



UNIVERZITA PAVLA JOZÉFA ŠAFÁRIKA V KOŠICIACH

Prírodovedecká fakulta



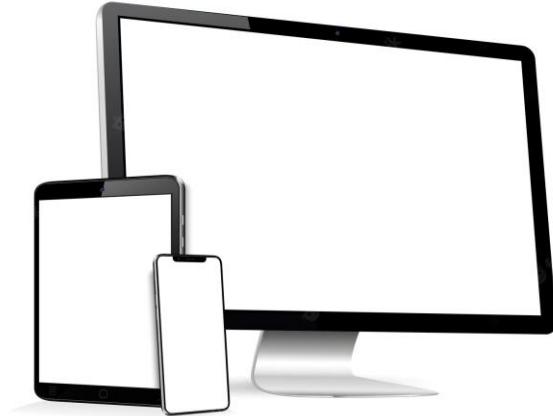
# Online mapy a nástroje, Flow mapper

Mgr. Katarína Onačillová, PhD.

# Online mapové nástroje

## Výhody

- bez potreby inštalácie
- rýchlosť
- výber a využitie dát (GEE – „cloud“ = dostupné odkiaľkoľvek, z akéhokoľvek zariadenia)
- cenová dostupnosť – mnoho bezplatných nástrojov
- spolupráca
- informácie v reálnom čase



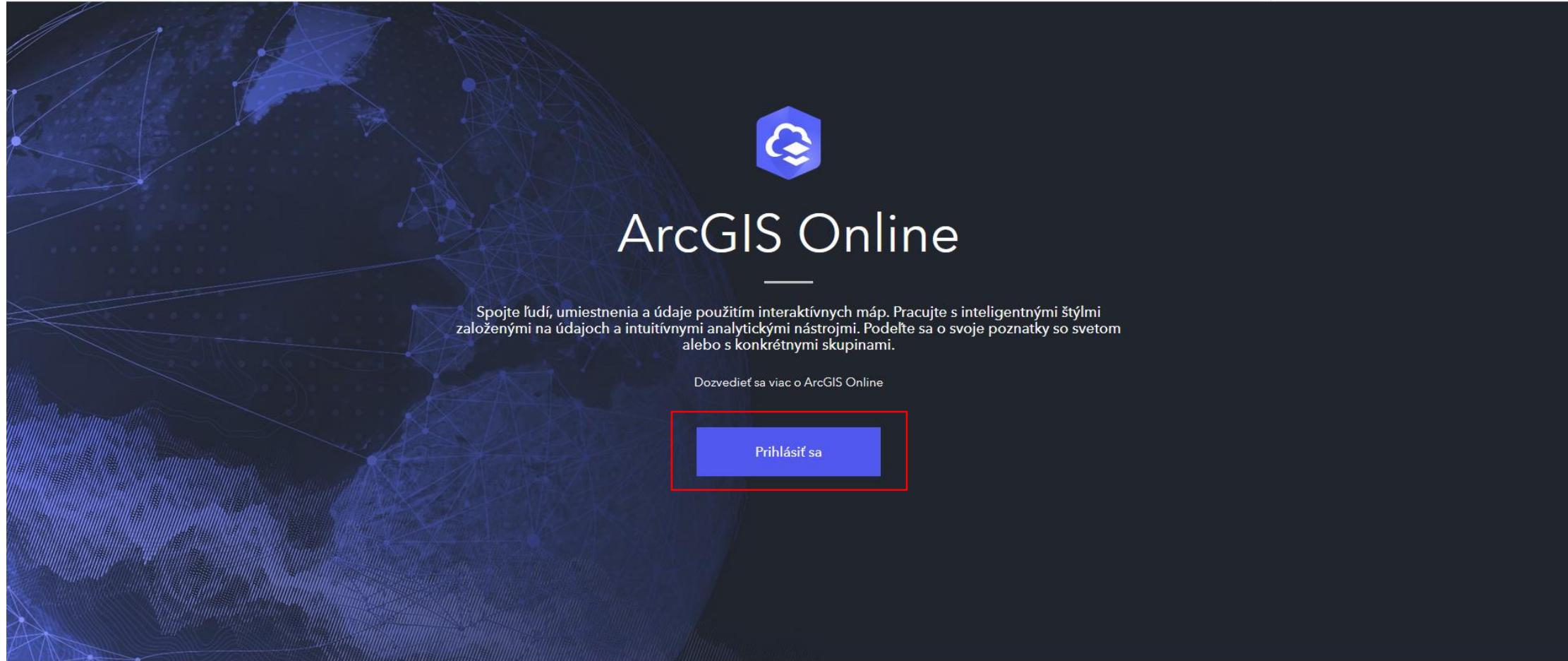
# Online mapové nástroje

## Nevýhody

- pre pokročilejšie analýzy – potreba znalosti skriptovania
- obmedzené funkcie
- niektoré platformy/funkcie platené
- len online



# ArcGIS Online



Prehľad   Cenník   Mapa   Scéna   Pomocník

Prihlásiť sa



## ArcGIS Online

Spojte ľudí, umiestnenia a údaje použitím interaktívnych máp. Pracujte s inteligentnými štýlmi založenými na údajoch a intuitívnymi analytickými nástrojmi. Podelte sa o svoje poznatky so svetom alebo s konkrétnymi skupinami.

Dozviedieť sa viac o ArcGIS Online

[Prihlásiť sa](#)

# ArcGIS Online

Untitled map

Open in Map Viewer Classic

Štefan Gábor  
stefan.gabor

Add layers to your map and they will appear here.

+ Add layer

Layers

# ArcGIS Online

Home ▾ My Map

Open in Map Viewer New Map Štefan ▾

Details Add Basemap Analysis

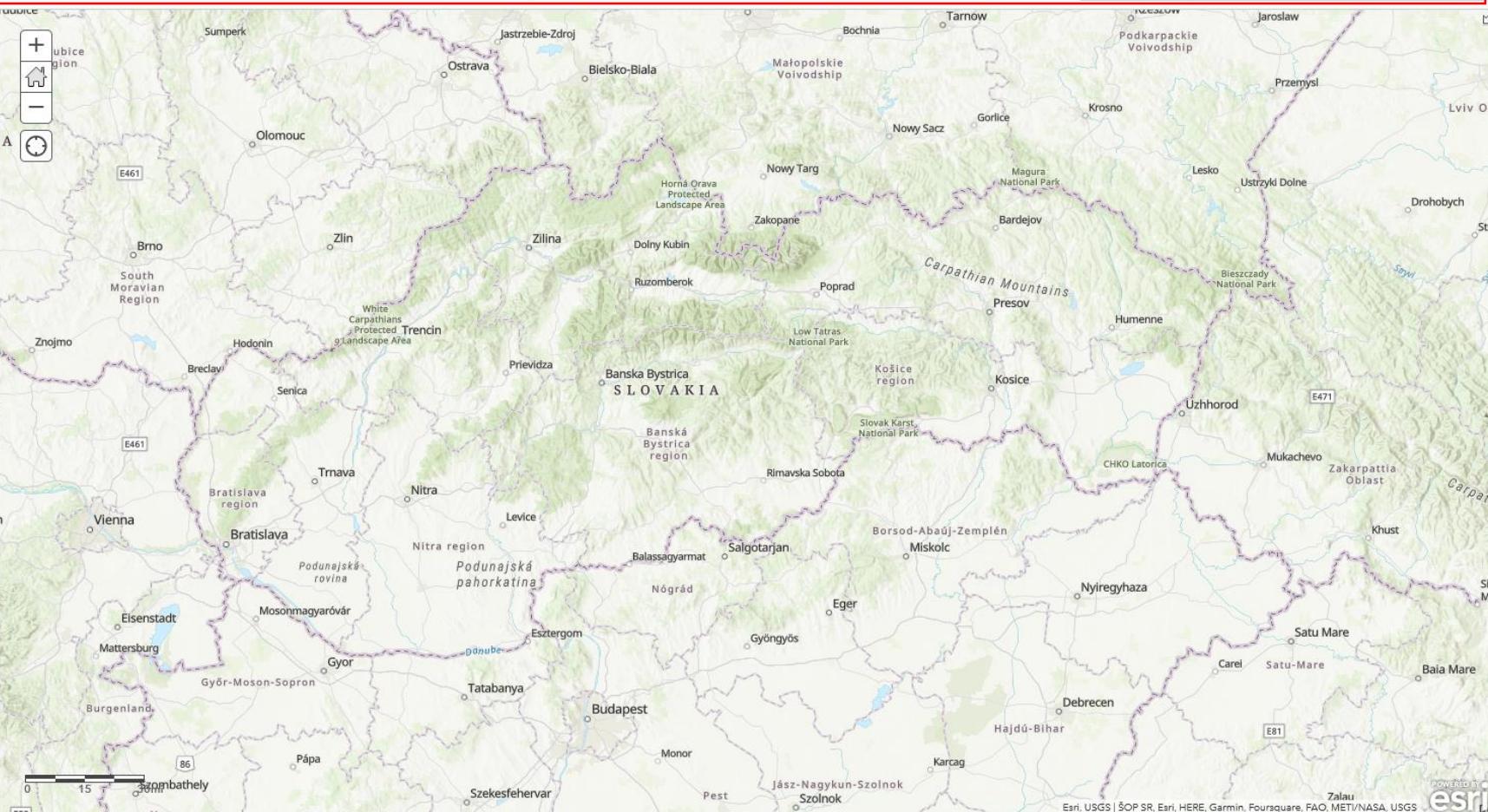
About Content Legend

Make your own map

It's easy to make your own map. Just follow these steps:

1. Choose an area.  
Pan and zoom the map to an area or search by its name or address.
2. Decide what to show.  
Choose a Basemap then Add layers on top of it.
3. Add more to your map.  
Add map notes to draw features on the map.  
Display descriptive text, images, and charts for map features in a pop-up.
4. Save and share your map.  
Give your map a name and description then share it with other people.

Save Share Print Directions Measure Bookmarks Find address or place

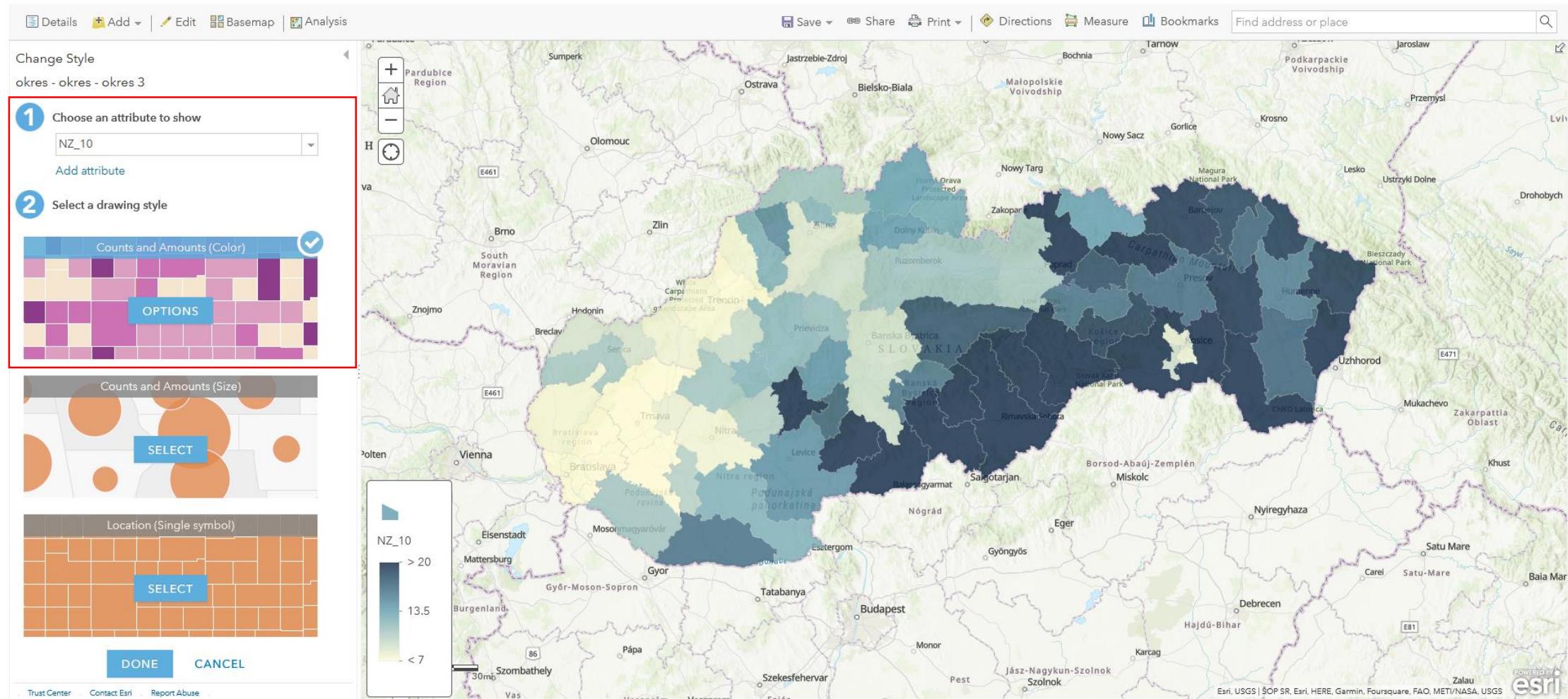


The map displays a variety of geographical features, including mountain ranges (Carpathians), rivers (Danube, Tisza), and protected areas like the Horná Orava Protected Landscape Area and the Bieszczady National Park. Major roads and international borders are also visible.

