



Building Models



Lesson 8 overview

- Modeling concepts and tools**
 - **Why build models?**
 - **Binary suitability models**
 - **Weighted suitability models**
 - **The methodology**
- Reclassify and Weighted Overlay tools**
- Exercise 8**

Modeling spatial problems

- **Models help us understand and solve complex problems**
 - **Simplify reality**
 - **Combine geographic layers to answer questions**
 - **Like, “Where should we build our next store?”**

Types of models

- ❑ **Representation models**
 - Describe the landscape (your GIS data layers)
- ❑ **Suitability models**
 - Use GIS layers to find best place for something (businesses, vineyards, evacuation centers)
 - Relatively easy; standard methodology
- ❑ **Process models**
 - Show the landscape as conditions change (fire spreads, rivers flood, oil slicks move)
 - Often difficult; no standard methodology
- ❑ **Automated work flows**
 - Data processing

Binary suitability models

- ❑ **Use for simple problems**
 - Like a query

- ❑ **Classify layers into good (1) and bad (0)**
 - Combine with AND, addition, or multiplication:
[Ski] = [Snow] & [Slope] & [Sun]

- ❑ **Advantages:**
 - Easy

- ❑ **Disadvantages:**
 - No “next-best” sites
 - All layers have same importance
 - All good values have same importance

Weighted suitability models

- ❑ Use for complex problems

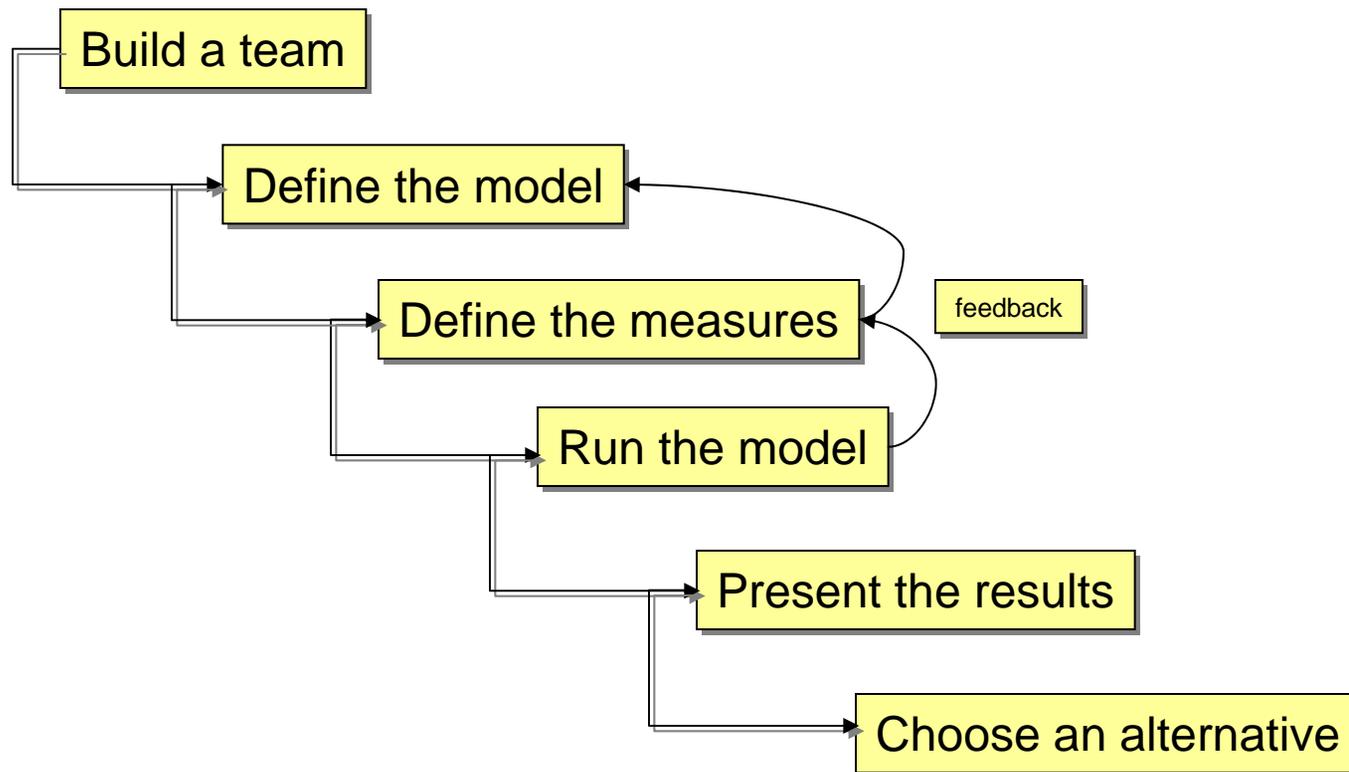
- ❑ Classify layers into suitability 1-9 (9 = best)
 - Weight and add together:
$$\text{Ski} = ([\text{Snow}] * 0.5)$$
$$+ ([\text{Slope}] * 0.3)$$
$$+ ([\text{Sun}] * 0.2)$$

