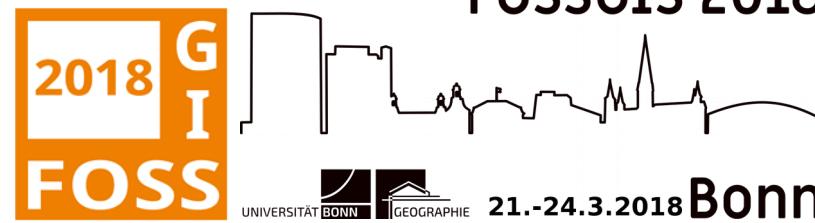


Neues aus dem GRASS GIS Projekt: die Version 7.4.0 steht bereit

Markus Neteler &
GRASS Development Team

grass.osgeo.org
www.mundialis.de

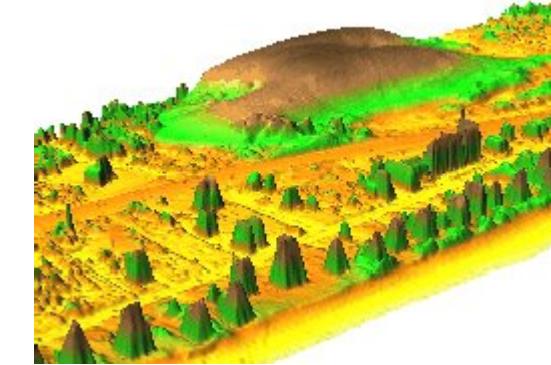
FOSSGIS 2018 – Bonn



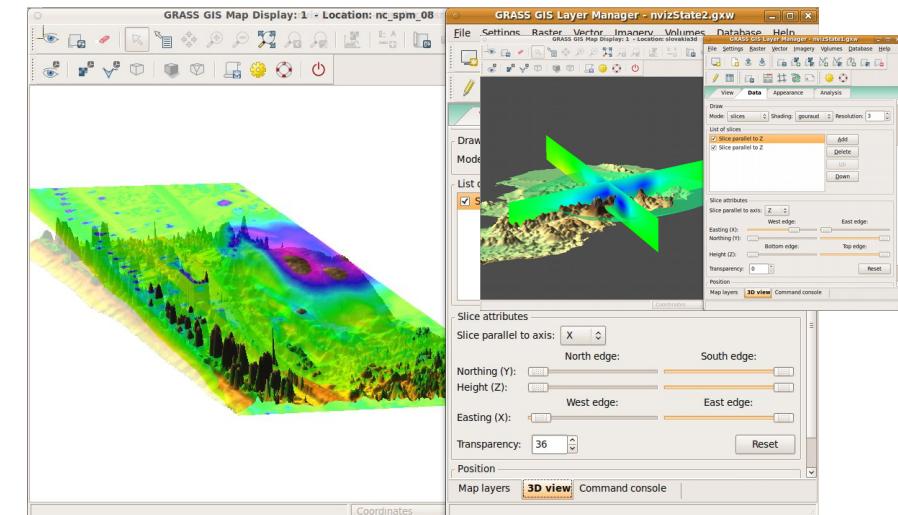


Was ist GRASS GIS?

- GRASS GIS ist eine hybride, modulare GIS-Software
- GRASS = Geographic Resources Analysis Support System
- GNU General Public License – frei verfügbar
- Raster- und topologische Vektordatenfunktionalität
- 3D-Raster-Voxelbearbeitung
- Bildverarbeitung
- Visualisierungsmöglichkeiten
- Portable Software (“alle” Betriebssysteme)
- graphischen Benutzeroberfläche
- sowie Kommandozeile



Nagshead LiDAR time series: dune moving over 9 years (NC, USA) – animation

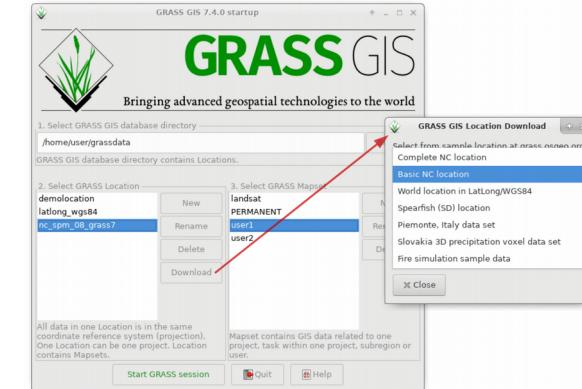




Was ist neu in GRASS GIS 7.4?