# ArcGIS Online

Home ▾ My Map

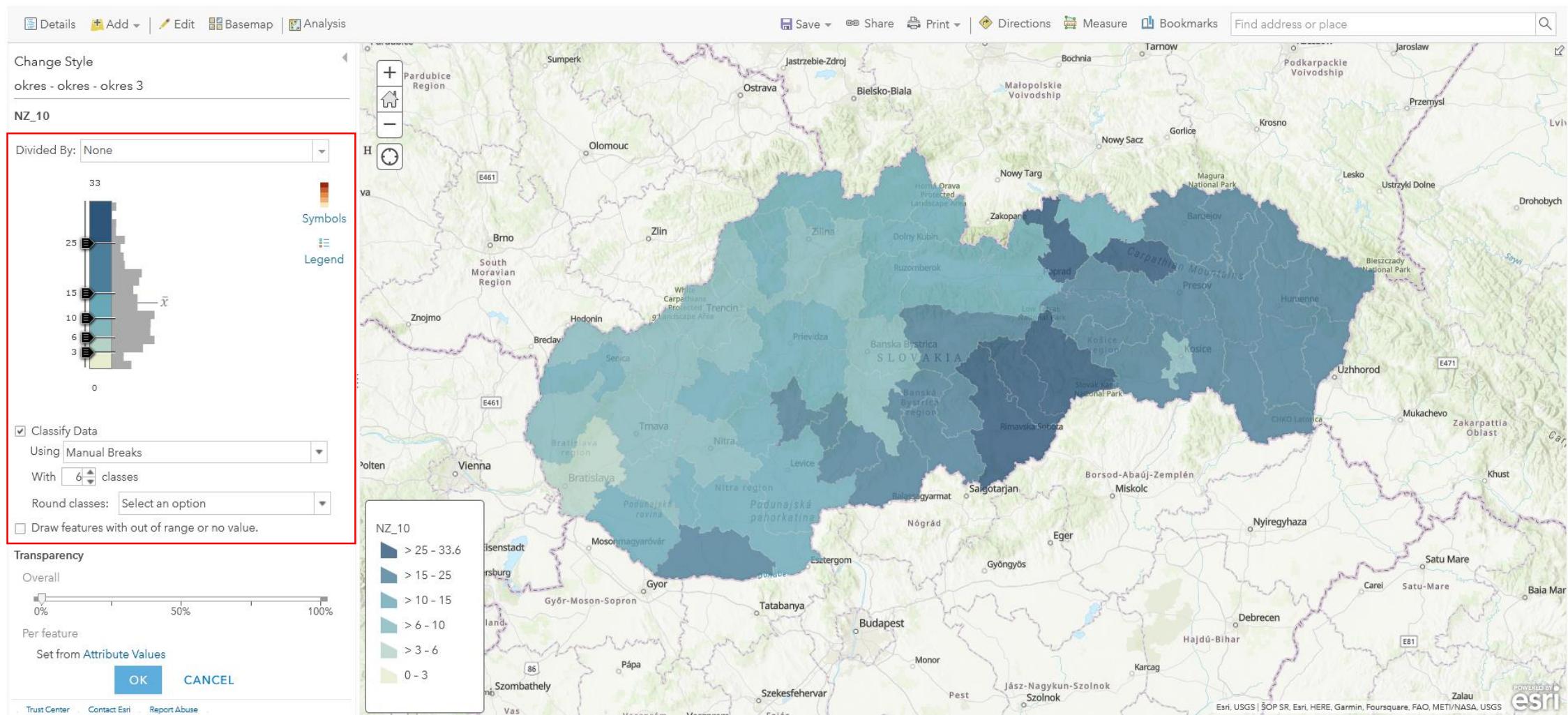
Open in Map Viewer New Map Štefan ▾



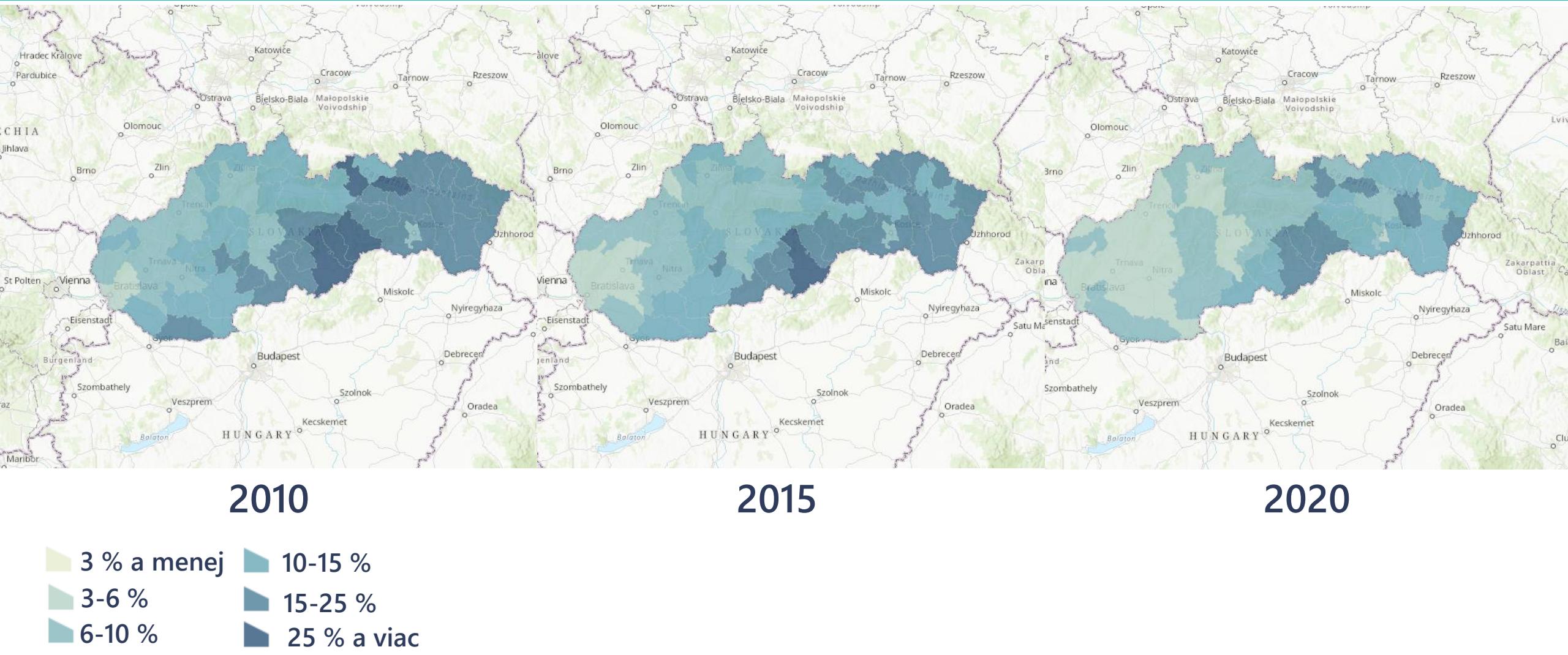
# ArcGIS Online

Home ▾ My Map

Open in Map Viewer New Map  Štefan ▾

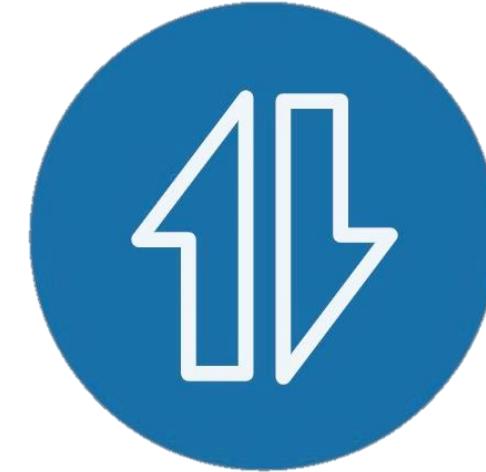


# ArcGIS Online



# Flowmap.blue

- interaktívna webová aplikácia
- jazyk JavaScript
- tvorca: Ilya Boyandin
- statická a dynamická simulácia O-D tokov v rôznych časových obdobiach
- zobrazenie aj najmenších tokov, ktoré by mohli ostať v statickej podobe skryté



# Flowmap.blue

Flowmap.blue template spreadsheet

Súbor Upravť Zobrazit Vložiť Formát Údaje Nástroje Rozšírenia Pomocník

Iba zobrazenie 100% A1 property

A	B	C	D
property	value	comment	references
title	Template Spreadsheet	First step: make a copy of this spreadsheet by going to "File" / "Make a copy..."	
description	This is just a template prepared to help you publish your dataset. Make a copy of this spreadsheet by going to "File" / "Make a copy..." then you can fill your data in. You must be logged in for this to work.		
source.name	Not specified		
source.url	<a href="http://some.url.here">http://some.url.here</a>		
createdBy.name	Your name		
createdBy.email	Your email	← We may contact you asking for a permission to add your flow map to the list of examples on the homepage of flowmap.blue.	
createdBy.url	<a href="http://yourwebsite">http://yourwebsite</a>		
mapbox.accessToken		← (optional) If you link or embed your map on a web site where you expect high traffic, please, register and use your own Mapbox access token.	<a href="https://account.mapbox.com/">https://account.mapbox.com/</a>
mapbox.mapStyle		← (optional) Custom Mapbox style URL (you can fine tune map rendering or upload your shapes as a tileset or a dataset and add them as a layer). Your style must be public. We recommend to base your style on the "Light" template.	<a href="https://docs.mapbox.com/help/tutorials/create-a-custom-style/">https://docs.mapbox.com/help/tutorials/create-a-custom-style/</a>
colors.scheme	Default		
colors.darkMode	yes		
animate.flows	no		
clustering	yes		
flows.sheets	flows	← Here you can list multiple comma-separated sheet names if you want to split your flows data into several subsets. There will be a drop-down menu in the UI with the subsets to select from. Here is an example: →	<a href="https://flowmap.blue/1mK12MxNmGtSSxMhtoKO5h7nxyDMXFC">https://flowmap.blue/1mK12MxNmGtSSxMhtoKO5h7nxyDMXFC</a>
msg.locationTooltip.incoming	Incoming trips	← Here you can customize some of the messages.	
msg.locationTooltip.outgoing	Outgoing trips		
msg.locationTooltip.internal	Internal & round trips		
msg.flowTooltip.numOfTrips	Number of trips		
msg.totalCount.allTrips	{0} trips		
msg.totalCount.countOfTrips	{0} of {1} trips		
msg.totalCount.countOfTrips	{0} of {1} trips		

properties locations flows

a) šablóna tabuľky Google

A1 id

A	B	C	D	E
id	name	lat	lon	
1	New York	40.713543	-74.011219	If you only have the location names in your dataset and no geographic coordinates, our Geocoding utility can be of help ↗
2	London	51.507425	-0.127738	
3	Rio de Janeiro	-22.906241	-43.180244	<a href="https://flowmap.blue/geocoding">https://flowmap.blue/geocoding</a>
4				
5				
6				

