A.71.3 Improvements

Initial support for postgresql 8.2

Added missing SRID mismatch checks in GEOS ops

## A.72 Release 1.0.5

Release date: 2005/11/25

Contains memory-alignment fixes in the library, a segfault fix in loader's handling of UTF8 attributes and a few improvements and cleanups.



#### Note

Return code of shp2pgsql changed from previous releases to conform to unix standards (return 0 on success).

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### A.72.1 Upgrading

If you are upgrading from release 1.0.3 or later you *DO NOT* need a dump/reload.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the [upgrade section](#) of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an [hard upgrade](#).

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### A.72.2 Library changes

Fixed memory alignment problems

Fixed computation of null values fraction in analyzer

Fixed a small bug in the `getPoint4d_p()` low-level function

Speedup of serializer functions

Fixed a bug in `force_3dm()`, `force_3dz()` and `force_4d()`

### A.72.3 Loader changes

Fixed return code of `shp2pgsql`

Fixed back-compatibility issue in loader (load of null shapefiles)

Fixed handling of trailing dots in dbf numerical attributes

Segfault fix in `shp2pgsql` (utf8 encoding)

### A.72.4 Other changes

Schema aware `postgis_proc_upgrade.pl`, support for `pgsql 7.2+`

New "Reporting Bugs" chapter in manual

## A.73 Release 1.0.4

Release date: 2005/09/09

Contains important bug fixes and a few improvements. In particular, it fixes a memory leak preventing successful build of GiST indexes for large spatial tables.

### A.73.1 Upgrading

If you are upgrading from release 1.0.3 you *DO NOT* need a dump/reload.

If you are upgrading from a release *between 1.0.0RC6 and 1.0.2* (inclusive) and really want a live upgrade read the [upgrade section](#) of the 1.0.3 release notes chapter.

Upgrade from any release prior to 1.0.0RC6 requires an [hard upgrade](#).

### A.73.2 Bug fixes

Memory leak plugged in GiST indexing

Segfault fix in `transform()` handling of proj4 errors

Fixed some proj4 texts in `spatial_ref_sys` (missing `+proj`)

Loader: fixed string functions usage, reworked NULL objects check, fixed segfault on MULTILINESTRING input.

Fixed bug in `MakeLine` dimension handling

Fixed bug in `translate()` corrupting output bounding box

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### A.73.3 Improvements

Documentation improvements  
More robust selectivity estimator  
Minor speedup in distance()  
Minor cleanups  
GiST indexing cleanup  
Looser syntax acceptance in box3d parser

## A.74 Release 1.0.3

Release date: 2005/08/08

Contains some bug fixes - *including a severe one affecting correctness of stored geometries* - and a few improvements.

### A.74.1 Upgrading

Due to a bug in a bounding box computation routine, the upgrade procedure requires special attention, as bounding boxes cached in the database could be incorrect.

An **hard upgrade** procedure (dump/reload) will force recomputation of all bounding boxes (not included in dumps). This is *required* if upgrading from releases prior to 1.0.0RC6.

If you are upgrading from versions 1.0.0RC6 or up, this release includes a perl script (utils/rebuild\_bbox\_caches.pl) to force recomputation of geometries' bounding boxes and invoke all operations required to propagate eventual changes in them (geometry statistics update, reindexing). Invoke the script after a make install (run with no args for syntax help). Optionally run utils/postgis\_proc\_upgrade.pl to refresh postgis procedures and functions signatures (see **Soft upgrade**).

### A.74.2 Bug fixes

Severe bugfix in lwgeom's 2d bounding box computation  
Bugfix in WKT (-w) POINT handling in loader  
Bugfix in dumper on 64bit machines  
Bugfix in dumper handling of user-defined queries  
Bugfix in create\_undef.pl script

### A.74.3 Improvements

Small performance improvement in canonical input function  
Minor cleanups in loader  
Support for multibyte field names in loader  
Improvement in the postgis\_restore.pl script  
New rebuild\_bbox\_caches.pl util script

## A.75 Release 1.0.2

Release date: 2005/07/04

Contains a few bug fixes and improvements.

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### A.75.1 Upgrading

If you are upgrading from release 1.0.0RC6 or up you *DO NOT* need a dump/reload.

Upgrading from older releases requires a dump/reload. See the [upgrading](#) chapter for more informations.