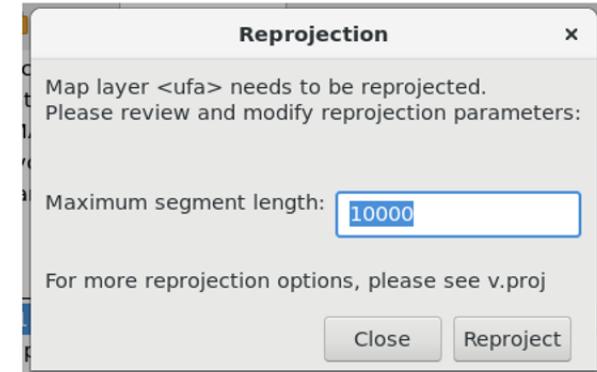
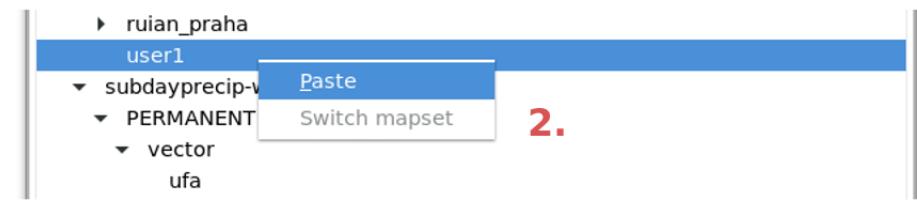
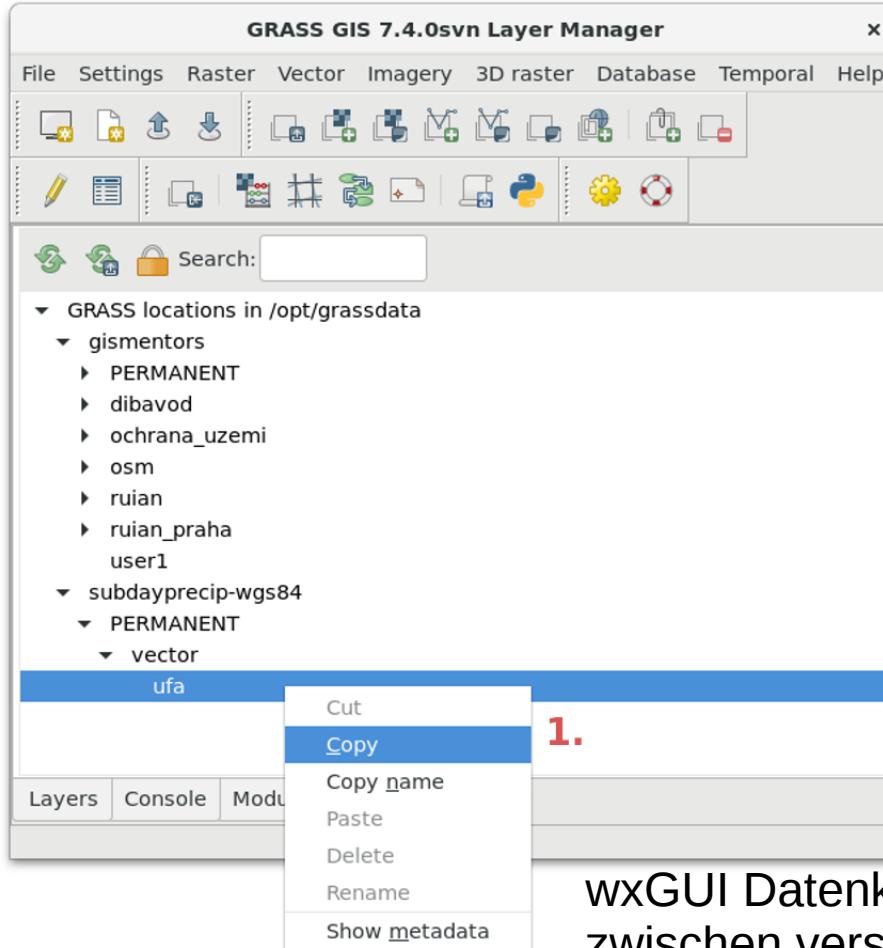
Neue stabile Version GRASS GIS 7.4.0