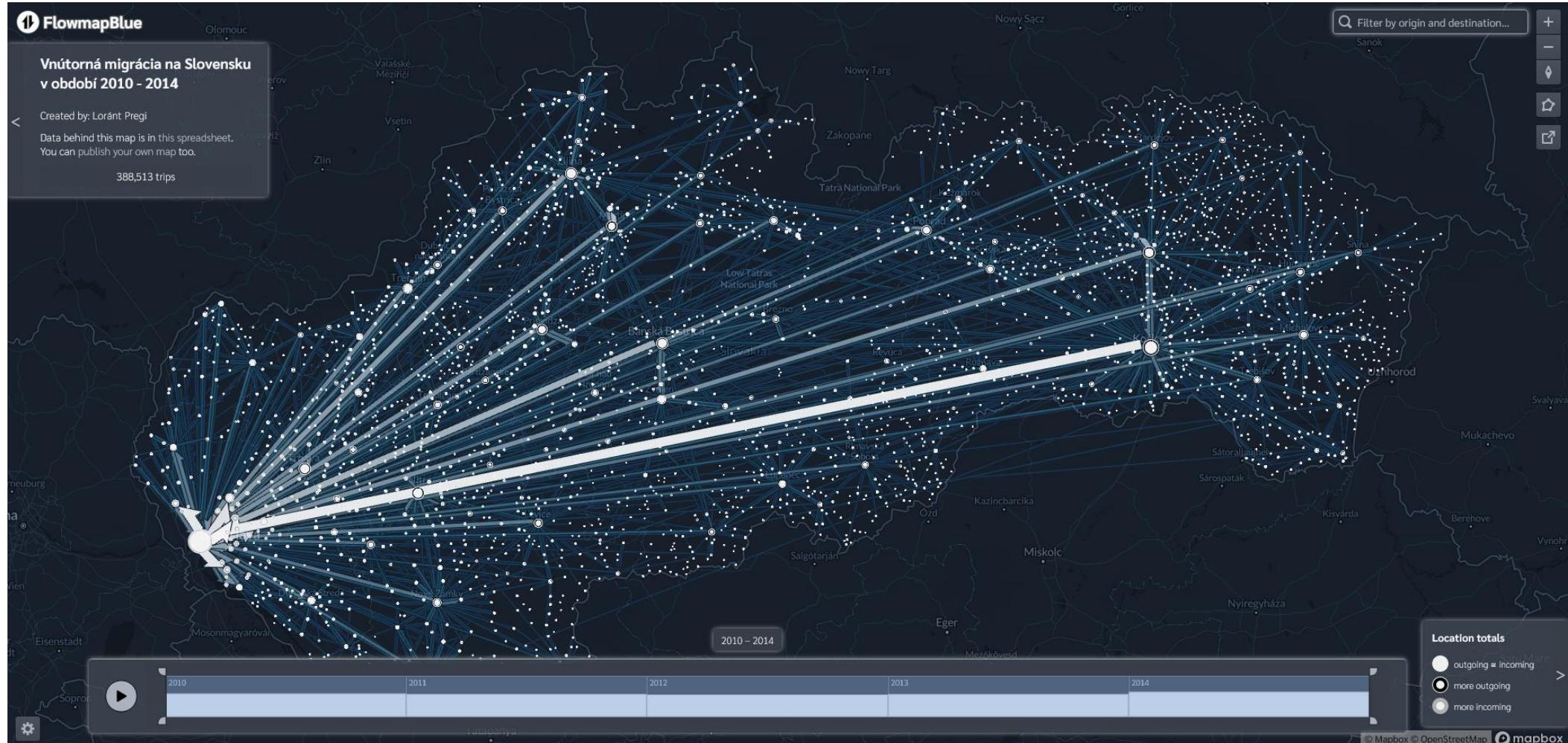
b) hárok *locations*

A1 origin

A	B	C	D	E
origin	dest	count	time	
2	1	2	42	↑ It's better to delete the unused columns if you have many rows in your dataset ↑
3	2	1	51	
4	3	1	50	← The "time" column is optional. Supported formats: YYYY-MM-DD HH:MM:SS, YYYY-MM-DD HH:MM, YYYY-MM-DD, YYYY-MM, YYYY
5	2	3	40	
6	1	3	22	Use the OD-matrix data conversion tool if your movement counts are stored as an OD-matrix. ↗
7	3	2	42	
8				<a href="https://flowmap.blue/od-matrix-converter">https://flowmap.blue/od-matrix-converter</a>

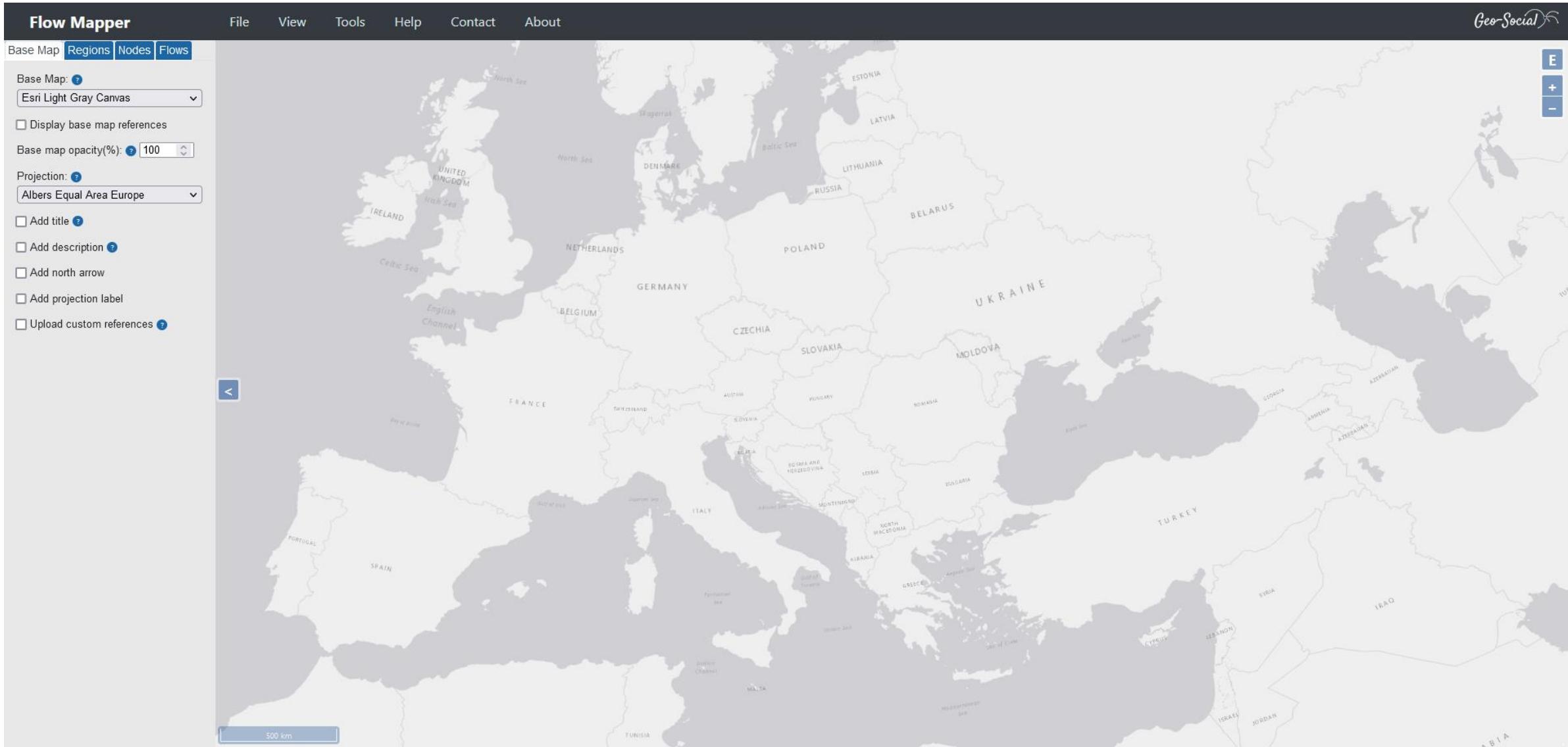
c) hárok *flows*

# Flowmap.blue



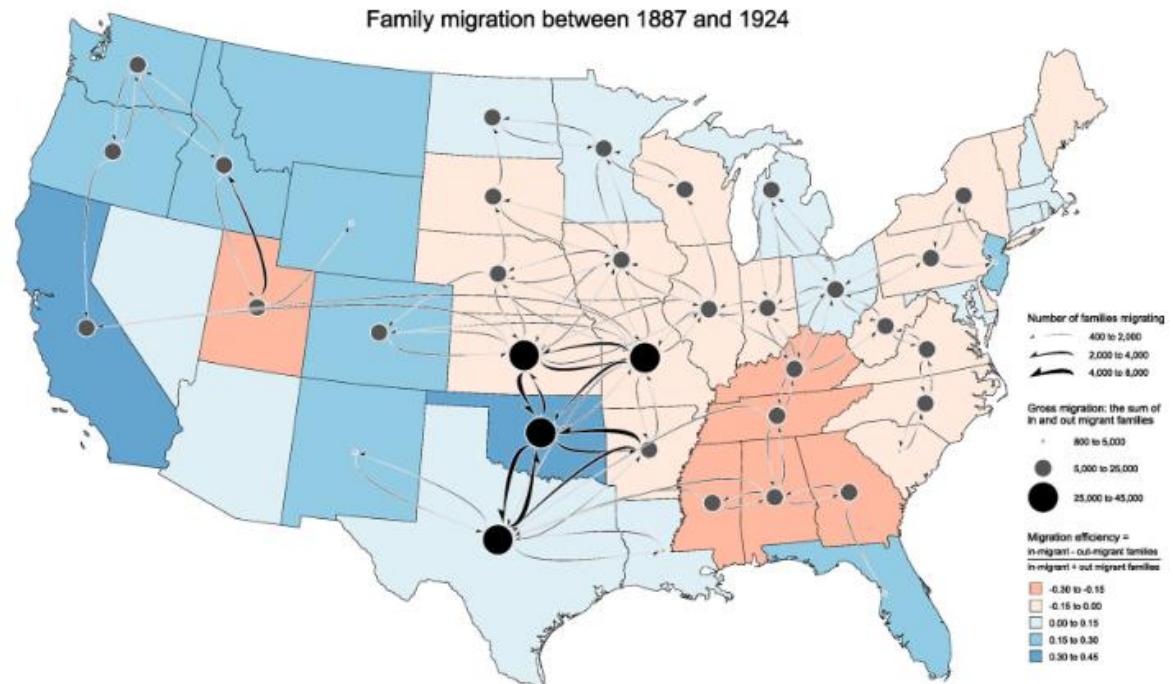
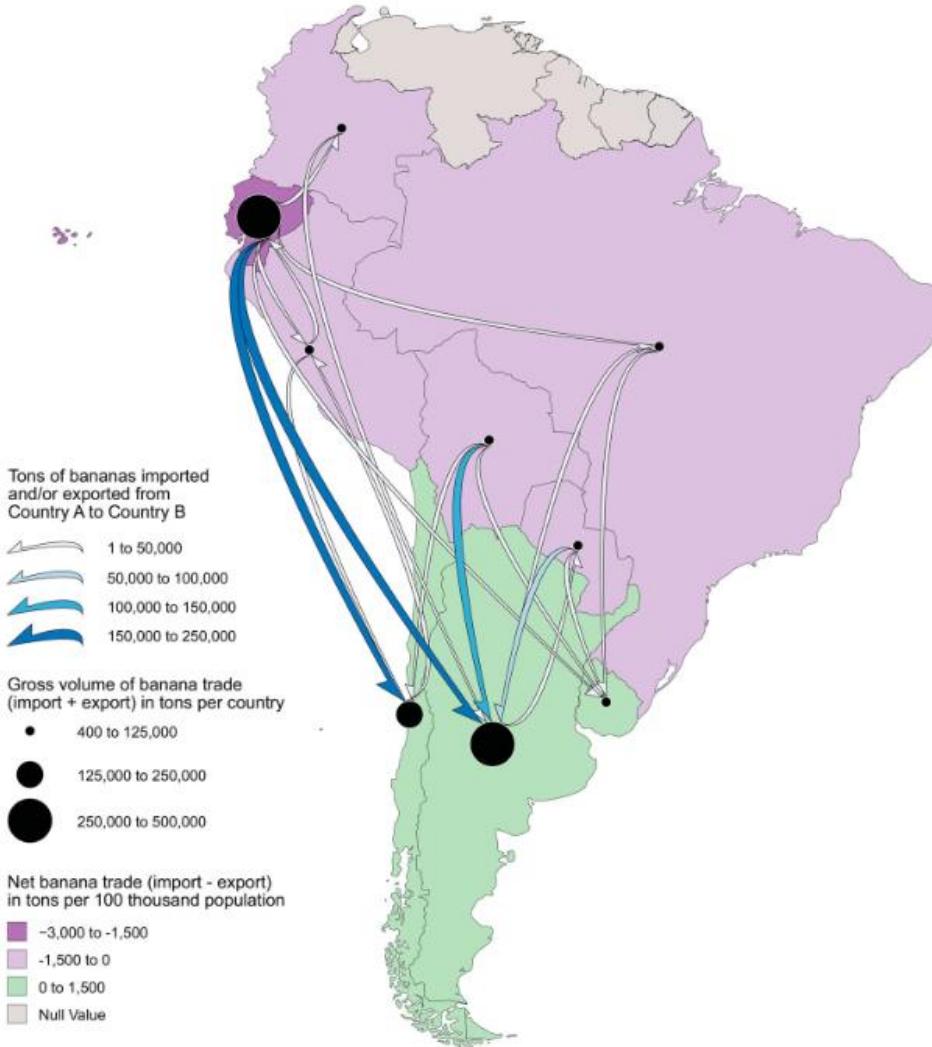
mapa je dostupná na [tomto linku](#)

