



## **Building Models**



# Lesson 8 overview

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- ❑ **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

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- **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

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- ❑ **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

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- ❑ **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

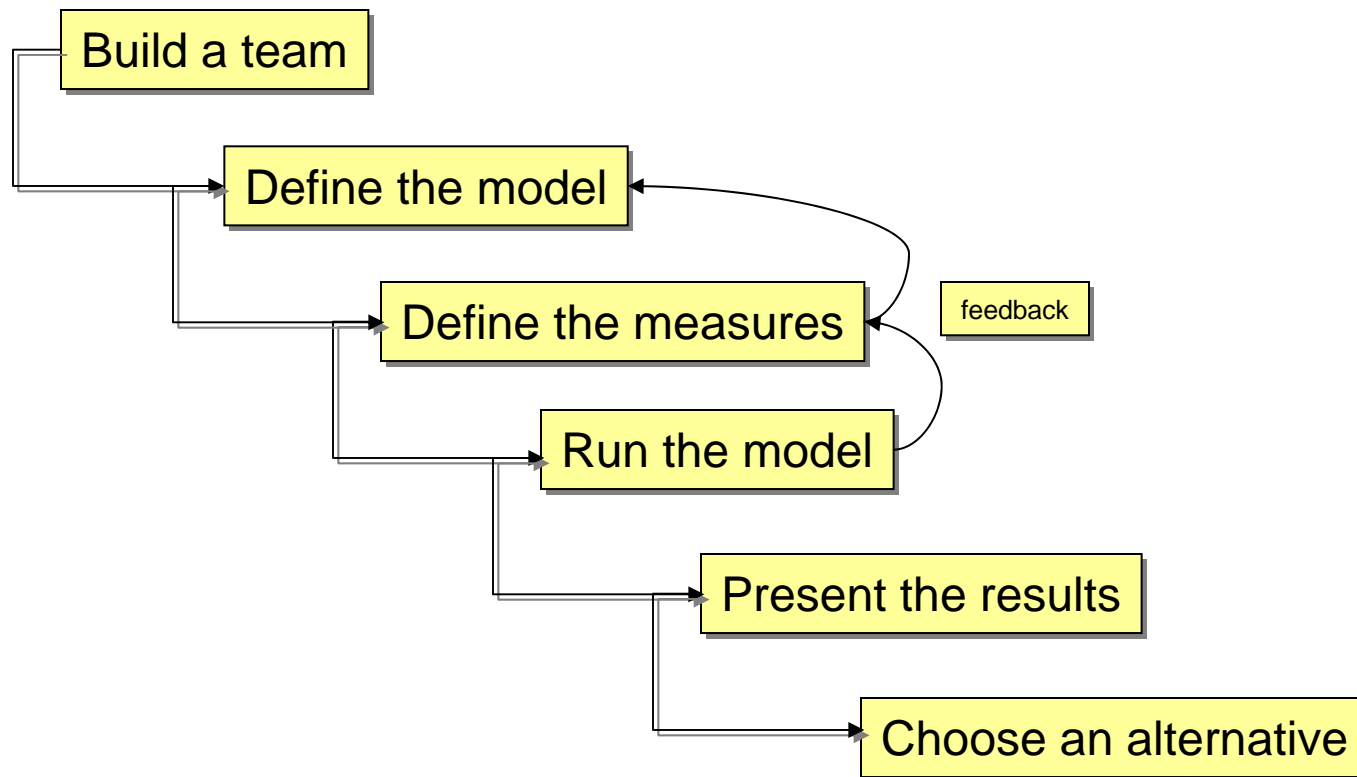
# Weighted suitability models

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- ❑ 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

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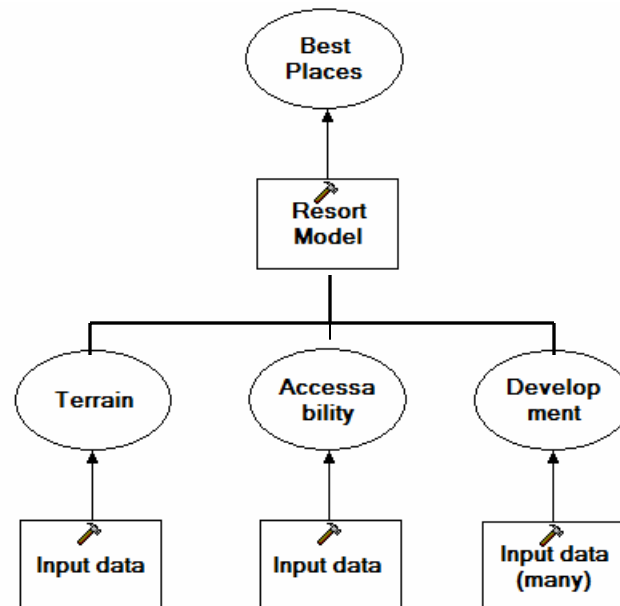
- ❑ **This is a team activity**
  - **Stakeholders, decision makers**
  