- Benutzerfreundlichkeit und grafische Benutzeroberfläche verbessert
- Neue “no data” compression
- Unterstützung für globale Daten, die über -180/+180, -90/+90 herausreichen
- Ortho-Rektifikation mit Benutzeroberfläche wurde in GRASS GIS 7 neu implementiert
- Neuer Download-Link für Beispieldaten
- ... über 480 Verbesserungen seit G7.2.0





Data catalog improvements



wxGUI Datenkatalog: Kopieren von Raster- und Vektorkarten zwischen verschiedenen Projekten inklusive Reprojektion



New Orthorectification GUI

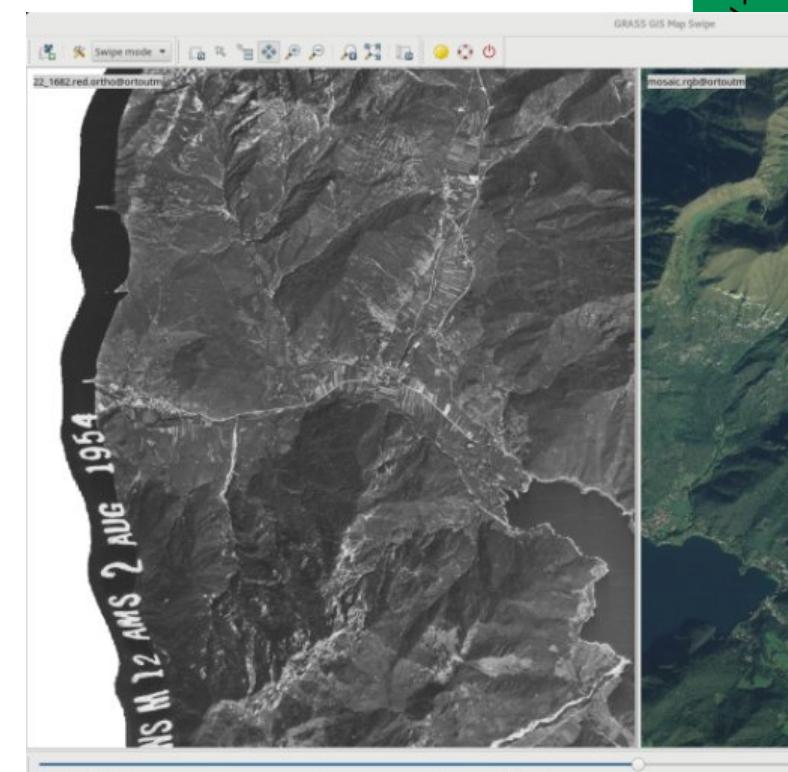
Manage Ground Control Points

GCP List

use	source E	source N	source Z	target E	target N	target Z	Forward error	Backward error	
<input checked="" type="checkbox"/>	1	3433.76399027	4013.92944039	0.0	635890.539036	5082323.73716	700	103893.989338	1206.797055
<input checked="" type="checkbox"/>	2	5663.63017032	3315.20681265	0.0	630696.420894	5083666.03223	750	756671.25929	2593.558967
<input checked="" type="checkbox"/>	3	3484.43309002	4965.997560691	0.0	635880.958794	5080131.73067	750	118984.847243	2147.070500
<input checked="" type="checkbox"/>	4	3519.34793187	4907.6642358	0.0	635757.957044	5080294.5271	720.3481	115606.753734	2096.784943
<input checked="" type="checkbox"/>	5	1980.11435523	4745.01216545	0.0	639373.871778	5080707.57861	500	803733.994864	2206.519653
<input checked="" type="checkbox"/>	6	4006.45255474	2026.76399027	0.0	634353.593597	5086780.06445	850	189157.523637	1216.300242
<input type="checkbox"/>	7	3665.12042706	4302.67206504	0.0	637220.531784	5081740.00077	700	342670.325821	1462.770170

Source Display

Target Display



-SA



Graphical Modeller

The screenshot illustrates the GRASS GIS Graphical Modeller interface integrated with the Layer Manager and Map Display windows.

GRASS GIS Graphical Modeler - buffer.gxm* window:

- Shows a workflow diagram with nodes: **(1) v.extract** and **(2) v.buffer**.
- The **Display** button in the bottom right corner of the node **(2) v.buffer** is highlighted with a red box.
- The **Layers** tab is selected in the bottom left.
- The command `d.vector map=dalnice5km` is visible at the bottom left.

GRASS GIS Layer Manager window:

- Shows the **Display 1** tab.
- Contains layers: **staty@ruian** (checked) and **dalnice5km**.