# Flowmapper



# Flowmapper

Banana trade between countries in South America



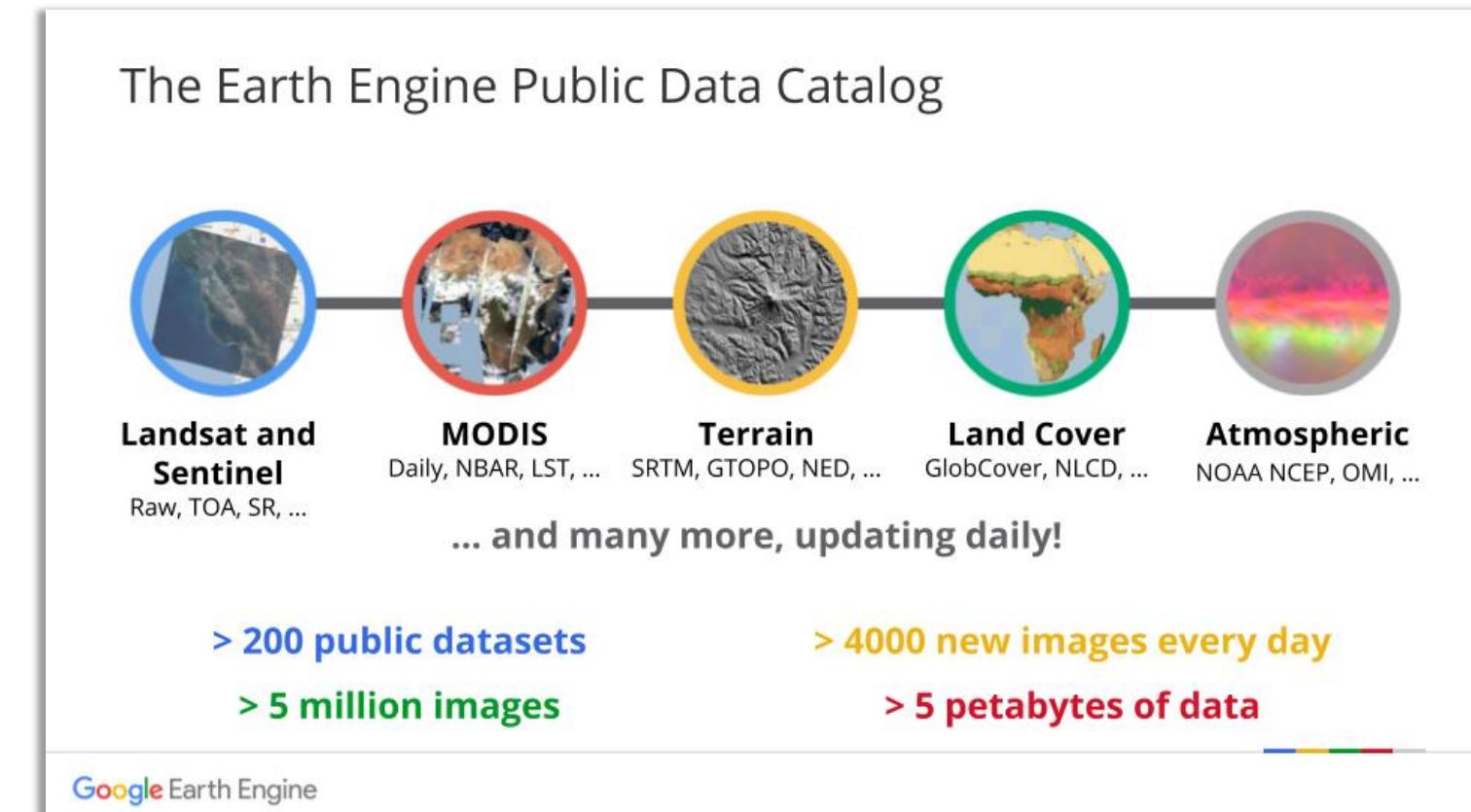
Koylu, Tian, Windsor, 2022

# Google Earth Engine



~ využitie sily clodu

- Cloudová platforma pre geopriestorové analýzy
- Voľne prístupný katalóg dát > 200 datasetov, >5 PB dát
- Import vlastných dát a ich integrácia s datasetmi GEE
- Aplikácia rôznych algoritmov
- Export mapových výstupov, tabuľiek, grafov...

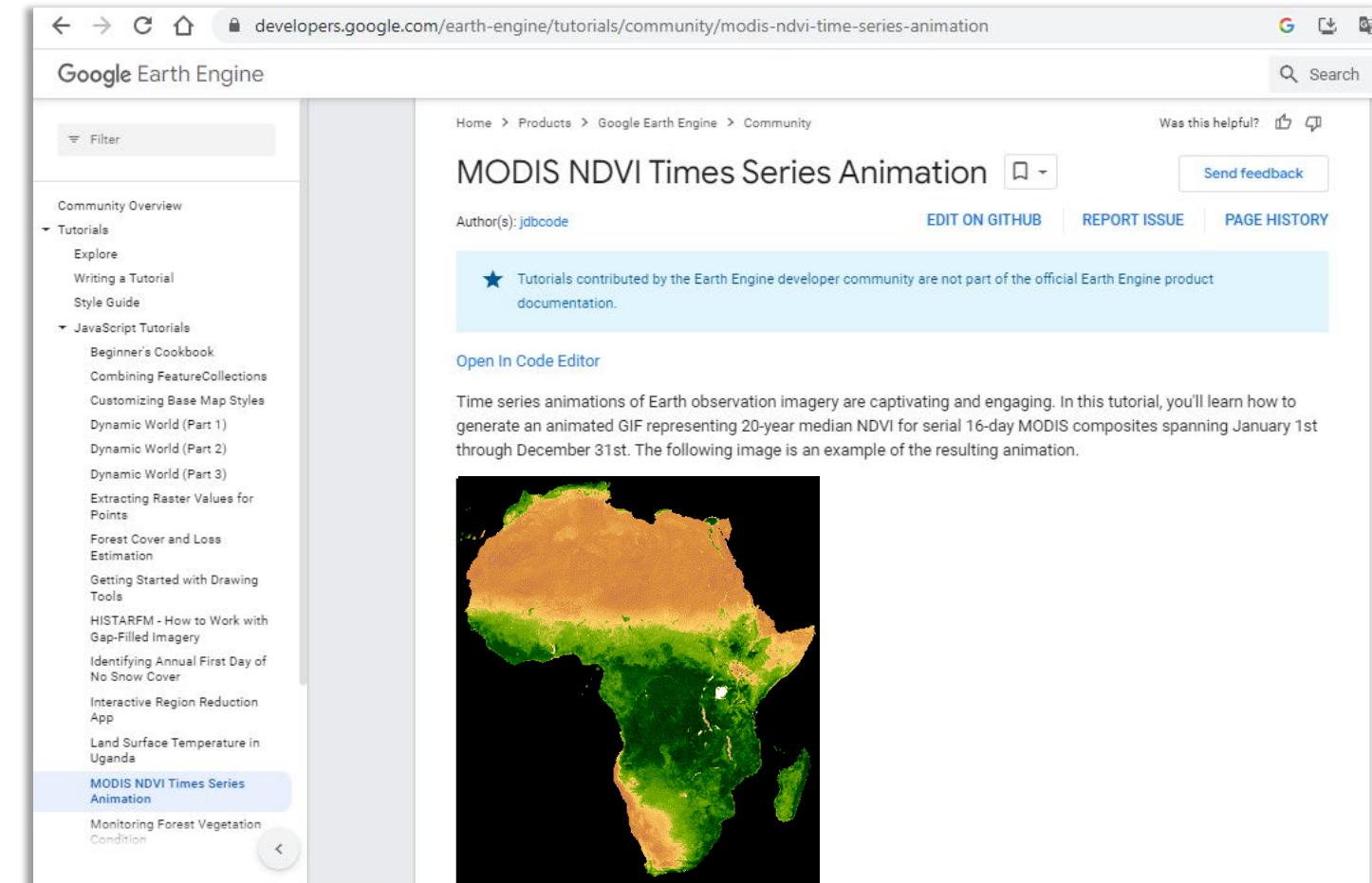


# Google Earth Engine



~ využitie sily clodu

- Prevažné využitie JavaScript
- Nie je potrebné byť expertom v kódovaní, mnoho tutoriálov je dostupných aj online:
  - <https://developers.google.com/earth-engine/getstarted>
  - <https://developers.google.com/earth-engine/tutorials>



The screenshot shows a web browser displaying a Google Earth Engine tutorial titled "MODIS NDVI Times Series Animation". The page URL is [developers.google.com/earth-engine/tutorials/community/modis-ndvi-time-series-animation](https://developers.google.com/earth-engine/tutorials/community/modis-ndvi-time-series-animation). The browser's address bar and various control buttons are visible at the top. On the left, there is a sidebar with a "Community Overview" section and a "Tutorials" section expanded, showing a list of various Earth Engine tutorials. The main content area on the right features the title "MODIS NDVI Times Series Animation" and a note stating that the tutorials are contributed by the developer community and are not part of the official product documentation. Below this, there is a section titled "Open In Code Editor" with a description of the tutorial's purpose: generating an animated GIF representing 20-year median NDVI for serial 16-day MODIS composites spanning January 1st through December 31st. A small thumbnail image of the resulting map is shown.