- ❑ **Define the problem**
  - **“Locate a ski resort”**
  
- ❑ **Identify issues**
  - **“Accessible to skiers”**
  
- ❑ **Determine how to measure**
  - **“Drive time to the city”**
  
- ❑ **Obtain GIS data**
  - **Like TIGER roads**



# Break big models into sub-models

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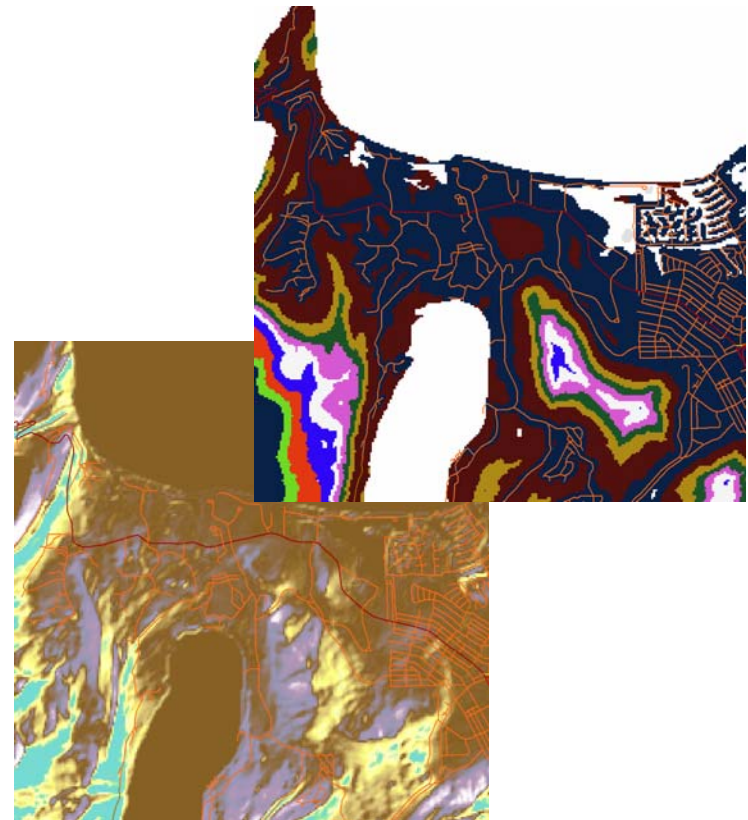
- ❑ Helps clarify relationships, simplifies problems



# Decide how to measure the issues

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- ❑ **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

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- ❑ 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 <sup>rd</sup>	2 <sup>nd</sup>	1 <sup>st</sup>	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

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- ❑ 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

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- ❑ **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**