GRASS GIS Map Display: 1 - gismentors/user1 window:

- Shows a map with several vector layers, including a network of roads and a buffer layer around a specific area.
- The **Coordinates** and **Render** buttons are visible at the bottom.

List of features:

- mark data to be displayed
- print computational time elapsed
- delete intermediate data when computation finished
- export to Python

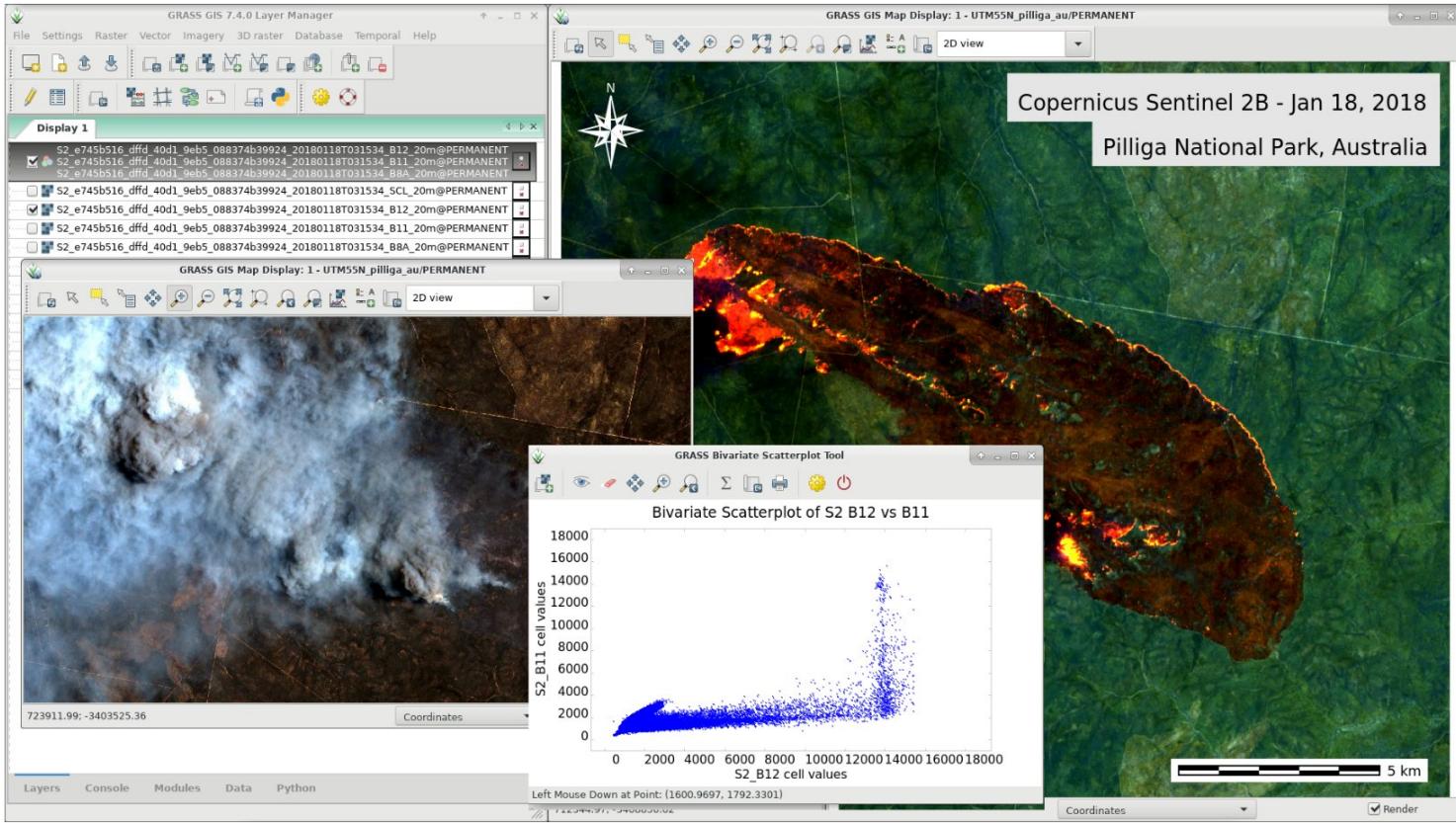


Copernicus Sentinel-2 processing

New addons:

i.sentinel.download and i.sentinel.import

Example:
Wildfire in
Australia





Python Editor

Integrated
Python editor
for rapid
prototyping

Example:
Vector buffer

The screenshot shows the GRASS GIS 7.1 Python Editor interface. On the left, the Layer Manager window displays a list of layers: 'streets' and 'streets_buffer'. The Map Display window on the right shows a map of a street network with blue lines. The Python Editor window in the center contains the following code:

```
#!/usr/bin/env python

import grass.script as gscript

def main():
    streets = "streets"
    buffer = "streets_buffer"
    gscript.run_command('v.buffer', input=streets, output=buffer,
                        distance=10)

if __name__ == '__main__':
    main()
```