# Google Earth Engine

~ využitie sily clodu

Príklady kódov,  
uložené skripty

Google Earth Engine

Search places and datasets...

Scripts Docs Assets

- downscaling\_27\_9
- emissivity
- karst\_sinkholes
- maya
- no2\_concentrations\_london
- veronika\_DP
- Writer**
- No accessible repositories. Click Refresh to check again.
- Reader (4)**
- users/aakashchhabra7489/GEE
- users/MohsenSaber/SP5\_NO2\_Monitori...
- SP5\_NO2\_IND\_POP
- SP5\_NO2\_IND\_POP\_web
- users/pavlenkoanna2011/ex1

downscaling\_0404...

Get Link

Save

Run

Reset

Apps

```

Imports (2 entries)
var study_area: Polygon, 4 vertices
var geometry_random_points: Polygon, 4 vertices

1 //LST CALCULATION:
2
3 // #####
4
5
6 //Select Landsat 8 Surface Reflectance dataset coverage
7 var L8 = ee.ImageCollection("LANDSAT/LC08/C01/T1_SR")
8   .filterBounds(study_area)
9   .filterDate("2018-08-21", "2018-08-30")
10  .filterMetadata("CLOUD_COVER", "less_than", 5);
11  //print(L8, "L8");
12
13
14 //Visualization parameters
15

```

Inspector

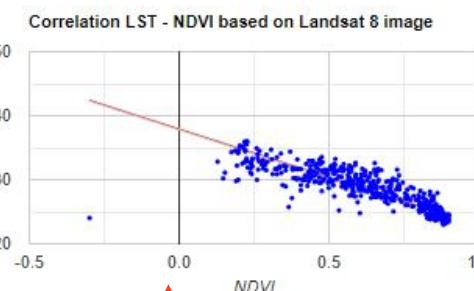
Console

Tasks

ImageCollection COPERNICUS/S2\_SR (3 elements)  
Sentinel-2 image collection

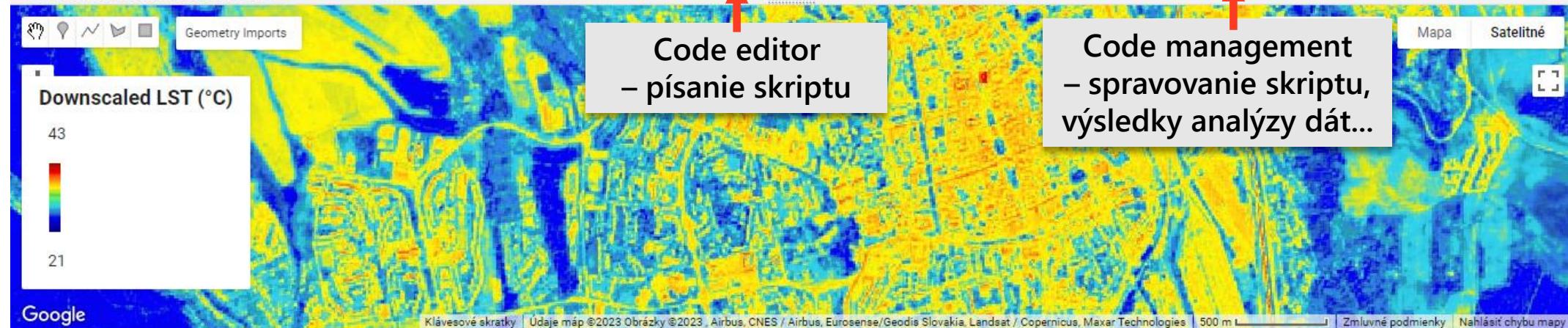
JSON

JSON



Code editor  
– písanie skriptu

Code management  
– spravovanie skriptu,  
výsledky analýzy dát...





# Google Earth Engine

~ porovnanie tradičnej metódy analýzy s analýzou v GEE

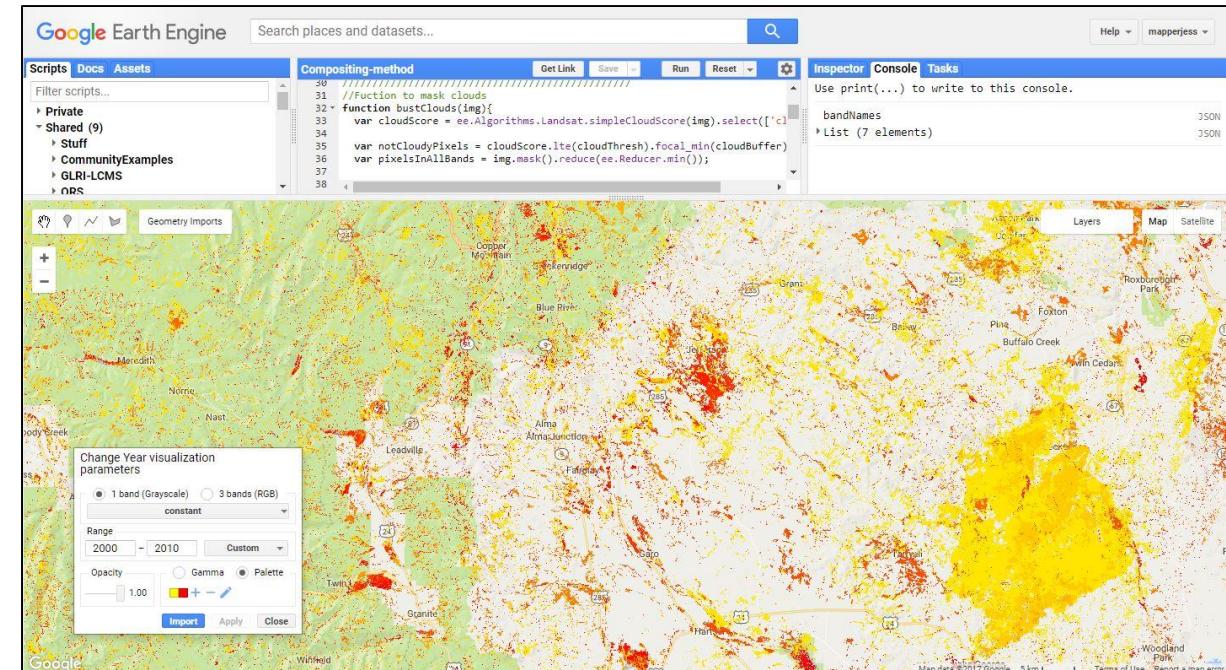
## ANALÝZA ZMIEN LESA V OBDOBÍ MEDZI ROKMI 2000 – 2010

### TRADIČNÝ POSTUP

- Výber záujmového územia
  - Príprava dát:
    - stiahnutie a uloženie satelitnej scény (snímky) počas vegetačného obdobia (1 scéna ~ 1 GB/zip)
    - orezanie scény a zmozaikovanie (výsledná scéna ~ 1.75 GB)
  - =  $\sim 48 \text{ scén} \times 11 \text{ rokov} = \sim 528 \text{ scén} = \sim 924 \text{ GB}$ 
    - + aplikácia korekcií, odstránenie oblačnosti, vytvorenie výslednej kompozície za 1 rok, výpočet vegetačného indexu NDVI (+ďalšie stovky GB)
  - Analýza dát
- Niekol'ko mesiacov práce pre dosiahnutie výsledku

### GOOGLE EARTH ENGINE

V GEE získa skúsenejší programátor ten istý výsledok za *~1 hodinu a pomocou 100 riadkov kódu*



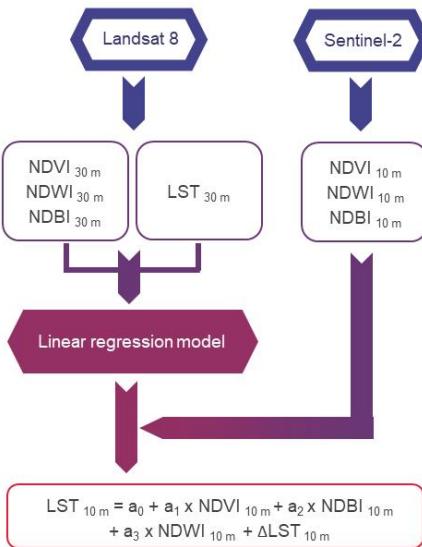


# Google Earth Engine

~ príklad využitia

Combining Landsat 8 and Sentinel-2 Data in Google Earth Engine to Derive Higher Resolution Land Surface Temperature Maps

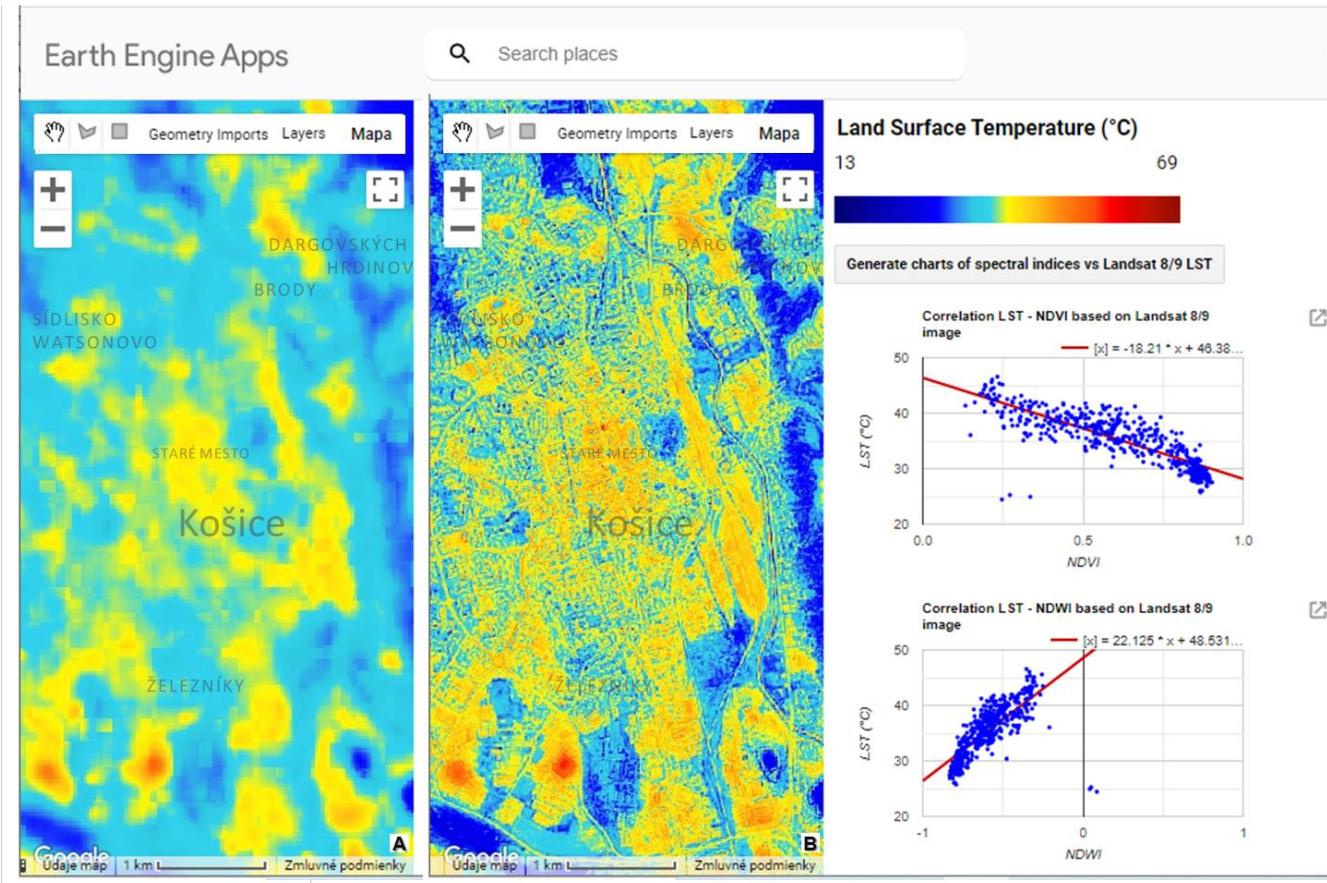
THE FLOWCHART OF PROCEDURAL STEPS



SUPPLEMENTARY MATERIAL

The GEE application for downscaling Landsat LST imagery to 10 m spatial resolution:  
<https://danielp.users.earthengine.app/view/lst-downscaling>

The source code of the application and a short manual on how to use it:  
<https://github.com/palubad/LST-downscaling-to-10m-GEE>



*Kombinácia dát z družíc Landsat 8 a Sentinel-2 v Google Earth Engine pre odvodenie máp teploty povrchu krajinnej pokrývky (LST) vo vyššom priestorovom rozlíšení*

<https://danielp.users.earthengine.app/view/lst-downscaling>

ONAČILLOVÁ, K., GALLAY, M., PÉLIOVÁ, A., PALUBA, D., TOKARČÍK, O., LAUBERTOVÁ, D. (2022). Combining Landsat 8 and Sentinel-2 Data in Google Earth Engine to Derive Higher Resolution Land Surface Temperature Maps in Urban Environment. *Remote Sensing*, 14(16), 4076.

