



**EXÉRCITO BRASILEIRO**

# DSGTOOLS:

a toolbox for database management and vector data quality in  
QGIS

**FOSS4G BOSTON 2017**

# WHO ARE WE?

- Brazilian Army Geographic Service Bureau (DSG)
- 100+ years mapping the Brazilian territory
- One of the legal responsible for the Brazilian geospatial standards



# DSGTOOLS TEAM



- Luiz Andrade:
  - Cartographic Engineer: Graduated @ Military Institute of Engineering in 2005
  - Python GIS Developer
  - <https://github.com/lcoandrade>



- Philippe Borba:
  - Cartographic Engineer: Graduated @ Military Institute of Engineering in 2012
  - Python GIS Developer
  - <https://github.com/phborba>



WHAT WAS OUR PRIMARY  
MOTIVATION?

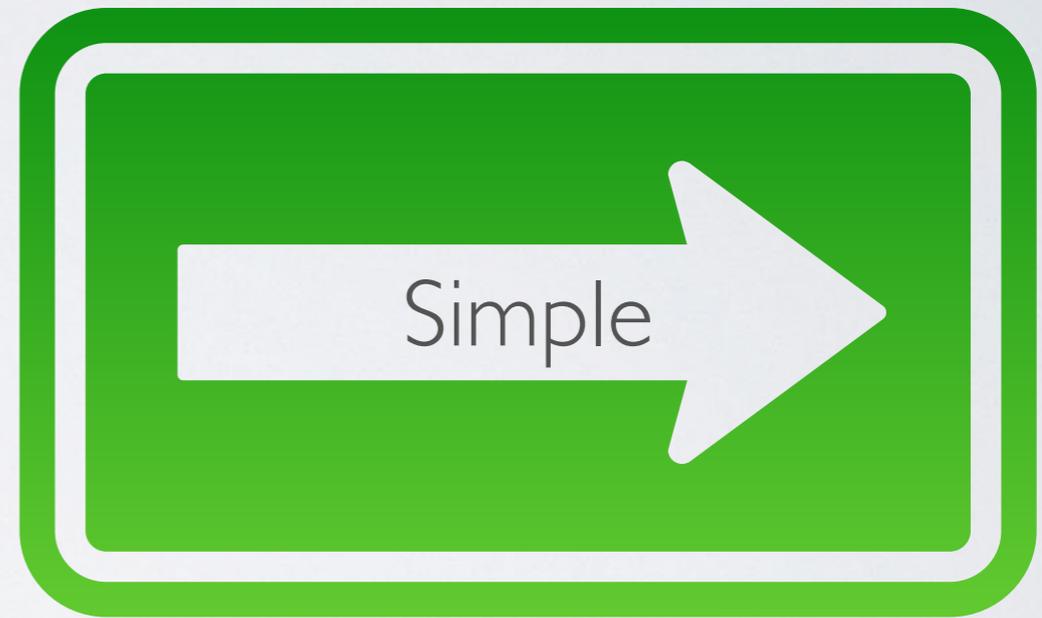
# WHAT WAS OUR PRIMARY MOTIVATION?

- Break the proprietary chains



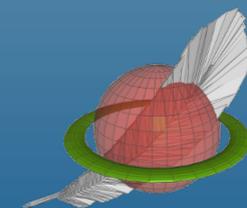
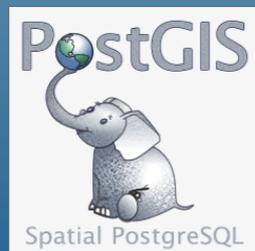
# WHAT WAS OUR PRIMARY MOTIVATION?

- Provide seamless way to execute complex tasks, because:
  - Our staff is mainly composed GIS users
  - This means they are not DBAs, Programmers or anything like that





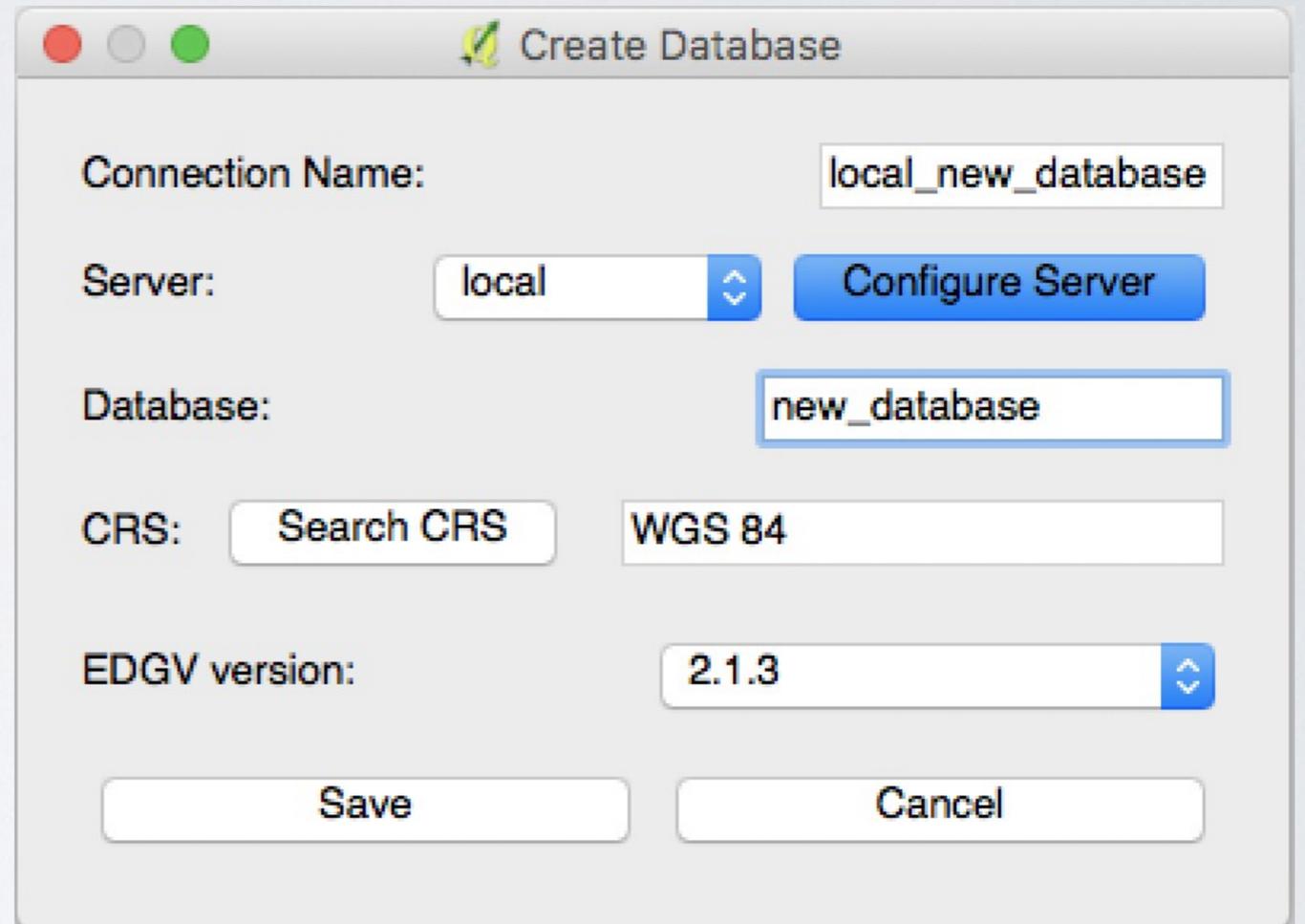
# CHOSEN TECHNOLOGY



# WHAT DOES DSGTOOLS PROVIDE?

First of all (and most  
important)