The Python Editor has tabs at the bottom: Layers, Console, Modules, Data, and Python. The Python tab is currently selected. At the bottom of the editor, there are coordinates: 639045.50; 229853.11. To the right of the coordinates are 'Coordinates' and 'Render' checkboxes, with 'Render' checked.

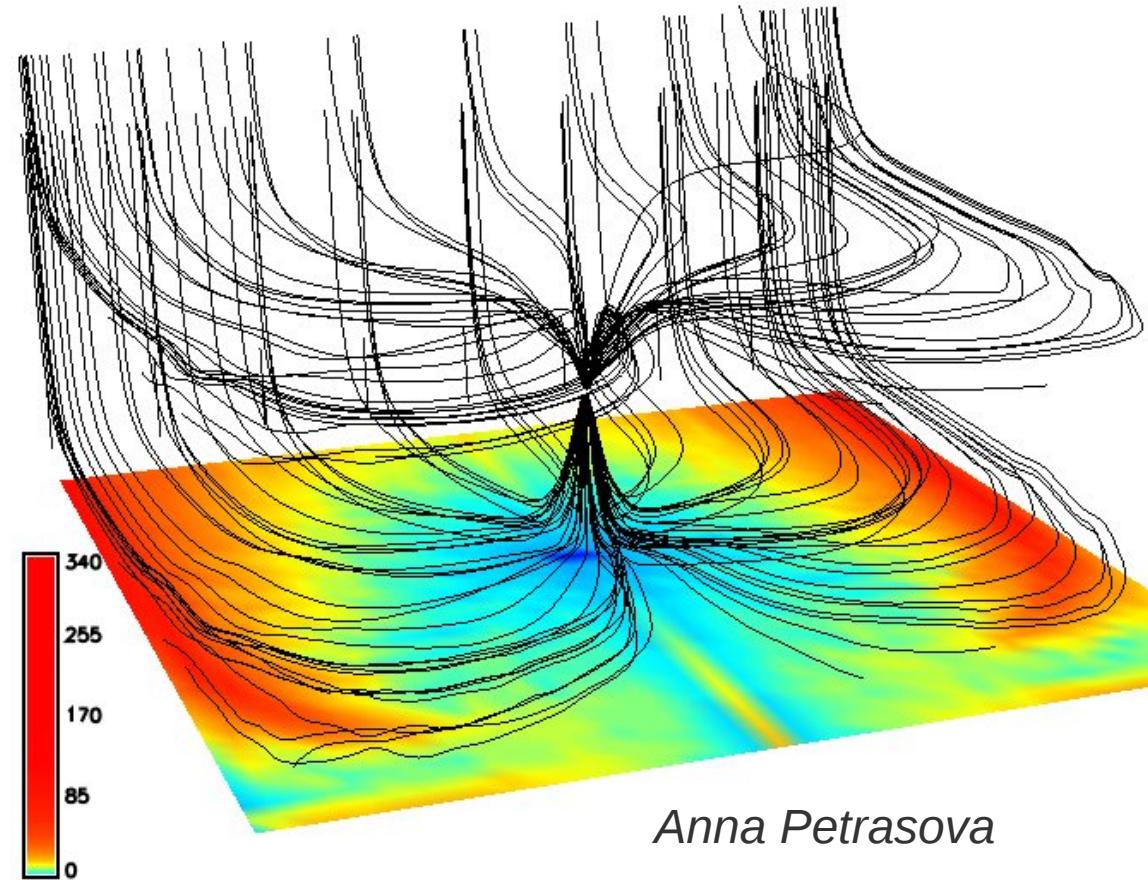
Vaclav Petras



3D raster flowlines

Voxel processing:

r3.flow and r3.gradient to
compute 3D flow lines, 3D
flow accumulation and
related gradients