Flow mapper

# PRAKTICKÁ UKÁŽKA

[Base Map](#) [Regions](#) [Nodes](#) [Flows](#)

Base Map: ?  
 Esri Light Gray Canvas

Display base map references

Base map opacity(%): ? 100

Projection: ?  
 Albers Equal Area South America

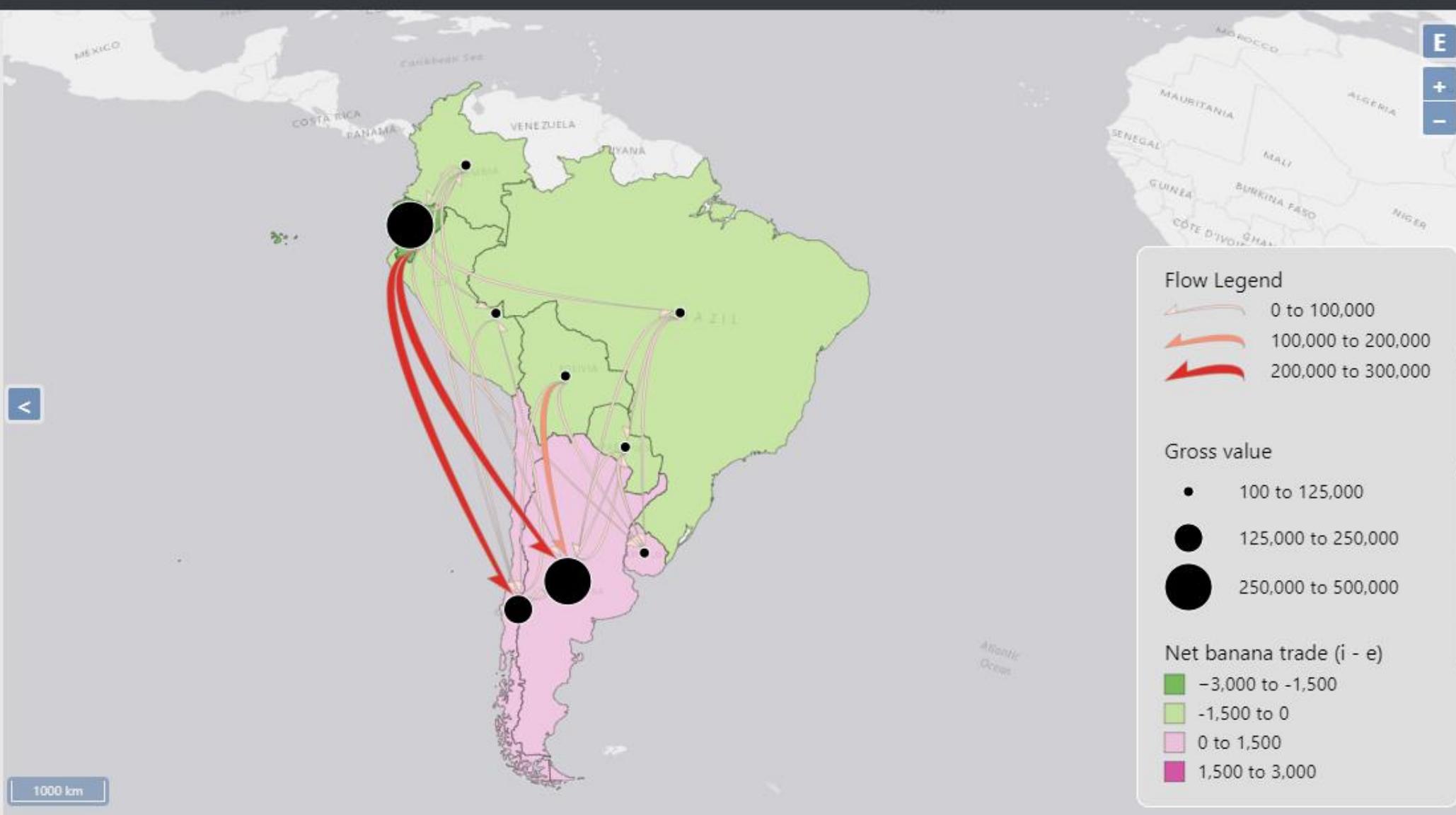
Add title ?

Add description ?

Add north arrow

Add projection label

Upload custom references ?



[Base Map](#) [Regions](#) [Nodes](#) [Flows](#)

Upload Polygon Data: ?

 SA\_BO... (1).json

Join CSV Data: ?

 nodes\_...nas3.csv

 Hide null values ?

JSON ID Field: ?

CSV ID Field: ?

Map Field: ?

Classification: ? 

Manual break setting: ?

Color scheme: ?

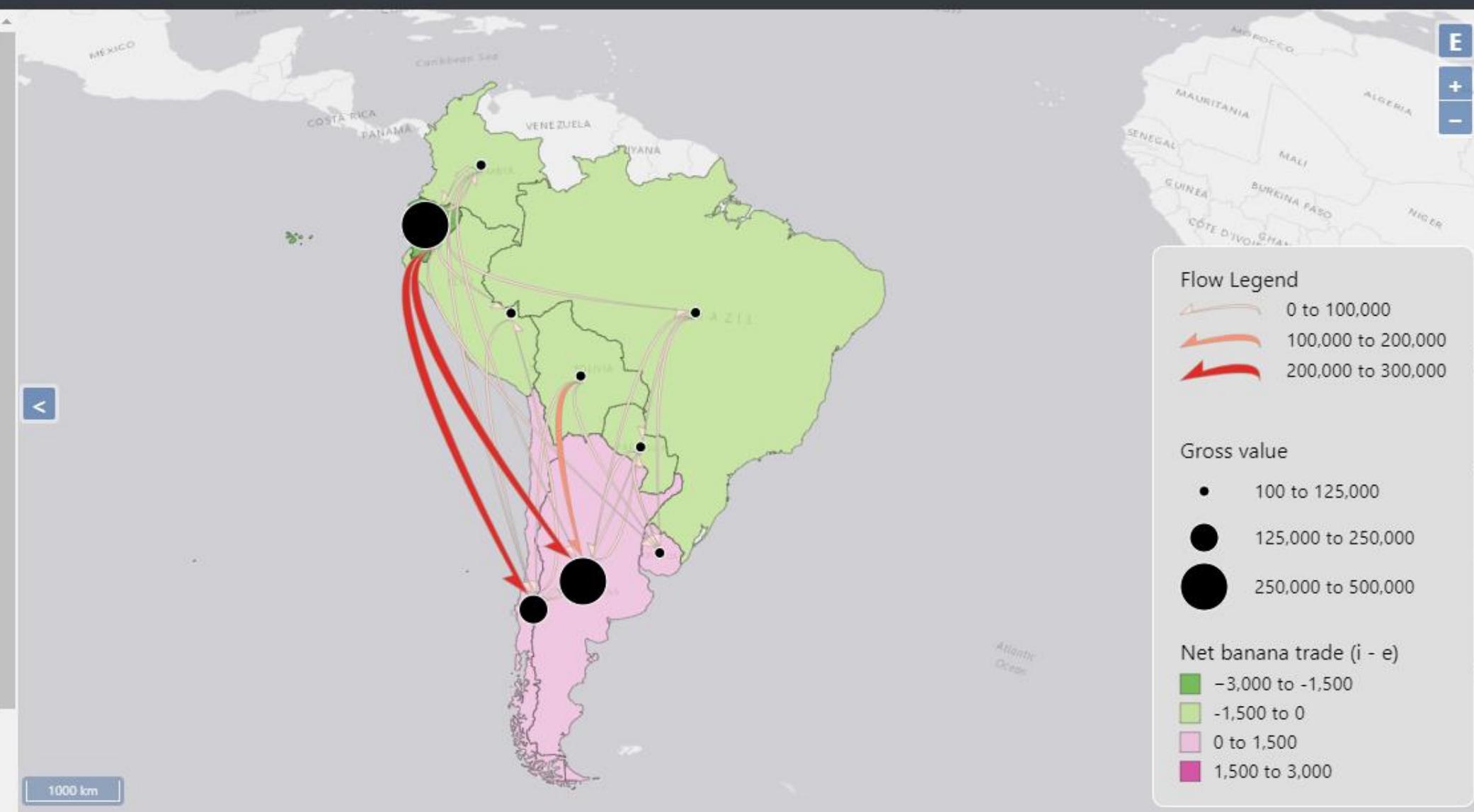
  Flip

Fill opacity (%): ? 

Stroke color: ? 

Stroke width: ? 

Legend title: ?



# Flow Mapper

File View Tools Contact About

Geo-Social

Base Map Regions Nodes Flows

Node Data: ?

Vybrať súbor nodes\_...anas.csv

ID field: ? Country\_ID

X field: ? X

Y field: ? Y

Map node attribute ?

Total\_Flow

Scale: ? Manual Breaks

Manual breaks setting: ?