### A.75.2 Bug fixes

Fault tolerant btree ops

Memory leak plugged in pg\_error

Rtree index fix

Cleaner build scripts (avoided mix of CFLAGS and CXXFLAGS)

### A.75.3 Improvements

New index creation capabilities in loader (-I switch)

Initial support for postgresql 8.1dev

## A.76 Release 1.0.1

Release date: 2005/05/24

Contains a few bug fixes and some improvements.

### A.76.1 Upgrading

If you are upgrading from release 1.0.0RC6 or up you *DO NOT* need a dump/reload.

Upgrading from older releases requires a dump/reload. See the [upgrading](#) chapter for more informations.

### A.76.2 Library changes

BUGFIX in 3d computation of length\_spheroid()

BUGFIX in join selectivity estimator

### A.76.3 Other changes/additions

BUGFIX in shp2pgsql escape functions

better support for concurrent postgis in multiple schemas

documentation fixes

jdbc2: compile with "-target 1.2 -source 1.2" by default

NEW -k switch for postgresql2shp

NEW support for custom createdb options in postgis\_restore.pl

BUGFIX in postgresql2shp attribute names unicity enforcement

BUGFIX in Paris projections definitions

postgis\_restore.pl cleanups

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## A.77 Release 1.0.0

Release date: 2005/04/19

Final 1.0.0 release. Contains a few bug fixes, some improvements in the loader (most notably support for older postgis versions), and more docs.

### A.77.1 Upgrading

If you are upgrading from release 1.0.0RC6 you *DO NOT* need a dump/reload.

Upgrading from any other precedent release requires a dump/reload. See the [upgrading](#) chapter for more informations.

### A.77.2 Library changes

BUGFIX in transform() releasing random memory address

BUGFIX in force\_3dm() allocating less memory then required

BUGFIX in join selectivity estimator (defaults, leaks, tuplecount, sd)

### A.77.3 Other changes/additions

BUGFIX in shp2pgsql escape of values starting with tab or single-quote

NEW manual pages for loader/dumper

NEW shp2pgsql support for old (HWGEOM) postgis versions

NEW -p (prepare) flag for shp2pgsql

NEW manual chapter about OGC compliancy enforcement

NEW autoconf support for JTS lib

BUGFIX in estimator testers (support for LWGEOM and schema parsing)

## A.78 Release 1.0.0RC6

Release date: 2005/03/30

Sixth release candidate for 1.0.0. Contains a few bug fixes and cleanups.

### A.78.1 Upgrading

You need a dump/reload to upgrade from precedent releases. See the [upgrading](#) chapter for more informations.

### A.78.2 Library changes

BUGFIX in multi()

early return [when noop] from multi()

### A.78.3 Scripts changes

dropped {x,y}{min,max}(box2d) functions

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### A.78.4 Other changes

BUGFIX in postgis\_restore.pl scrip

BUGFIX in dumper's 64bit support

## A.79 Release 1.0.0RC5

Release date: 2005/03/25

Fifth release candidate for 1.0.0. Contains a few bug fixes and a improvements.

### A.79.1 Upgrading

If you are upgrading from release 1.0.0RC4 you *DO NOT* need a dump/reload.

Upgrading from any other precedent release requires a dump/reload. See the [upgrading](#) chapter for more informations.

### A.79.2 Library changes

BUGFIX (segfaulting) in box3d computation (yes, another!).

BUGFIX (segfaulting) in estimated\_extent().

### A.79.3 Other changes

Small build scripts and utilities refinements.

Additional performance tips documented.

## A.80 Release 1.0.0RC4

Release date: 2005/03/18

Fourth release candidate for 1.0.0. Contains bug fixes and a few improvements.

### A.80.1 Upgrading

You need a dump/reload to upgrade from precedent releases. See the [upgrading](#) chapter for more informations.

### A.80.2 Library changes

BUGFIX (segfaulting) in geom\_accum().

BUGFIX in 64bit architectures support.

BUGFIX in box3d computation function with collections.

NEW subselects support in selectivity estimator.

Early return from force\_collection.

Consistency check fix in SnapToGrid().

Box2d output changed back to 15 significant digits.

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### A.80.3 Scripts changes

NEW distance\_sphere() function.