TGRASS: t.rast.algebra and t.rast3d.algebra: temporal algebra

Compute annual hydro-thermal coefficients (HTC) from daily climate data

$$HTC = \frac{\sum P_{(T > 10^\circ C)}}{\sum T}$$

T := daily temperatures,
P := daily precipitation

T := STRDS of daily temperatures,
'precipitation'
mask, all cells set

~ 60 years of daily data, each pixel in time = virtual meteo station

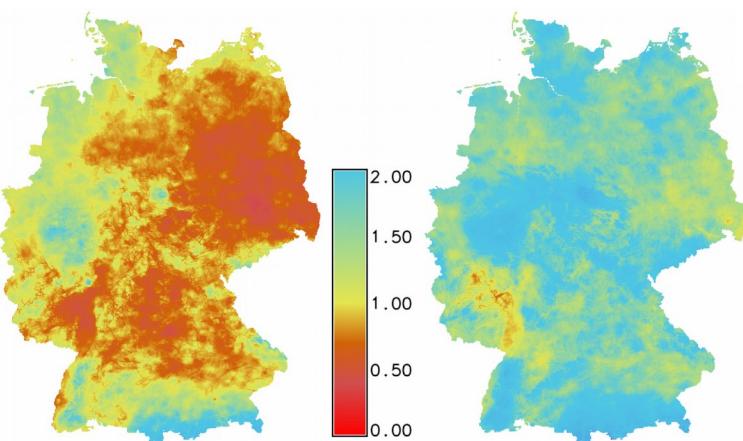


Fig. 6: HTC for 2003 and 2007

Leppelt & Gebbert, EGU 2015

```
t.rast.algebra "HTC = (D {+,contains,1} if(T >= 10, P, 0)) /  
(D {+,contains,1} if(T >= 10, T / 10, 0))"
```

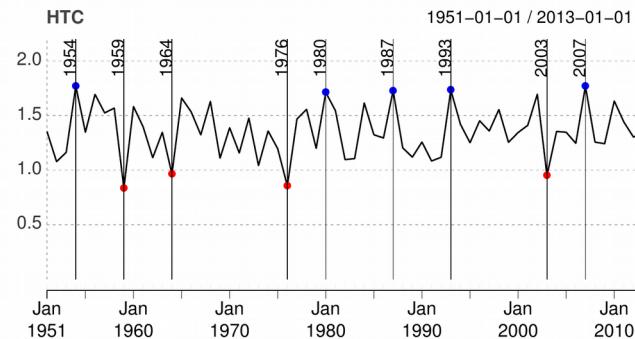


Fig. 7: HTC of extreme events for droughts (HTC < 1) in red and humid years (HTC > 1.7) in blue



GRASS GIS and Python

Using GRASS GIS from “outside” through “grass-session”

pip install grass-session

Finally an easy use of GRASS GIS
as a processing backend in Python!

Combine now with GDAL, OTB, ...

```
#!/usr/bin/env python
# filename: test_session.py

from grass_session import Session
from grass.script import core as gcore

# create a new location from EPSG code (can also be a GeoTIFF or SHP or ... file)
with Session(gisdb="/tmp", location="location",
             create_opts="EPSG:4326"):
    # do something in permanent
    print(gcore.parse_command("g.gisenv", flags="s"))
# {u'GISDBASE': u"/tmp/",  

#  u'LOCATION_NAME': u'epsg3035';,  

#  u'MAPSET': u'PERMANENT';,}

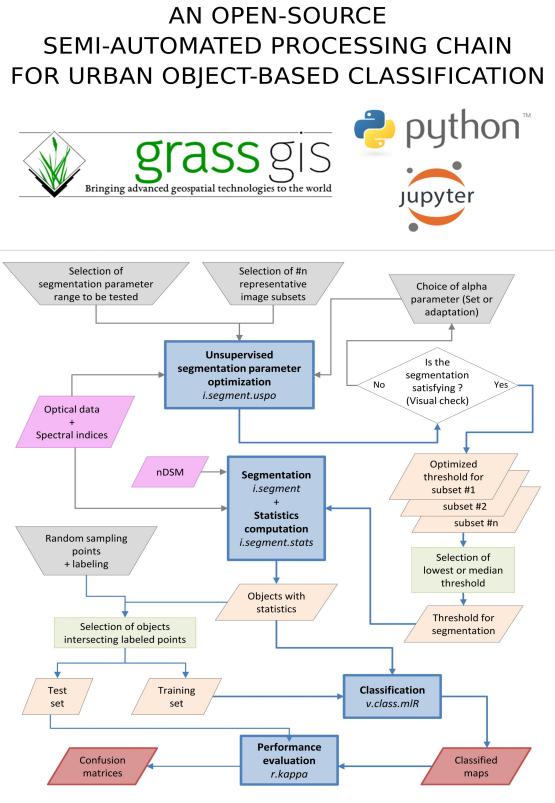
# create a new mapset in an existing location
with Session(gisdb="/tmp", location="location", mapset="test",
             create_opts=""):
    # do something in the test mapset.
    print(gcore.parse_command("g.gisenv", flags="s"))
# {u'GISDBASE': u"/tmp/",  

#  u'LOCATION_NAME': u'epsg3035';,  

#  u'MAPSET': u'test';,}
```