A seamless way to build the  
Brazilian conceptual model  
(226 layers omg!)



Connection Name: local\_new\_database

Server: local

Database: new\_database

CRS:  WGS 84

EDGV version: 2.1.3



# WHAT DOES DSGTOOLS PROVIDE?

User permission  
management

Database Administration | Style Management | **Permissions** | Earth Coverage | Field Toolbox Configu < >

Database Permissions

Database	Permission	User
0243-4-SO	read_all	luiz borba
0243-4-SO	write_public	borba
0243-4-SO_lin...	read all	

Import  
Batch Import  
Export  
Batch Export

Manage Users | Manage Profiles

Database	Permission	User
0243-4-SO	read_all	luiz borba
0243-4-SO	write_public	borba
0243-4-SO_lin...	read all	

Revoke User

Manage Users | Manage Profiles



# WHAT DOES DSGTOOLS PROVIDE?

Generic way to load PostGIS databases

Server: local (postgres@localhost:5432) Create New Server

Load Database Model EDGV Version 2.1.3

Select Databases

Search: [ ]

Selected: teste

Select layers to be loaded

Category	Layer Name	Geomet. Column	Geomet. Type
▶ adm			
▶ asb			
▶ aux			
▶ eco			
▶ edu			
▶ enc			
▼ hid			
hid	area_umida_a	geom	MULTIP
hid	bacia_hidrografica_a	geom	MULTIP
hid	banco_areia_a	geom	MULTIP

Options

Only layers with Elements  Do not use FROM ONLY clause when using inheritance

Unique Load (do not load if layer is already loaded) Set Style: No available styles

Show Views

Close OK



# WHAT ABOUT OUR "MAIN COURSE"?

Topological toolbox for  
PostGIS databases

DSGTools: Validation Toolbox

Processes | Flags | Rules

Database: 2878-3\_SIRGAS2000\_22S [Open]