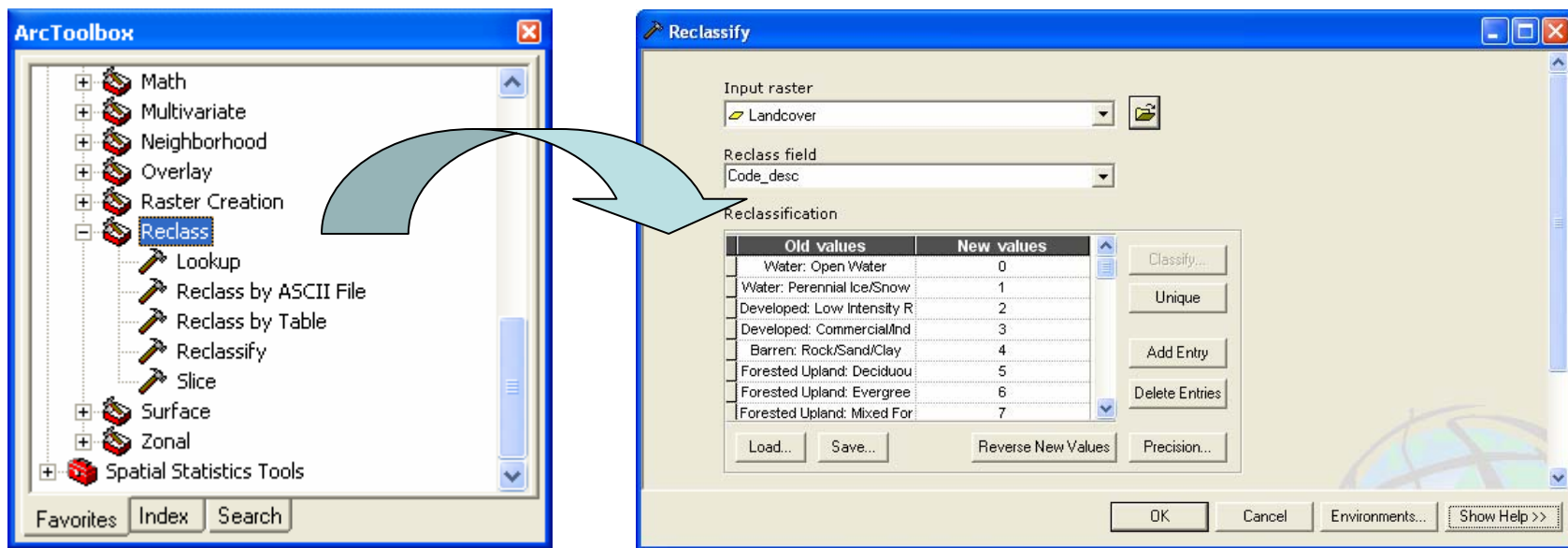
# Convert measures into suitability

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- ❑ **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

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- ❑ 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):

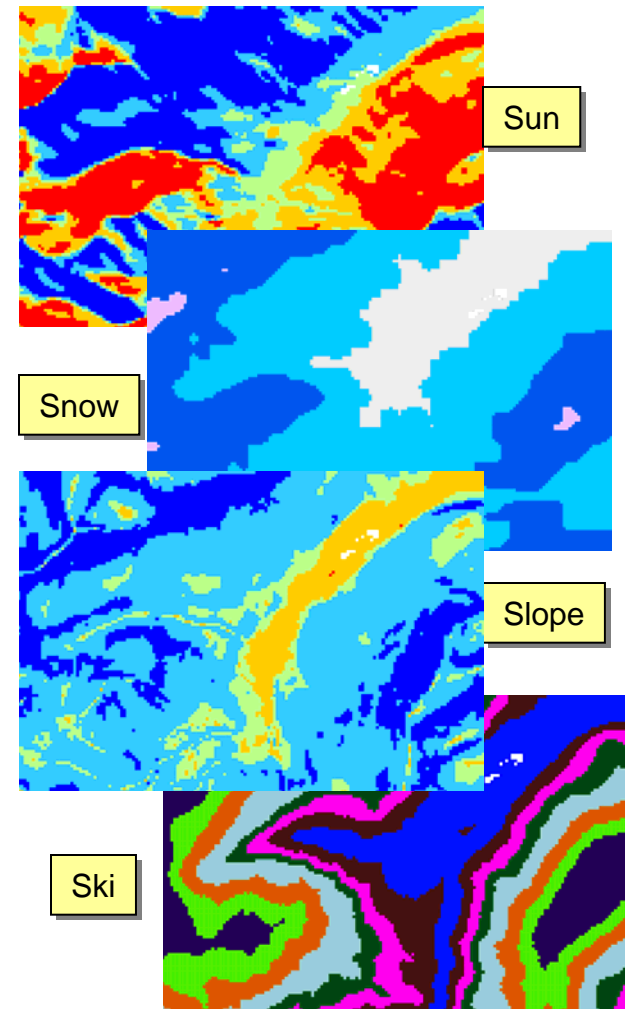
`RoadSuit = S + ( -0.0018 fRoadDist ]`



# Weight and combine the layers

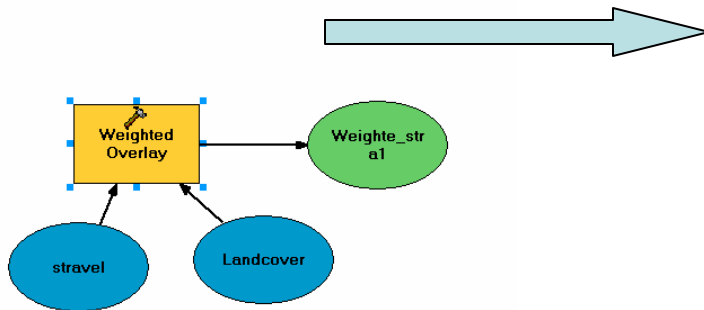
- ❑ For each submodel
  - Multiply suitability layers by weights
    - Weights must add up to one
  - Add the weighted layers together
- ❑ Repeat to combine sub-models
  
- ❑ Use the Weighted Overlay tool
- ❑ Or, use a Map Algebra expression

`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	NODATA
Landcover	0	Value	Value
		11	1
		12	1
		21	1
		23	1
		31	1

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# Find the best locations

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- ❑ **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?