Remote sensing in GRASS GIS : object-based image analysis



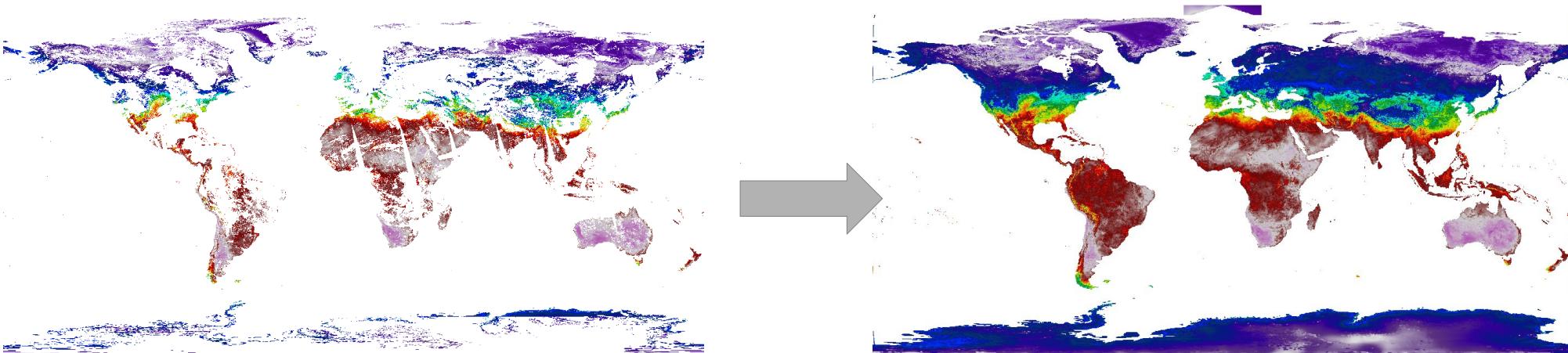
- Complete toolchain from segmentation to classification
- Including
 - unsupervised segmentation parameter optimization
 - high performance object statistics calculation
 - module-level parallelization
- Recently created module for SLIC superpixel creation