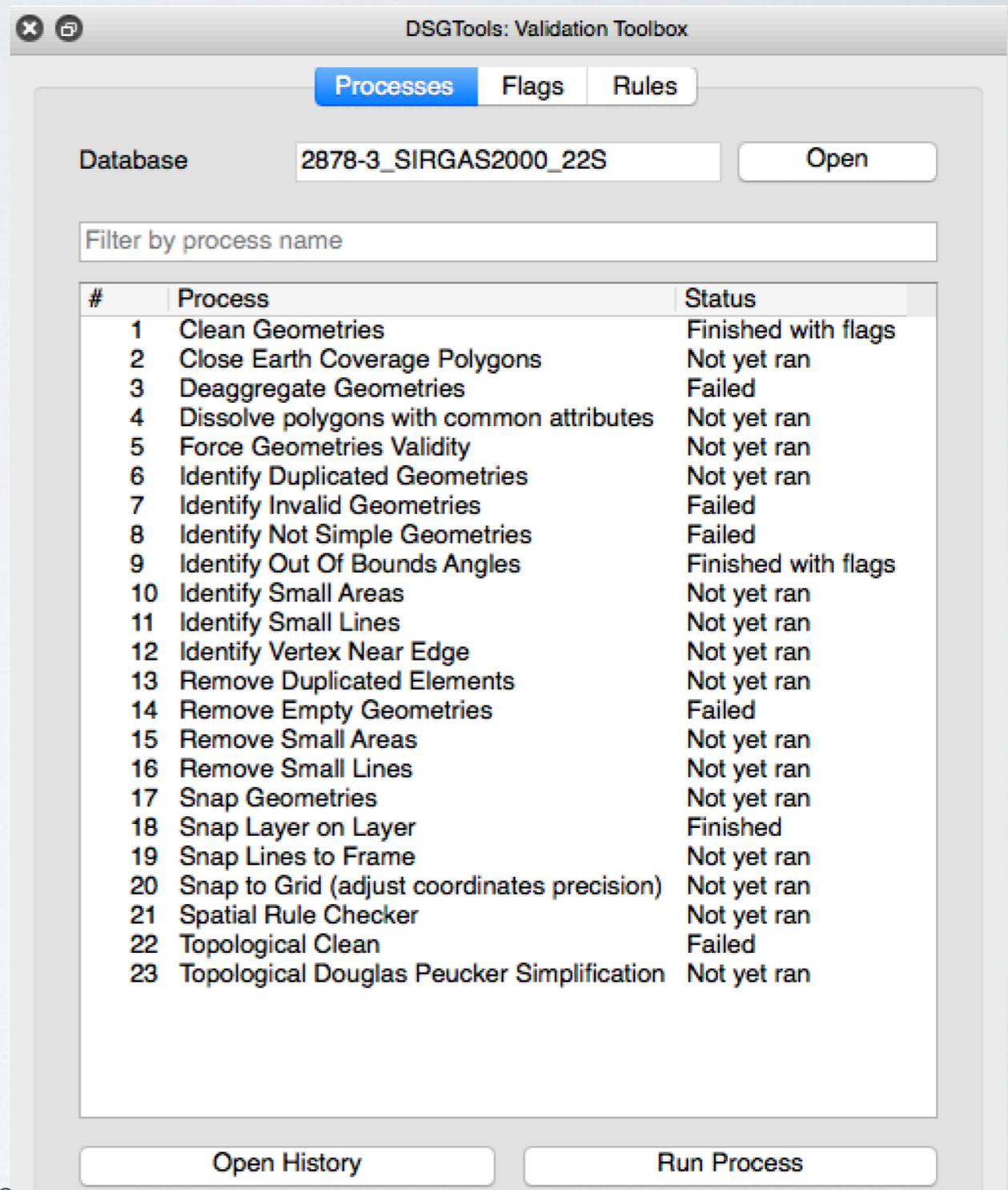
Filter by process name

#	Process	Status
1	Clean Geometries	Finished with flags
2	Close Earth Coverage Polygons	Not yet ran
3	Deaggregate Geometries	Failed
4	Dissolve polygons with common attributes	Not yet ran
5	Force Geometries Validity	Not yet ran
6	Identify Duplicated Geometries	Not yet ran
7	Identify Invalid Geometries	Failed
8	Identify Not Simple Geometries	Failed
9	Identify Out Of Bounds Angles	Finished with flags
10	Identify Small Areas	Not yet ran
11	Identify Small Lines	Not yet ran
12	Identify Vertex Near Edge	Not yet ran
13	Remove Duplicated Elements	Not yet ran
14	Remove Empty Geometries	Failed
15	Remove Small Areas	Not yet ran
16	Remove Small Lines	Not yet ran
17	Snap Geometries	Not yet ran
18	Snap Layer on Layer	Finished
19	Snap Lines to Frame	Not yet ran
20	Snap to Grid (adjust coordinates precision)	Not yet ran
21	Spatial Rule Checker	Not yet ran
22	Topological Clean	Failed
23	Topological Douglas Peucker Simplification	Not yet ran

[Open History] [Run Process]

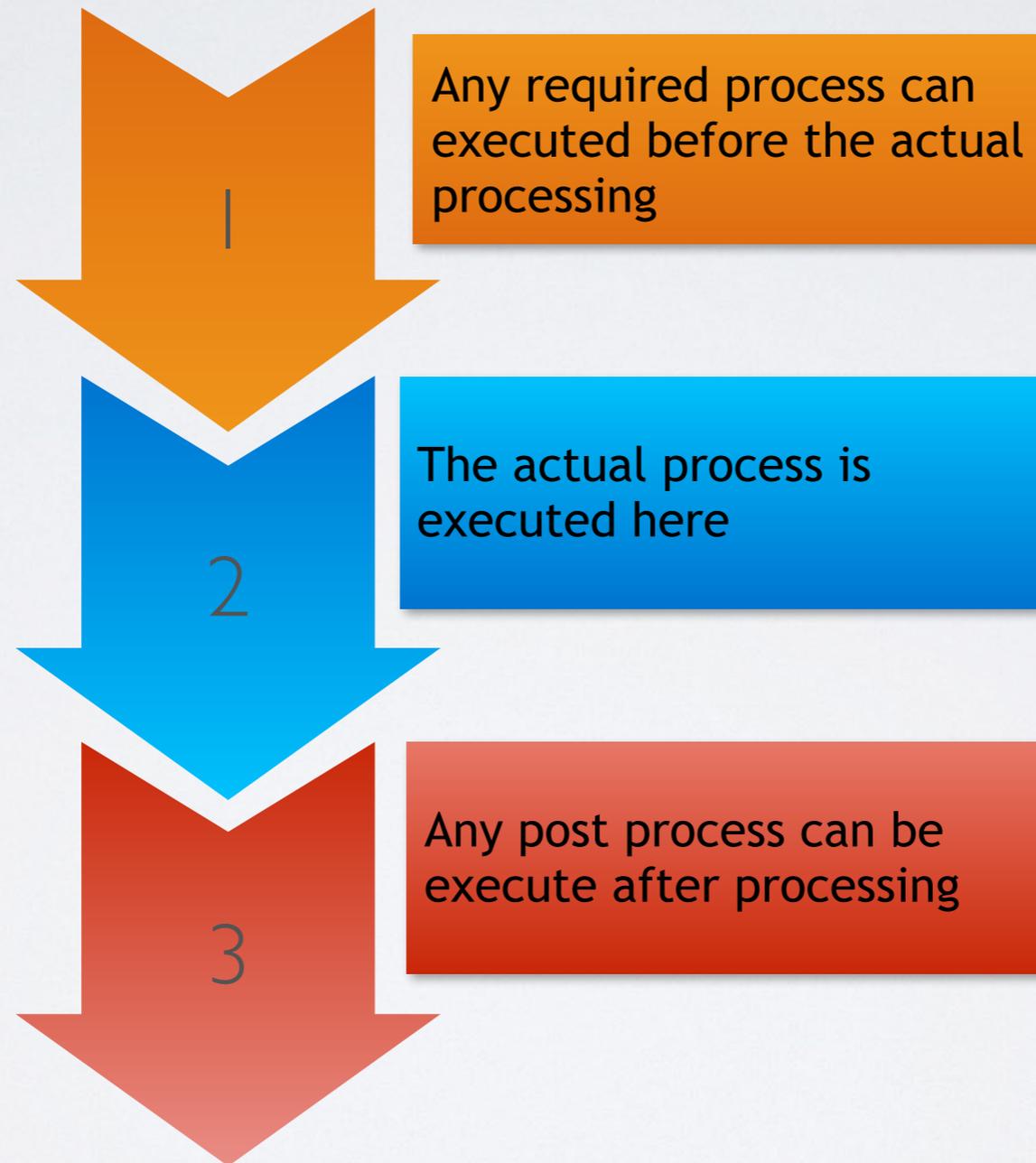
# PROVIDED PROCESSES

- 24 processes
- Separated in:
  - problem identification
  - problem correction
- Capable of dealing with problems such as occurrence of gaps and overlaps
- The processes are based on SQL queries or QGIS' processing algorithms in a transparent way
- All processes make layer modification using the edit buffer, thus not making unwanted commits



#	Process	Status
1	Clean Geometries	Finished with flags
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# GENERAL PROCESS STRUCTURE