- ❑ Advantages:
 - All values have relative importance
 - All layers have relative importance
 - Returns suitability on a scale 1—9

- ❑ Disadvantages:
 - Preference assessment is harder

The weighted suitability methodology

- There is a fairly standard methodology to follow:



Define the model

- ❑ **This is a team activity**
 - **Stakeholders, decision makers**

- ❑ **Define the problem**
 - **“Locate a ski resort”**

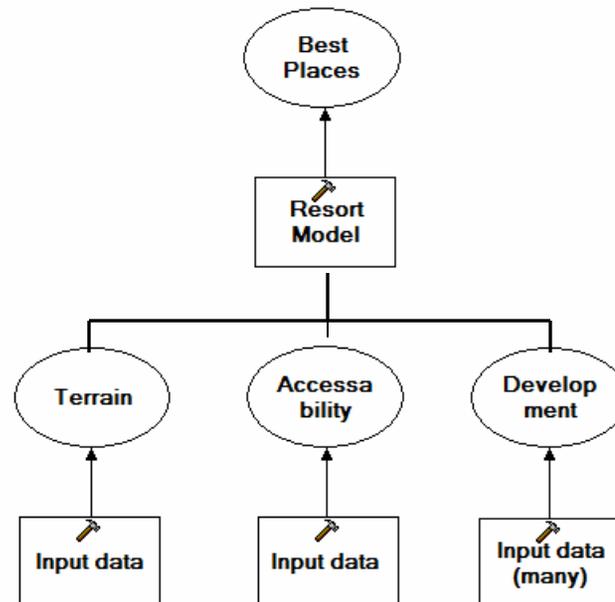
- ❑ **Identify issues**
 - **“Accessible to skiers”**

- ❑ **Determine how to measure**
 - **“Drive time to the city”**

- ❑ **Obtain GIS data**
 - **Like TIGER roads**

Break big models into sub-models

- Helps clarify relationships, simplifies problems

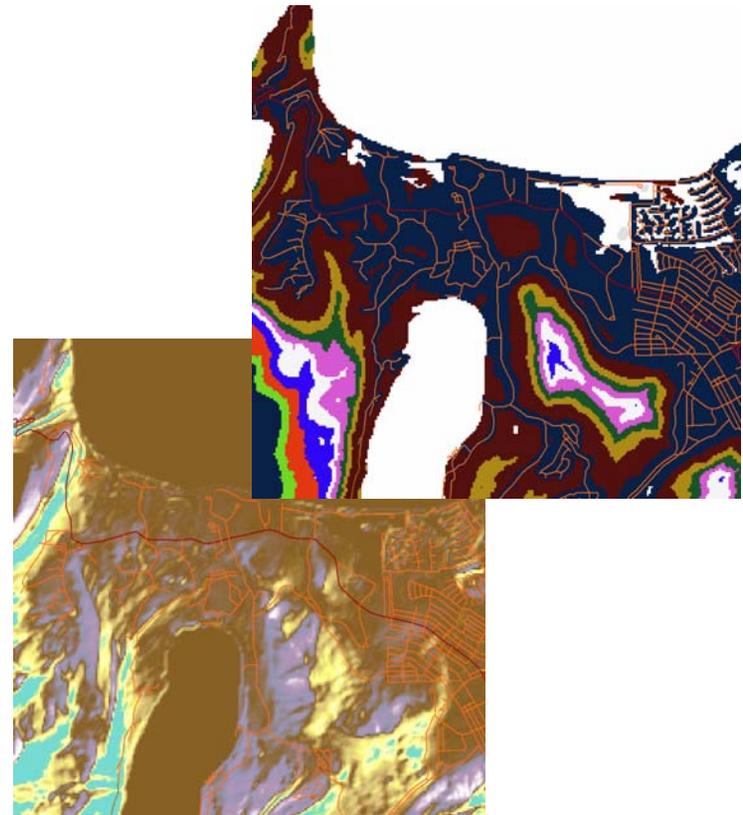


Decide how to measure the issues

- ❑ **Base data is not useful for measuring issues**
 - Need to measure access, not road location

- ❑ **May be very easy:**
 - ArcGIS Spatial Analyst tools
 - Like distance to roads