Source : <http://dx.doi.org/10.3390/rs9040358>



High-performance computing

MODIS Land Surface Temperature



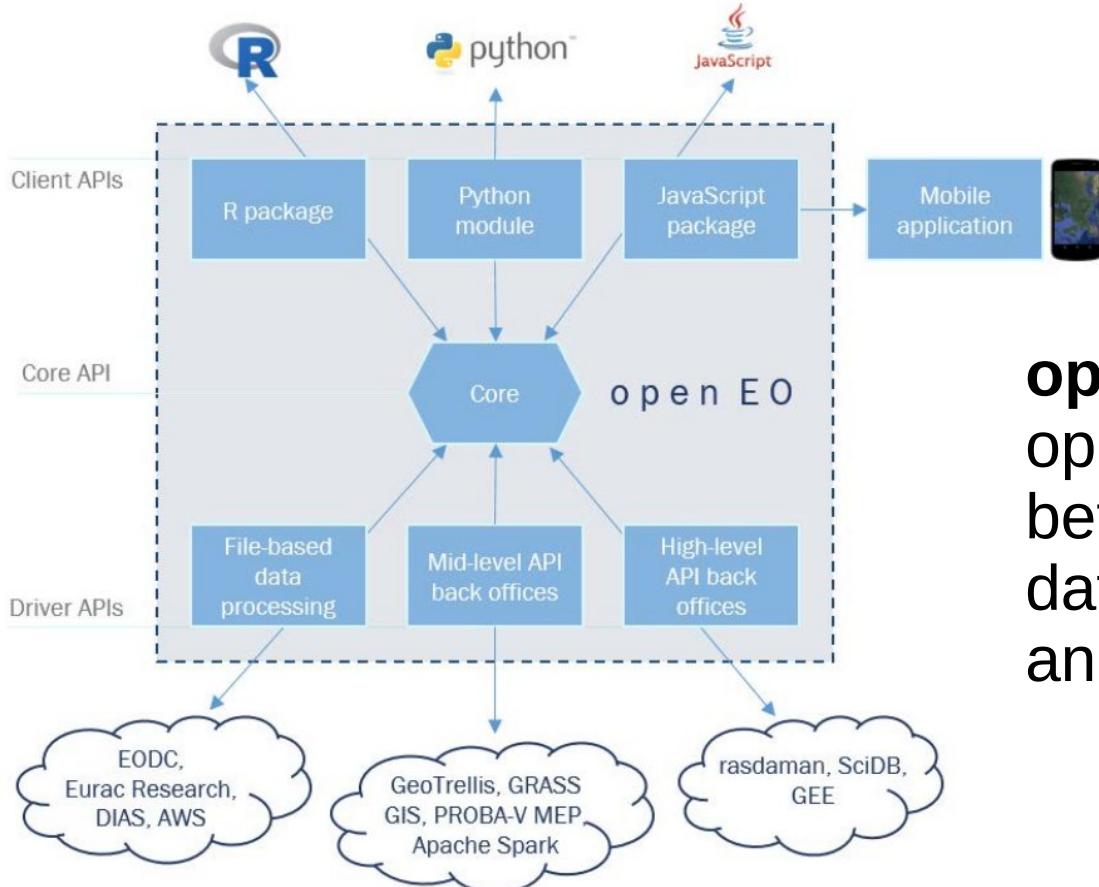
New addons for
temporal + spatial processing for
reconstruction of missing pixels

Data: <https://zenodo.org/record/1135230>



The openEO H2020 EU Project

2017-2020 – <http://www.openeo.org>



openEO - a common, open source interface between Earth Observation data infrastructures and front-end applications



Community activities: Google Code-IN for 13-17 year old pre-university students

https://grasswiki.osgeo.org/wiki/GRASS_GCI_Ideas_2017

3.1 **Install** GRASS GIS on your computer and
download North Carolina dataset

3.2 **Compile** GRASS GIS

3.3 Add examples and/or screenshots to different **manual** pages

3.4 Add **test suites** to different modules

3.5 **Designs**

3.5.1 Splash screen for GRASS GIS GUI start-up

3.5.2 T-shirt for 2018 Code Sprint

3.5.3 Banner for location wizard

3.6 **Blog** entry about GRASS GIS

3.7 **Videos**

3.7.1 How to create a location

3.7.2 Give a talk about GRASS GIS

Community activities: Code Sprint 2018 at Basecamp – Integration



20 March 2018



GRASS GIS Tutorials
@GRASSGIS

Following

GRASS GIS now also supports the new
#PROJ 5 API: lists.osgeo.org/pipermail/grass-devel/2018-March/043000.html
... #osgeo #grassgis

9:53 PM - 20 Mar 2018

4 Retweets 7 Likes



Tweet your reply

Integration with QGIS 3





Community activities: GSoC 2018

Google Summer of Code 2018 – bitte bewerben!

<https://trac.osgeo.org/grass/wiki/GSoC/2018>

OSS-Fuzz - Continuous **Fuzzing** for Open Source Software for GRASS GIS

Implement a series of **image fusion** algorithms in GRASS GIS

Enhance 3D **rendering** capabilities in GRASS GIS

Additional functionality for running GRASS GIS modules in **Jupyter** Notebook

Integration of **PDAL** into GRASS GIS

Benchmarking framework for GRASS GIS

GRASS GIS as a post-processing part of **WebODM**

Additional **GUI** tools for image analysis

Module to create quadtree **tiling**

Tools for generating **unit tests** from examples in the manual

Mapnik rendering engine for GRASS GIS

Generalized GUI code for **Qt-based GUI**

GRASS GIS **3D viewer** NVIZ module independent of the main GUI

Integration of v.profile into **GUI** profiling tool

Add **CMake** build system for GRASS GIS

Add a cloud masking module for **Sentinel** data in GRASS GIS

Full support of **Python 3** in GRASS GIS

Improve GRASS integration in **QGIS 3**

New easy-to-use CLI and **API** for GRASS GIS

Vielen Dank!



grass.osgeo.org