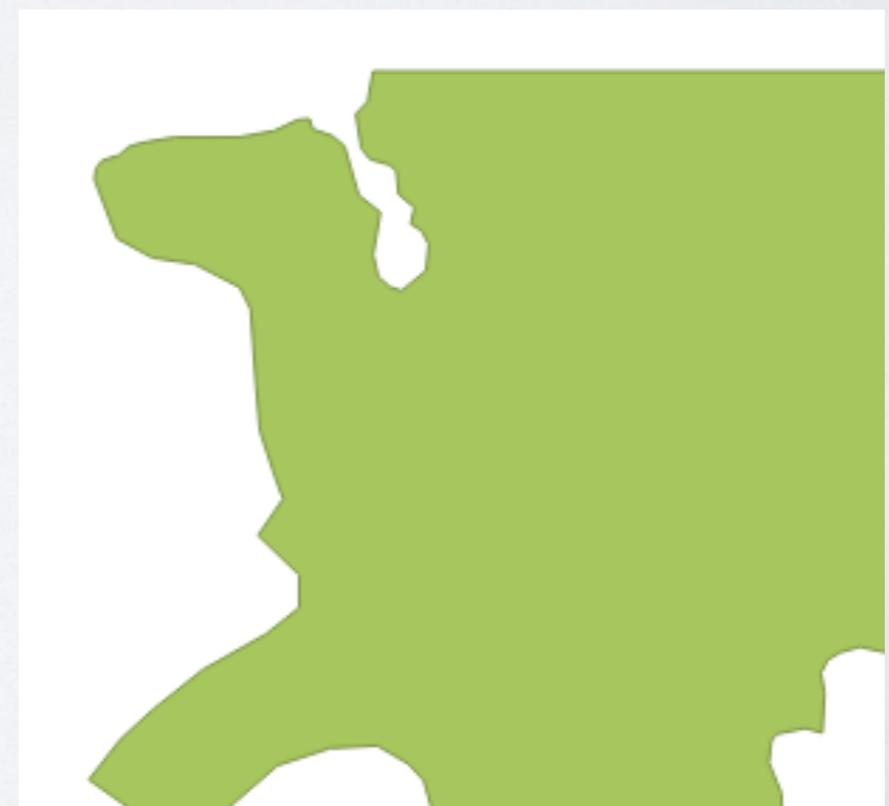
# SIMPLE, YET USEFUL, SET OF PROCESSES

- Deaggregate geometries (only Python)
- Dissolve polygons with same attributes with size constraint (processing runalg)
- Identification/correction of invalid geometries (uses ST\_MakeValid)
- Identification/removal of small geometries (only Python)
- Identification/removal of duplicated geometries (uses its own query)
- Removal of empty geometries (uses its own query)
- Snap to grid (useful do adjust coordinate precision)



# CLEAN GEOMETRIES PROCESS

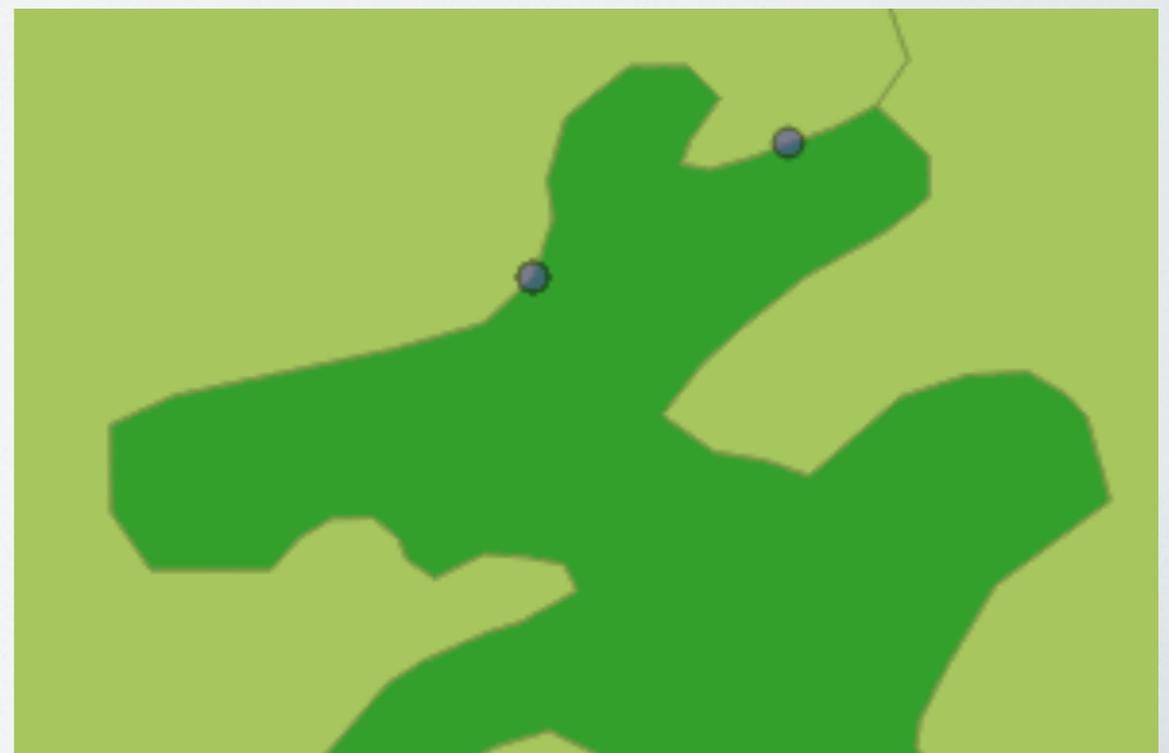
- Based on GRASS topology
- Executes v.clean (break, rmsa and rmdangle) using QGIS' processing runalg