- ❑ **May be harder:**
 - Require another model
 - Like travel time to roads



Data types and math in modeling

- Valid math depends on the data type

Type	Examples	Legal math
Nominal	ID, Landuse Code, Phone Number	=
Ordinal	Importance, order of ocmpletion	<, =, >
Interval	Time of day, Temperature, pH level	<, =, >, +, -
Ratio	Age, Distance, Weight, Counts	<, =, >, +, -, *, /

Runner	Tom	Sam	Joe	Nominal
Finished	3 rd	2 nd	1 st	Ordinal
Time	4:05:09	4:05:07	4:05:03	Interval
Elapsed Time	81 seconds	79 seconds	75 seconds	Ratio

Define a scale of suitability

- ❑ You must define a scale for suitability
 - Many possible; typically 1 to 9 (worst to best)
 - Use the same scale for all layers in the model
- ❑ For each layer: Map values onto the scale

	Travel Time
Best	9 – 0 minutes off ramp
	8
	7
	6
	5 – 15 minutes off ramp
	4
	3
	2
Worst	1 – 45 minutes off ramp

	Soil grading
Best	9 – Recent alluvium, easy
	8
	7
	6
	5 – landslide; moderate
	4
	3
	2
Worst	1 – exposed bedrock

Determine suitability and weights

- ❑ **Preference assessment process**
 - **Suitability assignment:**
Sandy soil is better than clay soil

 - **Weight assignment:**
Soil is more important than slope

- ❑ **Normally done by a team**
 - **Use various techniques: Delphi, others**

- ❑ **This is the hard part of model development**

Convert measures into suitability

- ❑ **Cannot combine different measures:**
 $[RoadDistance] + [PowerDistance] = \text{Nonsense}$

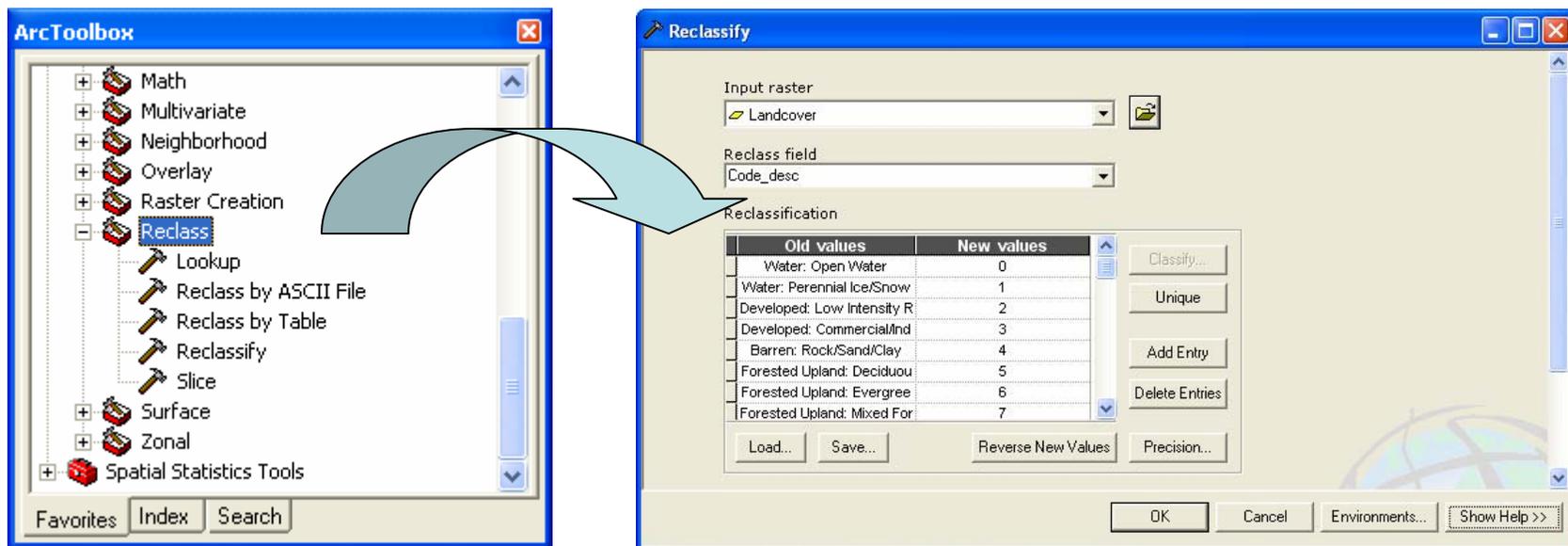
- ❑ **Must transform into same units (suitability)**
Reclassify layer values into relative suitability
 $[RoadDistance]$ into Accessibility, 1 to 9
 $[PowerDistance]$ into Accessibility, 1 to 9