100 125000 250000 500000

Fill color: ? All Black

Flip

Fill opacity (%): ? 100

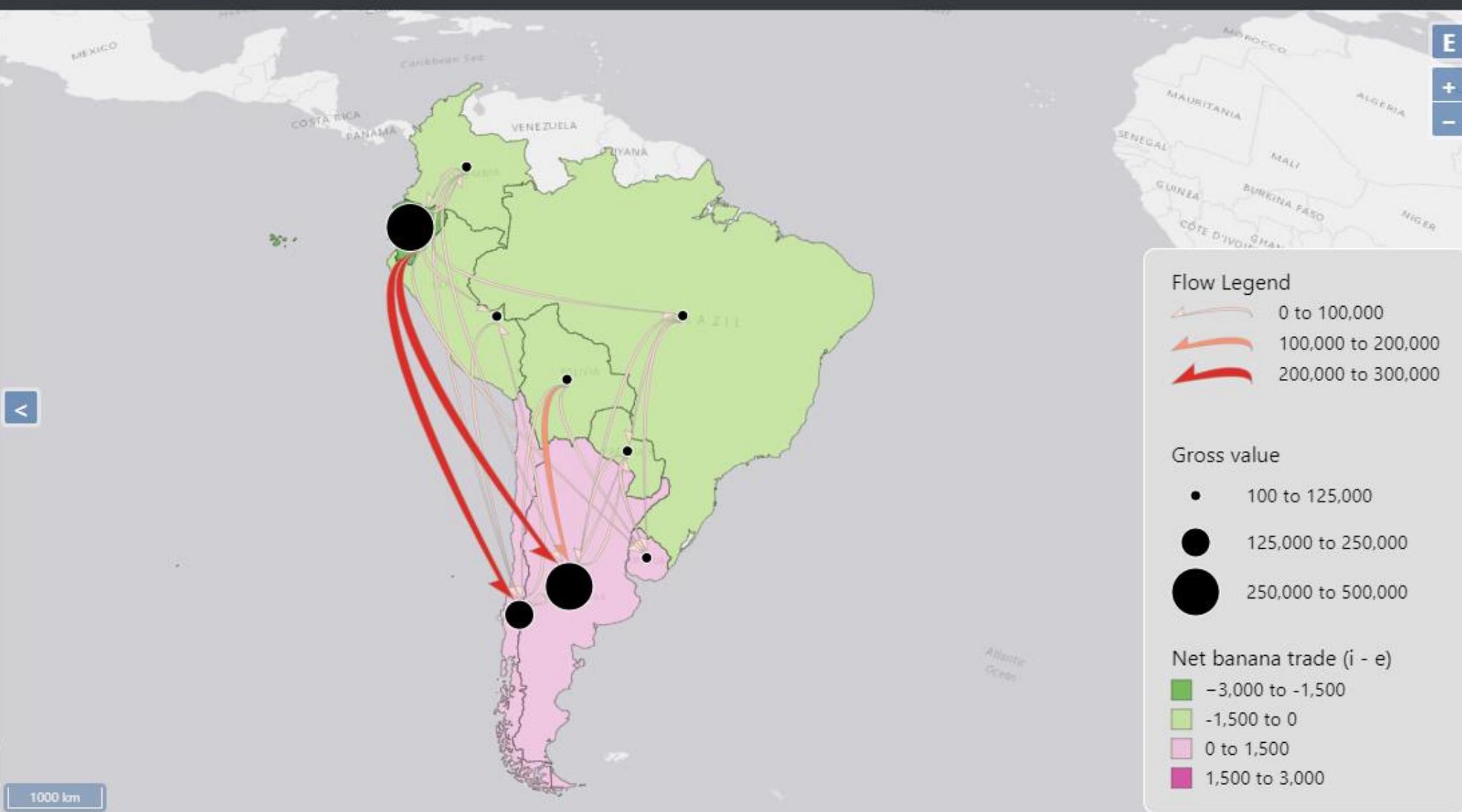
Min radius: ? 4

Max radius: ? 18

Stroke color: ?

Stroke width: ? 1

Legend title: ? Gross value



# Flow Mapper

File View Tools Help Contact About

Geo-Social

Base Map Regions Nodes Flows

Flow Data: ?

Vybratý súbor flows\_b...2019.csv

Origin ID: ? From\_Country\_

From\_Country\_

Destination ID: ? To\_Country\_I

To\_Country\_I

Volume: ? Value

Value

Show top flows: ? 18

18

Style: ? Curve Half Arrow

Curve Half Arrow

Classification: ? Manual Breaks

Manual Breaks

Manual breaks setting: ?

0 100000 200000 300000

Color: ? Reds

Reds

Flip

Fill opacity (%): ? 100

100

Min width: ? 4

4

Max width: ? 14

14

Stroke color: ?

Grey

Stroke width: ? 0,5

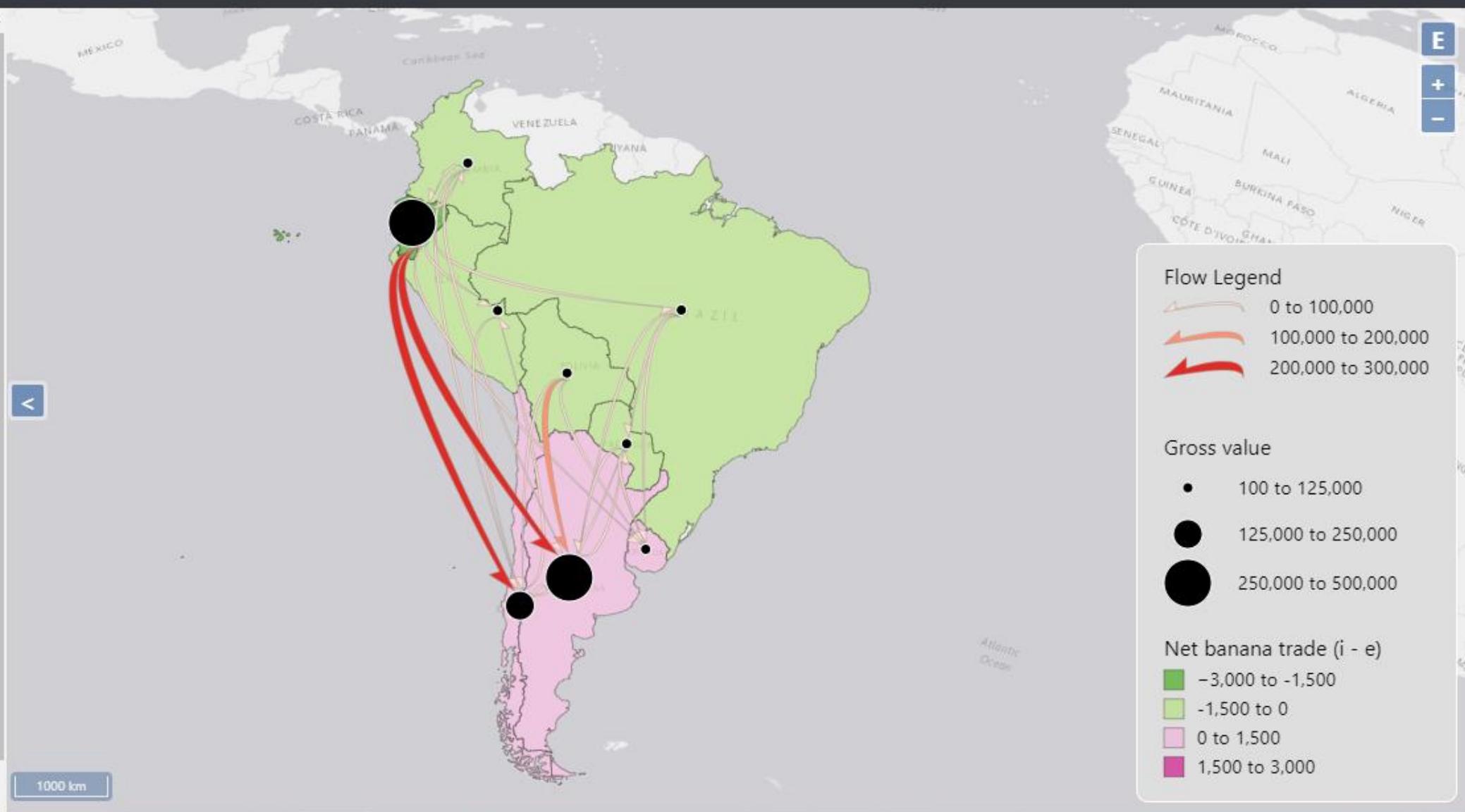
0,5

Legend title: ? Flow Legend

Flow Legend

Decimal places: ? 0

1000 km





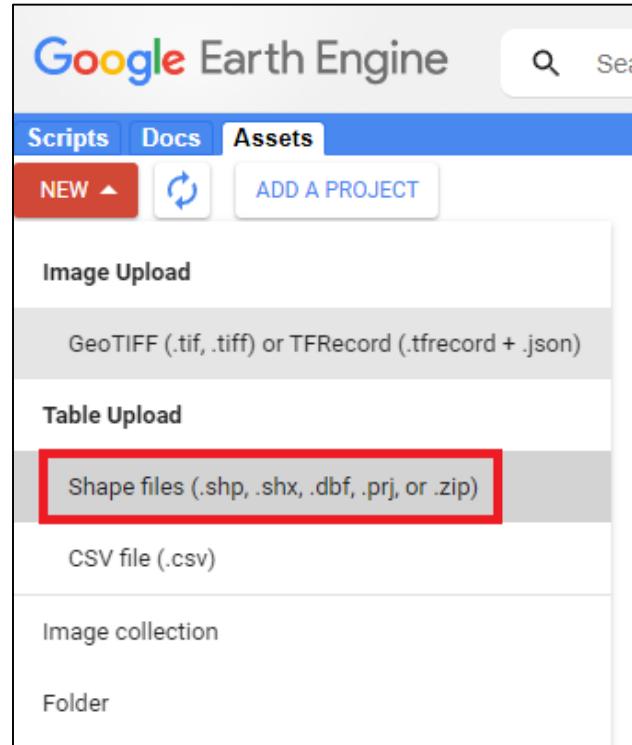
Google Earth Engine

# PRAKTICKÁ UKÁŽKA

# 1. Nahratie vlastných vektorových dát do GEE

(administratívnych hraníc SR)

1.



2.

### Upload a new shapefile asset

**Source files**

**SELECT**

Please drag and drop or select files for this asset.  
Allowed extensions: shp, zip, dbf, prj, shx, cpg, fix, qix, sbn or shp.xml.

**Asset ID**

projects/ee-otokarcik/assets/ Asset Name

**Properties**

Metadata properties about the asset which can be edited during asset upload and after ingestion. The "system:time\_start" property is used as the primary date of the asset.

Add start time Add end time Add property

**Advanced options**

Character encoding  
UTF-8

Maximum error  
1.0

Split large geometries

[Learn more](#) about how uploaded files are processed.

CANCEL UPLOAD

3.

### Upload a new shapefile asset

**Source files**

**SELECT**

Please drag and drop or select files for this asset.  
Allowed extensions: shp, zip, dbf, prj, shx, cpg, fix, qix, sbn or shp.xml.

Red box highlights the list of files: hranice\_sr2.shx, hranice\_sr2.shp, hranice\_sr2.prj, hranice\_sr2.dbf, hranice\_sr2.cpg

**Asset ID**

Asset Name  
hranice\_sr2

**Properties**

Metadata properties about the asset which can be edited during asset upload and after ingestion. The "system:time\_start" property is used as the primary date of the asset.

Add start time Add end time Add property

**Advanced options**

Character encoding  
UTF-8

Maximum error  
1.0

Split large geometries

[Learn more](#) about how uploaded files are processed.

CANCEL UPLOAD

## 2. Import potrebných dát do skriptu

(NASA SRTM Digital elevation, hranice SR)

1.

The screenshot shows the Google Earth Engine interface. In the top left, there's a navigation bar with 'Scripts', 'Docs', and 'Assets' tabs, where 'Assets' is selected. Below it is a 'NEW' button, a refresh icon, and an 'ADD A PROJECT' button. On the left side, under 'CLOUD ASSETS', there's a folder named 'ee-otokarcik' containing two items: 'hranica\_sr' and 'hranice\_sr2'. Under 'LEGACY ASSETS', there are no items. In the center, a search bar contains the text 'NASA SRTM'. Below the search bar, the results are categorized into 'PLACES' and 'RASTERS'. The first result in the 'RASTERS' section is 'NASA SRTM Digital Elevation 30m', with an 'import' button highlighted by a red box. Other results include 'NASADEM: NASA NASADEM Digital Elevation 30m', 'MOD44W.006 Terra Land Water Mask Derived From MODIS and SRTM Yearly Global 250m', 'DEM-H: Australian SRTM Hydrologically Enforced Digital Elevation Model', 'GMTED2010: Global Multi-resolution Terrain Elevation Data 2010', 'WWF HydroSHEDS Void-Filled DEM, 3 Arc-Seconds', 'WWF HydroSHEDS Drainage Direction, 15 Arc-Seconds', and 'WWF HydroSHEDS Drainage Direction, 3 Arc-Seconds'. A 'more »' link is also present.

2.

The screenshot shows the Google Earth Engine interface again, but this time a new script is being created. The 'Assets' tab is still selected. The 'CLOUD ASSETS' section shows the same 'ee-otokarcik' folder with 'hranica\_sr' and 'hranice\_sr2'. The 'Import into script' button, located at the bottom right of the asset list, is highlighted by a red box. The right side of the screen displays a 'New Script' editor with a single line of code '1' and standard script controls like 'Get Link', 'Save', and edit tools.