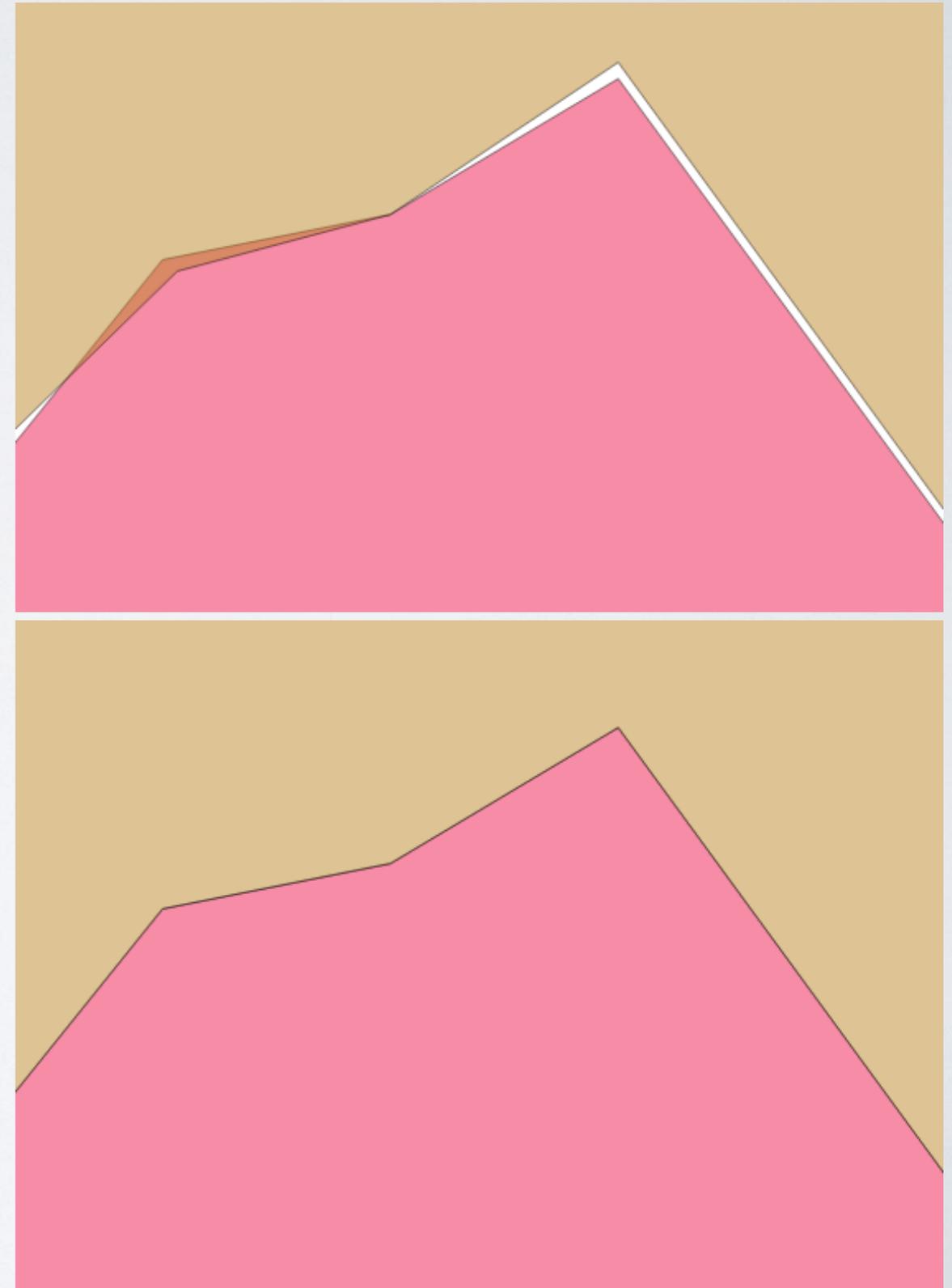
# IDENTIFY VERTEXES NEAR EDGES

- Useful to determine geometry problems in general



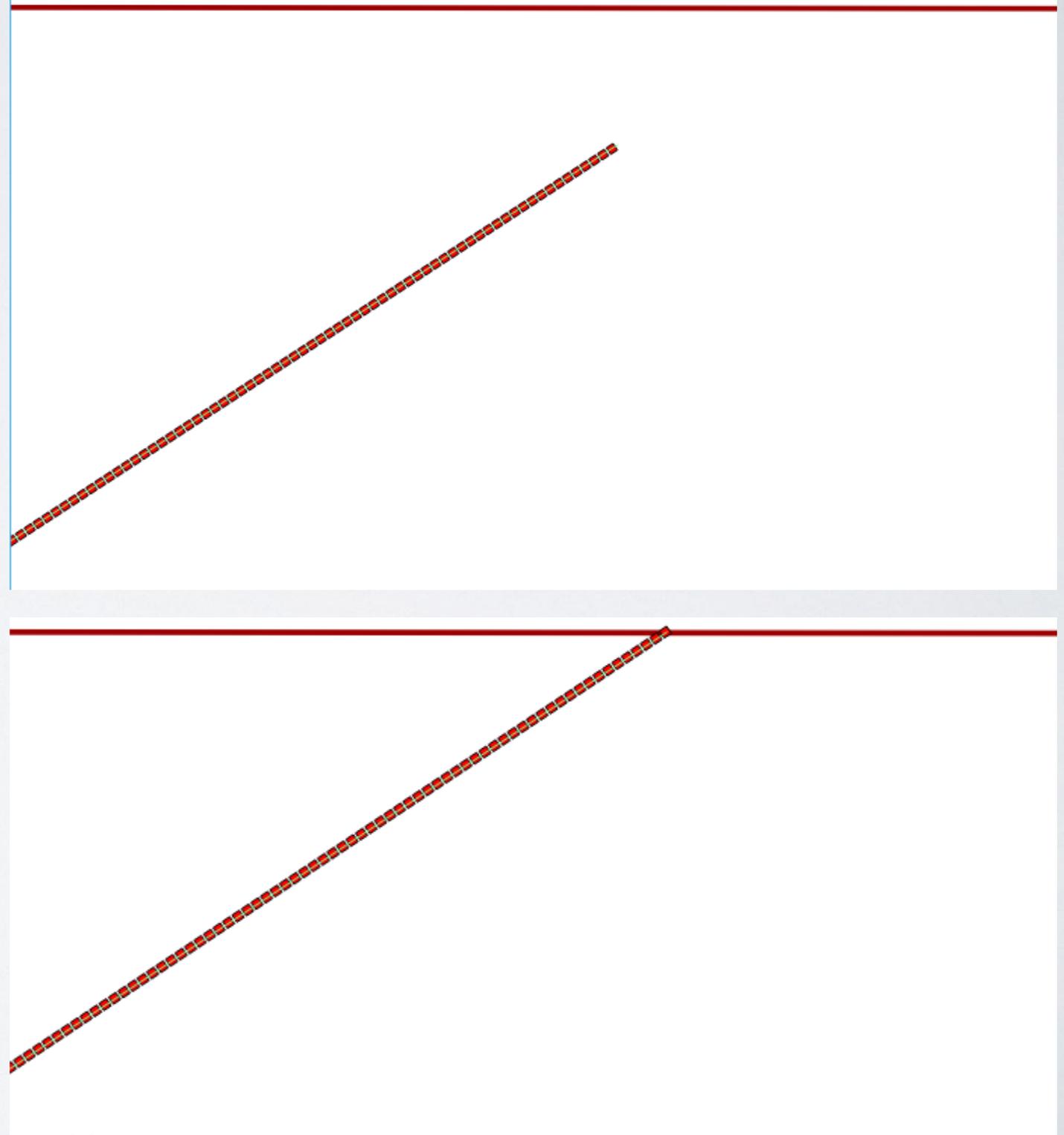
# SNAP LAYER ON LAYER

- Python implementation of QgsGeometrySnapper
- On DSGTools until QGIS 3.0 (no binding until then)