Changed get\_proj4\_from\_srid implementation to use PL/PGSQL instead of SQL.

### A.80.4 Other changes

BUGFIX in loader and dumper handling of MultiLine shapes

BUGFIX in loader, skipping all but first hole of polygons.

jdbc2: code cleanups, Makefile improvements

FLEX and YACC variables set `*after*` `pgsql` `Makefile.global` is included and only if the `pgsql` `*stripped*` version evaluates to the empty string

Added already generated parser in release

Build scripts refinements

improved version handling, central `Version.config`

improvements in `postgis_restore.pl`

## A.81 Release 1.0.0RC3

Release date: 2005/02/24

Third release candidate for 1.0.0. Contains many bug fixes and improvements.

### A.81.1 Upgrading

You need a dump/reload to upgrade from precedent releases. See the [upgrading](#) chapter for more informations.

### A.81.2 Library changes

BUGFIX in transform(): missing SRID, better error handling.

BUGFIX in memory alignment handling

BUGFIX in force\_collection() causing mapserver connector failures on simple (single) geometry types.

BUGFIX in GeometryFromText() missing to add a bbox cache.

reduced precision of box2d output.

prefixed DEBUG macros with PGIS\_ to avoid clash with `pgsql` one

plugged a leak in GEOS2POSTGIS converter

Reduced memory usage by early releasing query-context pallocated one.

### A.81.3 Scripts changes

BUGFIX in 72 index bindings.

BUGFIX in probe\_geometry\_columns() to work with PG72 and support multiple geometry columns in a single table

NEW `bool::text` cast

Some functions made IMMUTABLE from STABLE, for performance improvement.

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### A.81.4 JDBC changes

jdbc2: small patches, box2d/3d tests, revised docs and license.  
jdbc2: bug fix and testcase in for pgjdbc 8.0 type autoregistration  
jdbc2: Removed use of jdk1.4 only features to enable build with older jdk releases.  
jdbc2: Added support for building against pg72jdbc2.jar  
jdbc2: updated and cleaned makefile  
jdbc2: added BETA support for jts geometry classes  
jdbc2: Skip known-to-fail tests against older PostGIS servers.  
jdbc2: Fixed handling of measured geometries in EWKT.

### A.81.5 Other changes

new performance tips chapter in manual  
documentation updates: pgsq172 requirement, lwpostgis.sql  
few changes in autoconf  
BUILDDATE extraction made more portable  
fixed spatial\_ref\_sys.sql to avoid vacuuming the whole database.  
spatial\_ref\_sys: changed Paris entries to match the ones distributed with 0.x.

## A.82 Release 1.0.0RC2

Release date: 2005/01/26  
Second release candidate for 1.0.0 containing bug fixes and a few improvements.

### A.82.1 Upgrading

You need a dump/reload to upgrade from precedent releases. See the [upgrading](#) chapter for more informations.

### A.82.2 Library changes

BUGFIX in pointarray box3d computation  
BUGFIX in distance\_spheroid definition  
BUGFIX in transform() missing to update bbox cache  
NEW jdbc driver (jdbc2)  
GEOMETRYCOLLECTION(EMPTY) syntax support for backward compatibility  
Faster binary outputs  
Stricter OGC WKB/WKT constructors

### A.82.3 Scripts changes

More correct STABLE, IMMUTABLE, STRICT uses in lwpostgis.sql  
stricter OGC WKB/WKT constructors

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### A.82.4 Other changes

Faster and more robust loader (both i18n and not)

Initial autoconf script

## A.83 Release 1.0.0RC1

Release date: 2005/01/13

This is the first candidate of a major postgis release, with internal storage of postgis types redesigned to be smaller and faster on indexed queries.

### A.83.1 Upgrading

You need a dump/reload to upgrade from precedent releases. See the [upgrading](#) chapter for more informations.

### A.83.2 Changes

Faster canonical input parsing.

Lossless canonical output.

EWKB Canonical binary IO with PG>73.

Support for up to 4d coordinates, providing lossless shapefile->postgis->shapefile conversion.

New function: UpdateGeometrySRID(), AsGML(), SnapToGrid(), ForceRHR(), estimated\_extent(), accum().

Vertical positioning indexed operators.

JOIN selectivity function.

More geometry constructors / editors.

PostGIS extension API.

UTF8 support in loader.

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