### 3. Nastavenie geometrie pre tabuľku a pridanie administratívnych hraníc do mapového okna

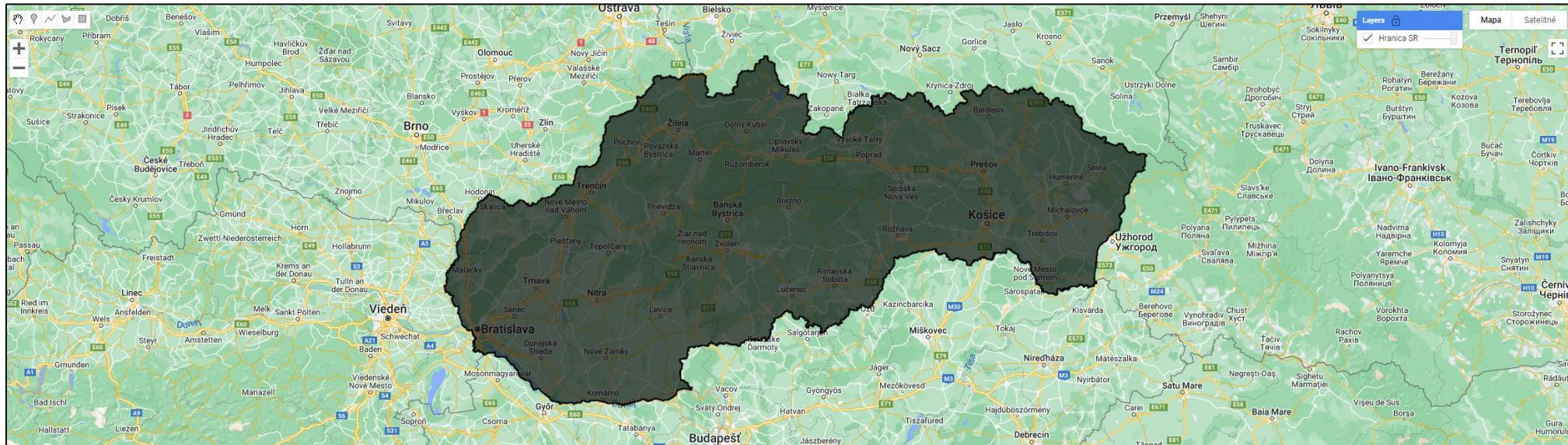
```
var sr=table.geometry();
Map.addLayer(sr, {color:"black"}, "Hranica SR");
```

New Script \*

Imports (2 entries) ↗

- var raster: Image "NASA SRTM Digital Elevation 30m" (1 band)
- var table: Table projects/ee-otkarcik/assets/hranice\_sr2

```
1 //importované hranice SR majú formát tabuľky preto jej potrebujeme pridať geometriu//
2
3 var sr=table.geometry();
4
5 // pomocou funkcie "Map.addLayer" pridáme hranice SR do mapového okna, nastavíme farbu a vrstvu pomenujeme//
6
7 Map.addLayer(sr, {color:"black"}, "Hranica SR");
8
```

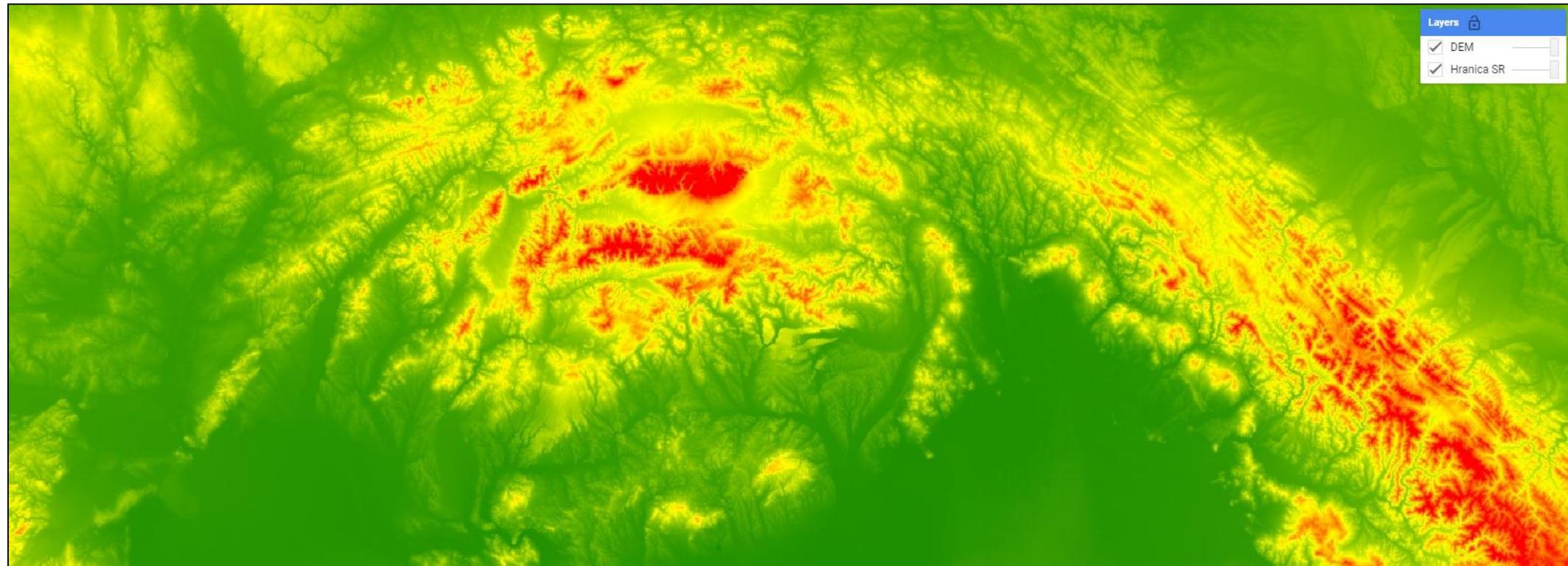


## 4. Pridanie DEM do mapového okna

```
Map.addLayer(raster, {min:0, max:1500, palette:"green, yellow, red"}, "DEM");
```

//do mapového okna pridáme digitálny výškový model, nastavíme farebnú škálu a intervaly//

```
Map.addLayer(raster, {min:0, max:1500, palette:"green, yellow, red"}, "DEM");
```

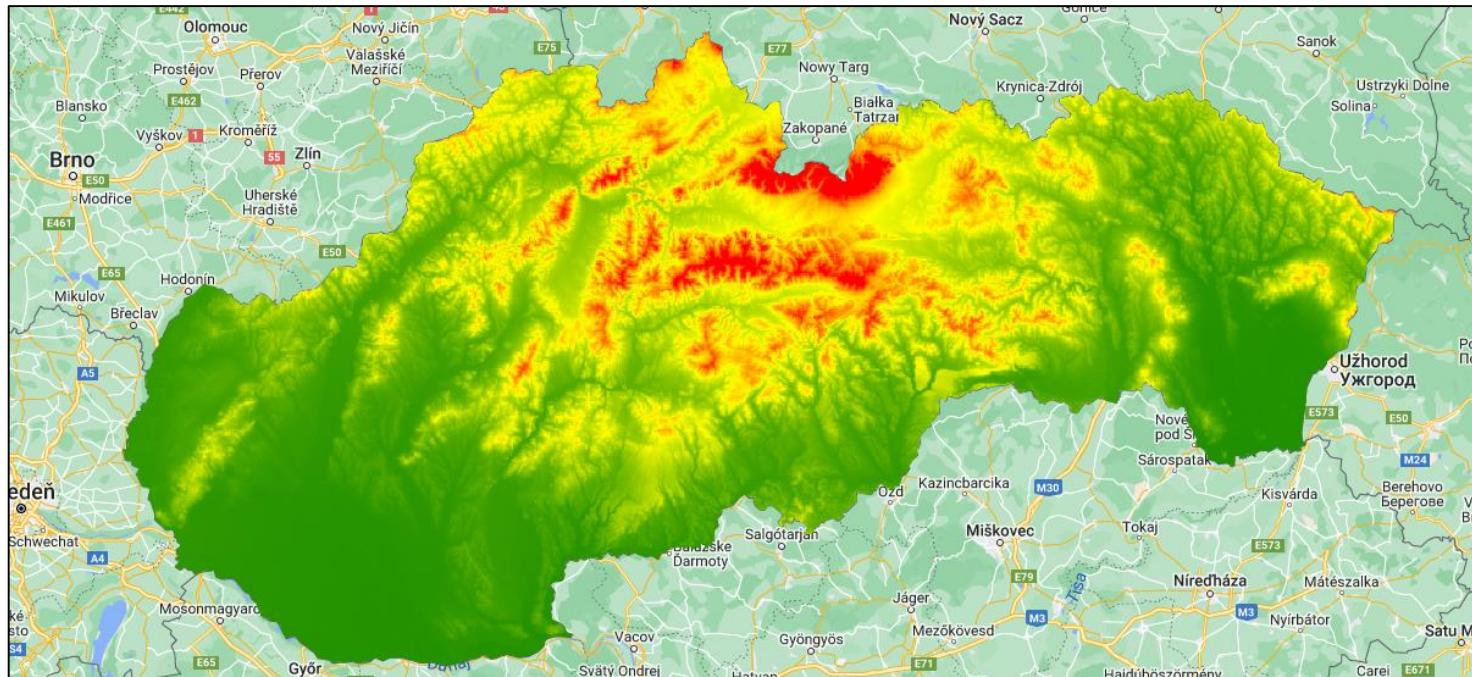


## 5. Orezanie DEM podľa hraníc SR

```
var clip_sr=raster.clip(sr);
```

```
Map.addLayer(clip_sr, {min:0, max:1500, palette:"green, yellow, red"}, "DEM_sr");
```

```
// pomocou nástroja clip orežeme DEM podľa hraníc SR//  
  
var clip_sr=raster.clip(sr);  
  
// orezané DEM pridáme do mapového okna opäť pomocou nástroja Map.addLayer//  
  
Map.addLayer(clip_sr, {min:0, max:1500, palette:"green, yellow, red"}, "DEM_sr");
```



# 6. Analýzy terénu pomocou príkazu „ee.Terrain“ a pridanie výsledkov do mapového okna

```
var hillshade= ee.Terrain.hillshade(clip_sr);
var slope=ee.Terrain.slope(clip_sr);
var aspect=ee.Terrain.aspect(clip_sr);
Map.addLayer(hillshade, {min:0, max:255}, "Hillshade");
Map.addLayer(slope, {min:0, max:40, palette:"green, yellow, red"}, "Slope");
Map.addLayer(aspect, {min:0, max:360, palette:"green, yellow, red, blue"}, "Aspect");
```

```
// s orezaným DEM urobíme ešte ďalšie analýzy: tieňovaný reliéf (hillshade), mapu sklonov(slope) a orientáciu voči svetovým stranám, použijeme nástroj "ee.Terrain"//
var hillshade= ee.Terrain.hillshade(clip_sr);
var slope=ee.Terrain.slope(clip_sr);
var aspect=ee.Terrain.aspect(clip_sr);
//výsledky analýz pridáme do mapového okna//
Map.addLayer(hillshade, {min:0, max:255}, "Hillshade");
Map.addLayer(slope, {min:0, max:40, palette:"green, yellow, red"}, "Slope");
Map.addLayer(aspect, {min:0, max:360, palette:"green, yellow, red, blue"}, "Aspect");
```



## 7. Export mapy na disk

```
Export.image.toDrive({image: clip_sr, description: 'Digitálny výškový model SR', scale: 20,  
region: sr, maxPixels: 1e13,});
```

```
//export mapy na disk//  
Export.image.toDrive({image: clip_sr, description: 'Digitálny výškový model SR', scale: 20, region: sr, maxPixels: 1e13,});
```

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# Ďakujeme za pozornosť!

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