# SNAP LINES TO FRAME

- Prolongs lines to a selected frame



# SPATIAL RULE CHECKER

- Verifies topology predicates
- Uses cardinality

Validation Rules

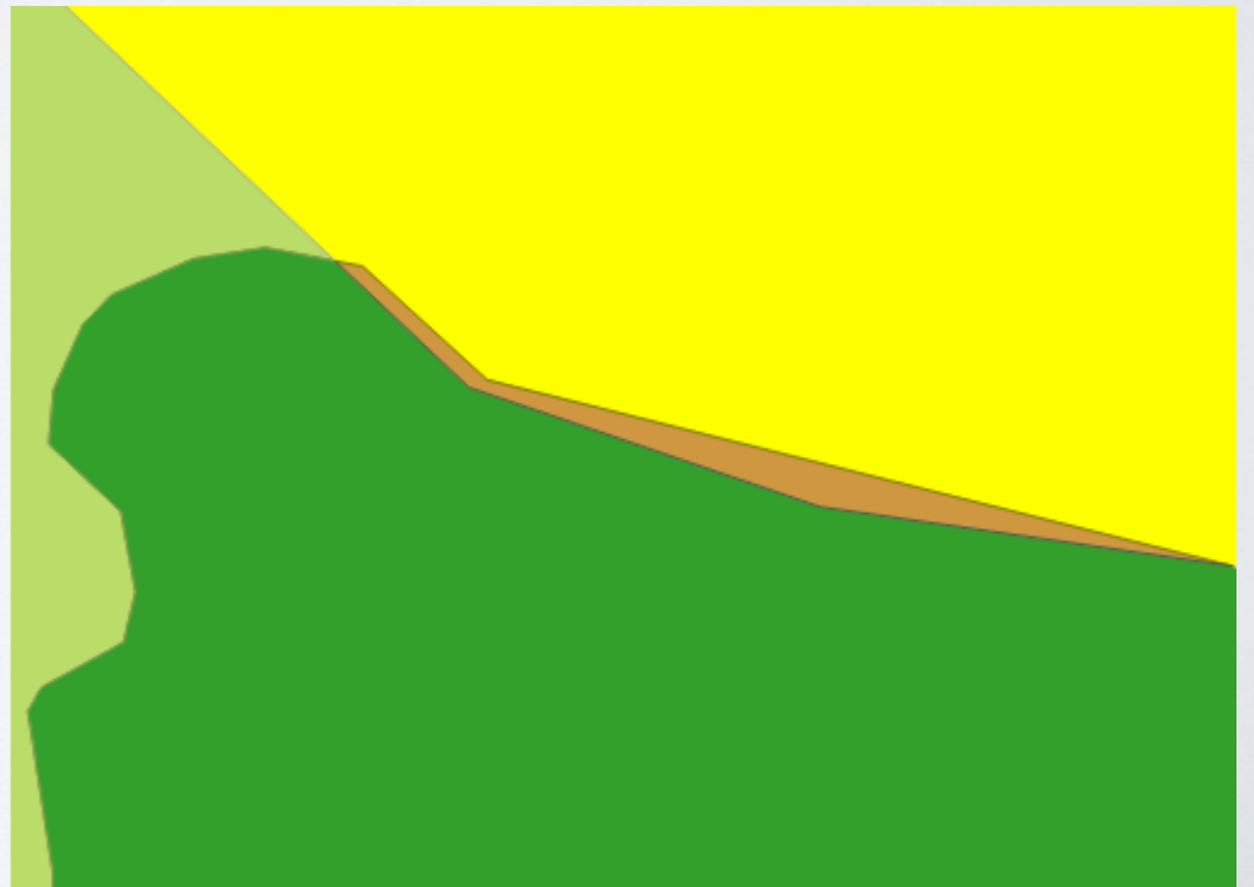
Layer #1      Necessity      Spatial predicate      Layer #2      Cardinality

cb.adm\_area\_pub\_civil\_a      must (be)      equal      cb.adm\_area\_pub\_civil\_a      1..1

Insert Rule      Remove Rule

	Layer #1	Necessity	Predicate	Layer #2	Cardinality
1	cb.loc_area_edificada_a	1_must not (be)	6_overlap	cb.veg_veg_cultivada_a	1..*
2	cb.loc_area_edificada_a	1_must not (be)	6_overlap	cb.veg_floresta_a	1..*
3	cb.loc_area_edificada_a	1_must not (be)	6_overlap	cb.veg_campo_a	1..*
4	cb.loc_area_edificada_a	1_must not (be)	6_overlap	cb.veg_cerrado_cerradao_a	1..*

✓ OK      ⊗ Cancel



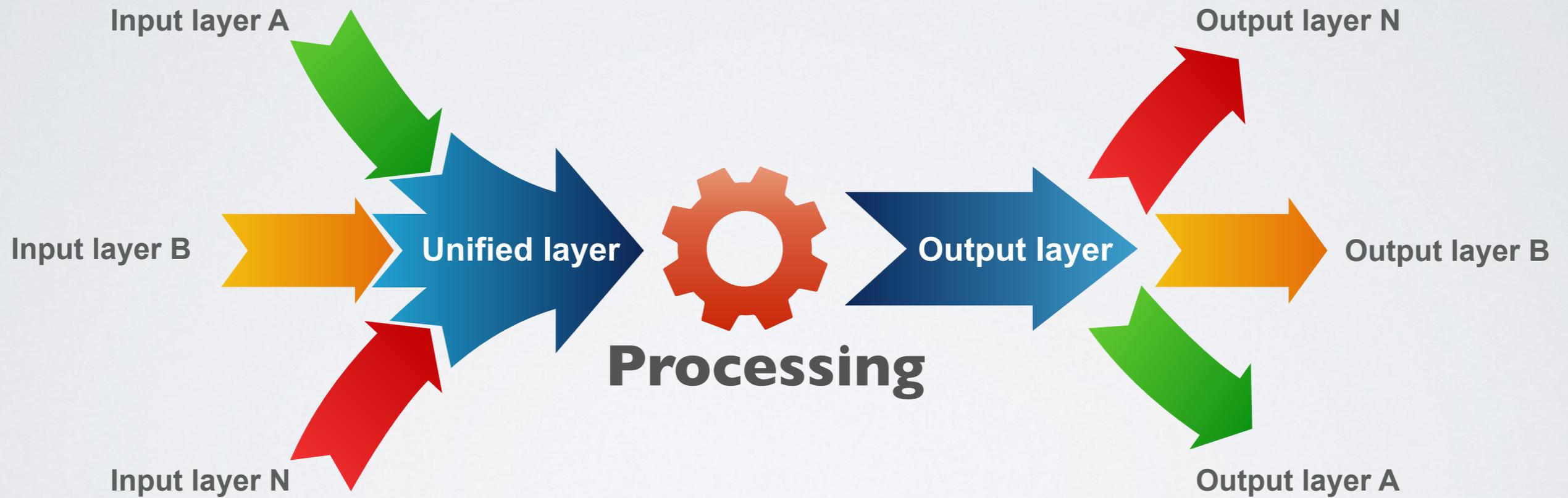


# SPATIAL RULE ENFORCER

- Similar to Spatial rule checker
- Works on real time listening to the edit buffer signals