- Scale each layer into the same units**
 $[RoadAccess] * 0.7 = \text{RoadSuit}$
 $[PowerAccess] * 0.3 = \text{Powersuit}$

- ❑ **Now you may add layers together**
 $[RoadSuit] + [PowerSuit] = \text{SkiSuit}$

The Reclassify tool

- May use to convert measures into suitability



Reclassify with equations

- ❑ An option with ratio data
- ❑ Need a mathematical relationship between data and suitability
- ❑ Example: Suitability decreases with distance to roads
- ❑ Implement with Map Algebra or a mode):

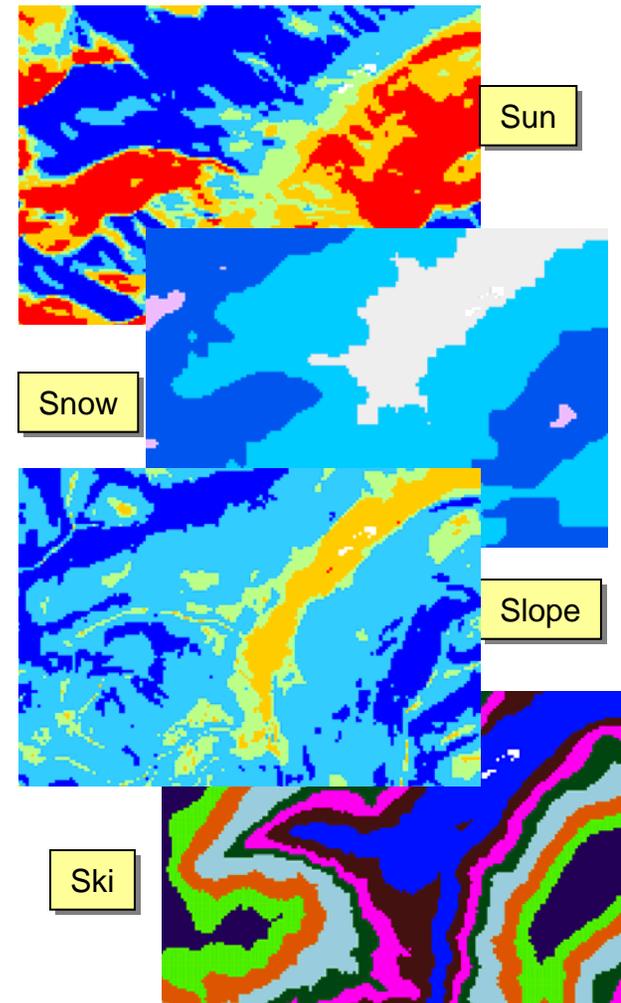
`RoadSuit = S + (-0.0018 fRoadDist]`

Weight and combine the layers

- ❑ For each submodel
 - Multiply suitability layers by weights
 - Weights must add up to one
 - Add the weighted layers together
- ❑ Repeat to combine sub-models

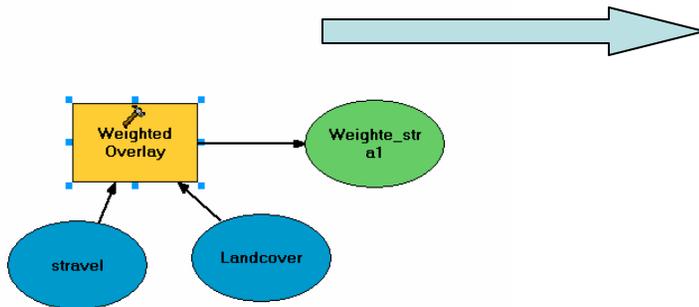
- ❑ Use the Weighted Overlay tool
- ❑ Or, use a Map Algebra expression

`Ski = ([snow] * 0.5) + ([slope] * 0.3) + ([sun]* 0.2)`



The Weighted Overlay tool

- Weights and combines multiple inputs



Weighted overlay table

Raster	% Influence	Field Value	Scale Value
stravel	100	1	1
		2	2
		3	3
		4	4
		5	5
		6	6
		7	7
		8	8
		9	9
		NODATA Value	NODATA
Landcover	0	11	1
		12	1
		21	1
		23	1
		31	1

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Find the best locations

- ❑ **Model returns a suitability “surface”**
 - Often does not return a perfect 9

- ❑ **Create candidate sites**
 - Select cells with highest scores
 - Define regions with unique IDs
 - Eliminate regions that are too small

- ❑ **Choose between the candidates**
 - Another modeling problem?