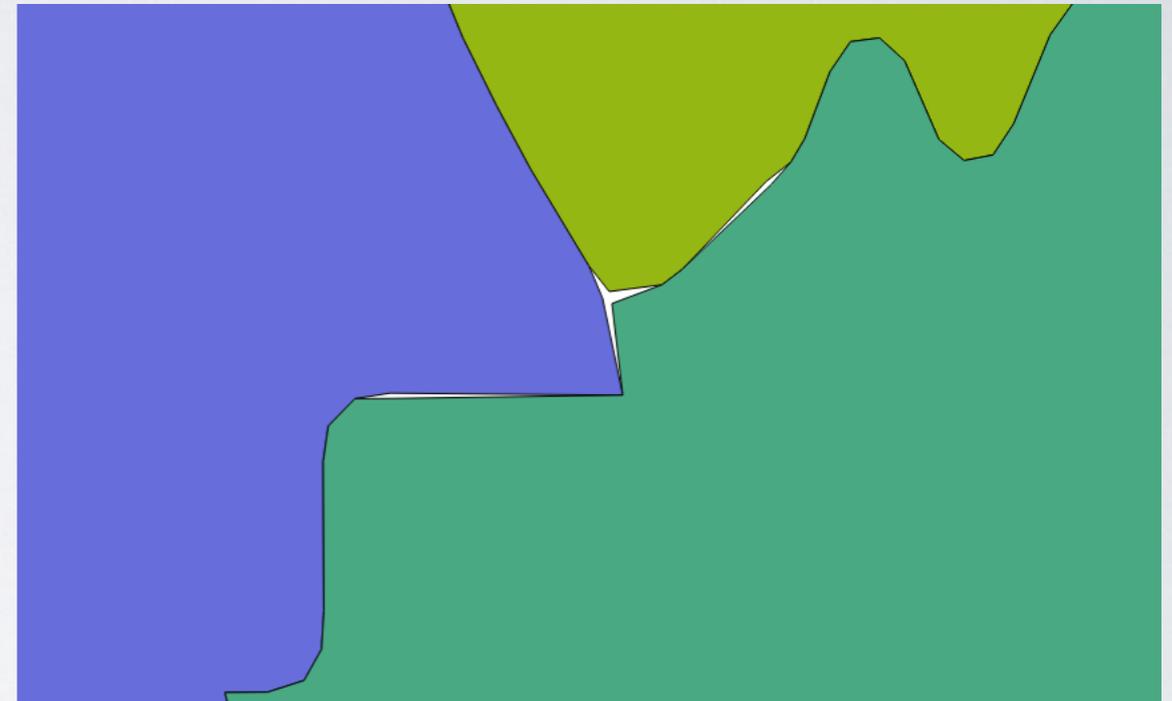


# TOPOLOGICAL PROCESSES



# TOPOLOGICAL CLEAN (SIMILAR TO CLEAN GEOMETRIES)

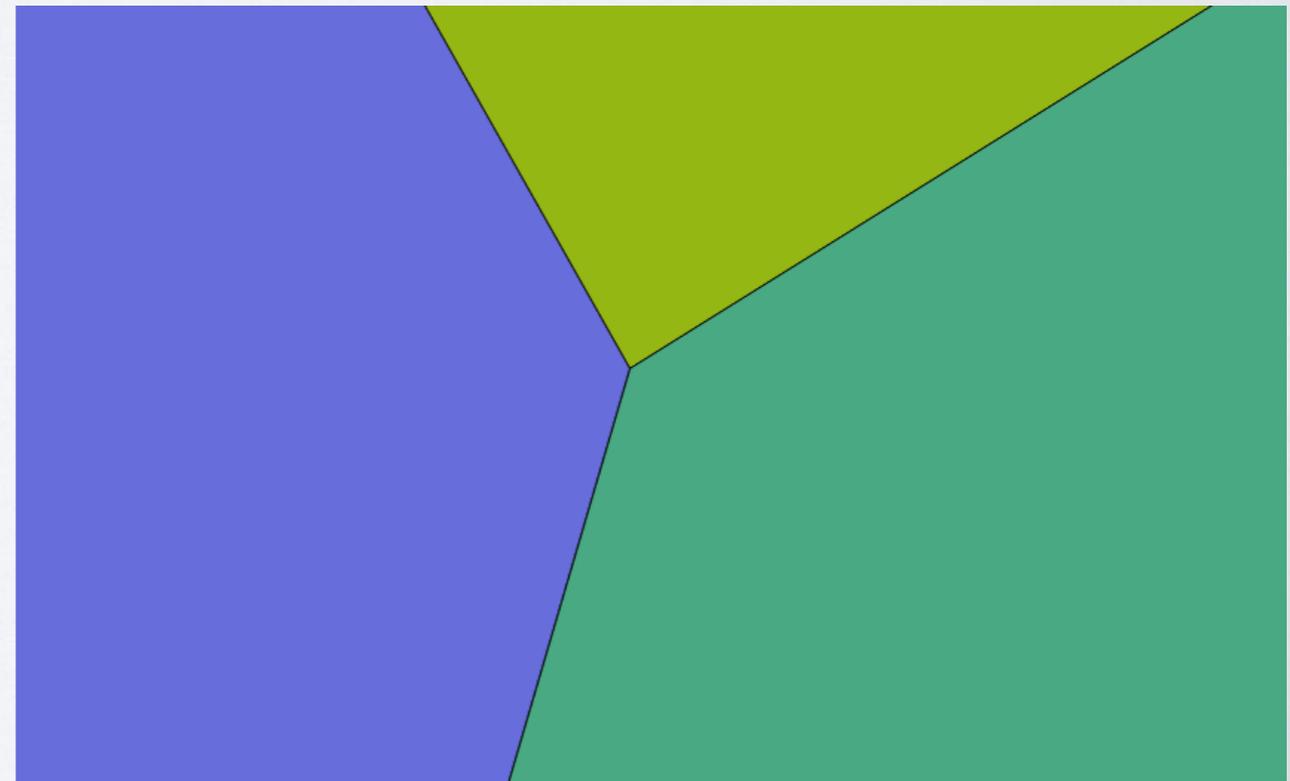
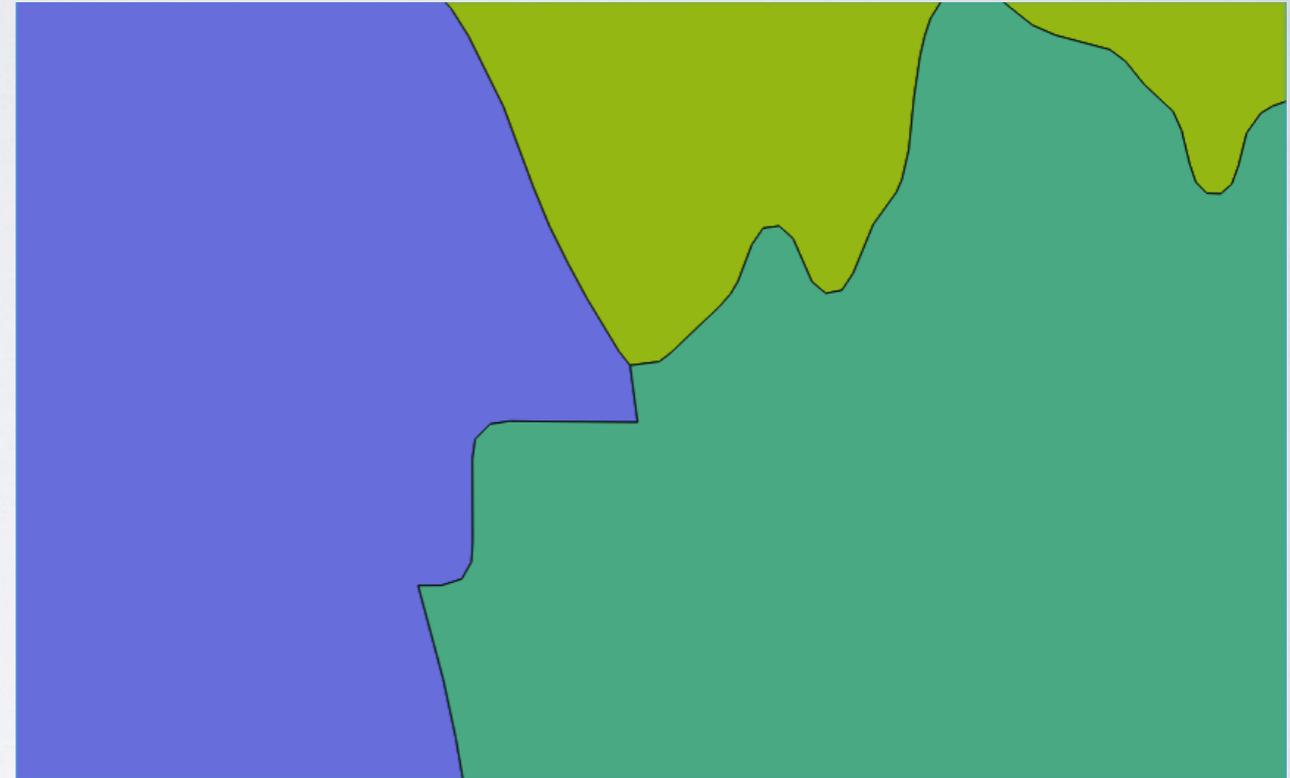
- Great use to solve overlaps and gaps in all layers that form land cover (earth coverage)





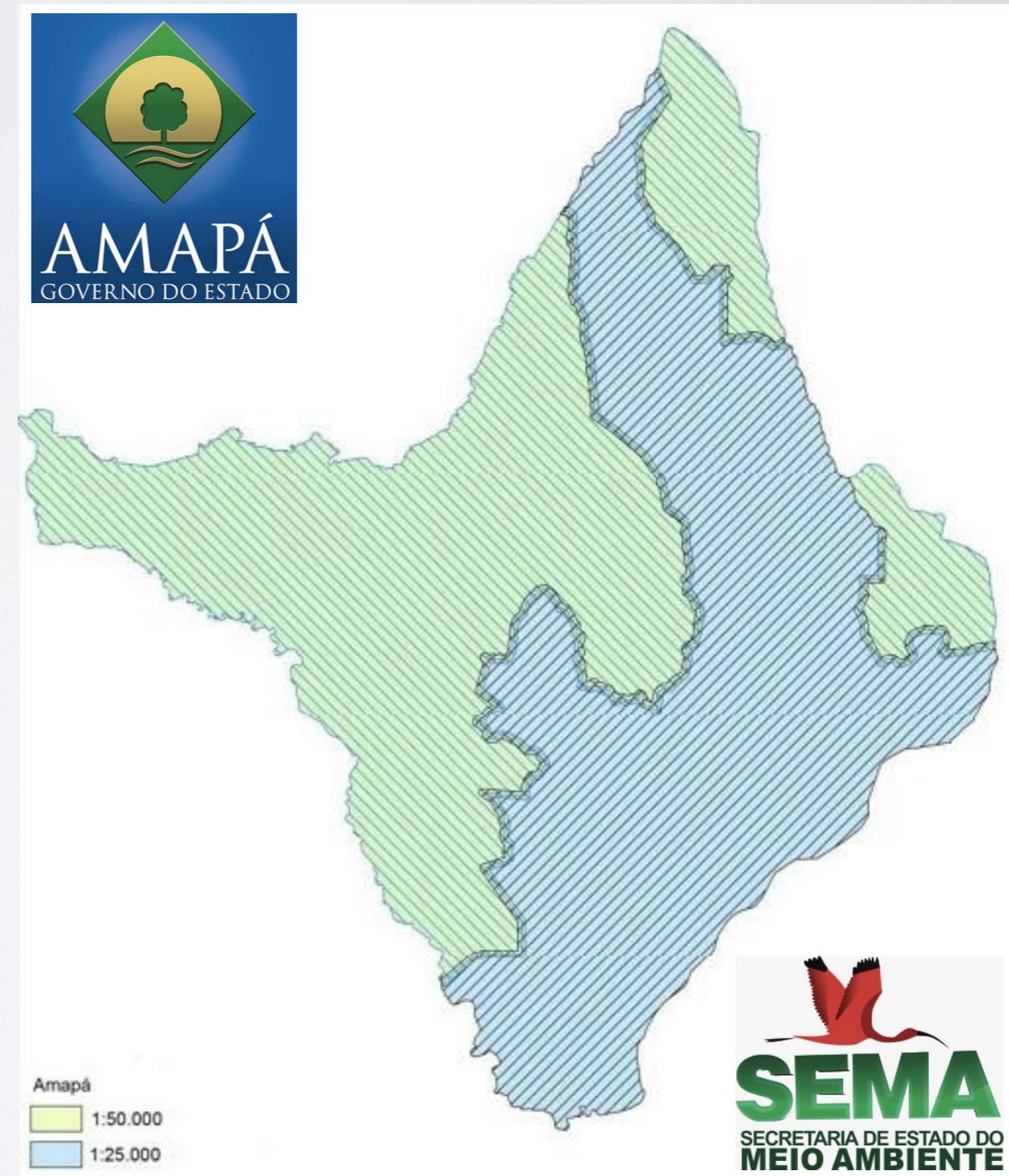
# TOPOLOGICAL SIMPLIFICATION

- Great use to reduce the number of vertex without generating gaps and overlaps



# DSG'S MAPPING PROJECTS USING DSGTOOLS

- Amapa state mapping
- Bahia state mapping
- Brazilian Army military exercise fields
- Other mapping projects around Brazil





## **EXÉRCITO BRASILEIRO**

“Do. Or do not. There is no try.”

–Yoda (3 ABY)

<https://github.com/lcoandrade/DsgTools/>