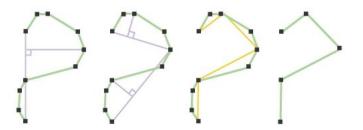


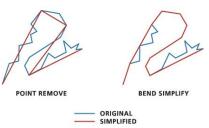
in ArcGIS

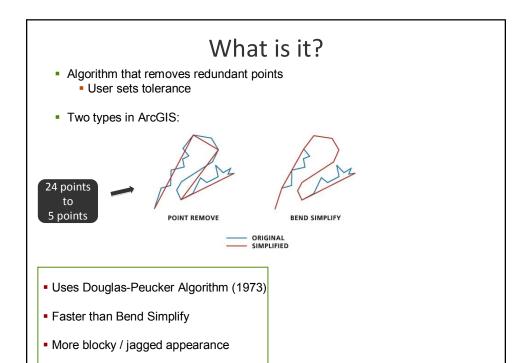


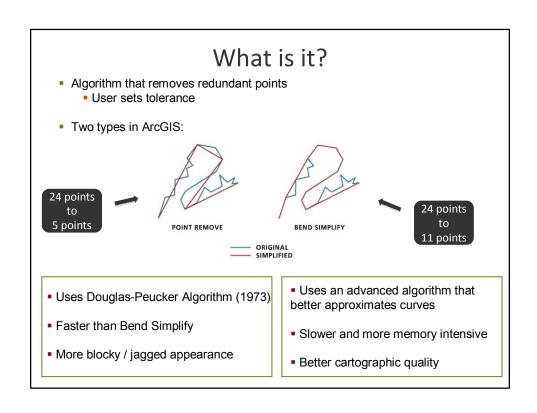
Danny Warren November 3, 2009

### What is it?

- Algorithm that removes redundant points
  - User sets tolerance
- Two types in ArcGIS:

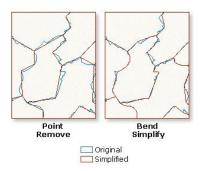






# Why use it?

- Faster plotting time
- Reduced storage space
- Removal of redundant points
- Faster vector-raster conversion
- Tool also available for polygons



#### How it works

Douglas-Peucker algorithm

Tolerance

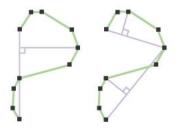


Step 1: Draw line between two ends and calculate distance to furthest point

#### How it works

Douglas-Peucker algorithm

Tolerance

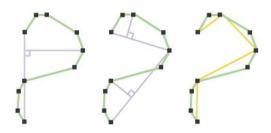


Step 2: Draw line through most distant point and recalculate furthest point(s).

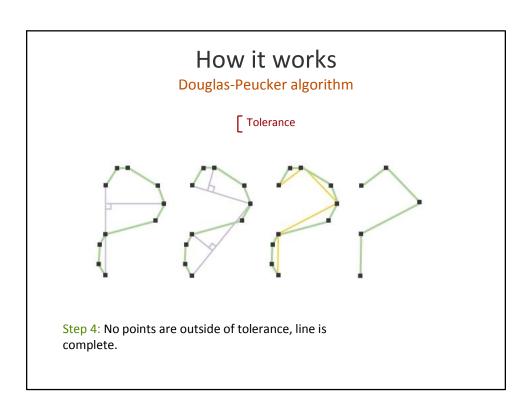
#### How it works

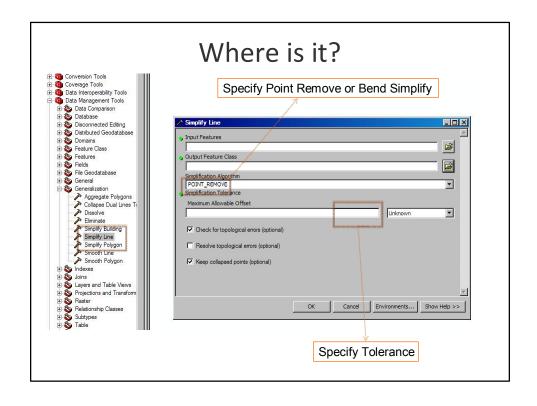
Douglas-Peucker algorithm

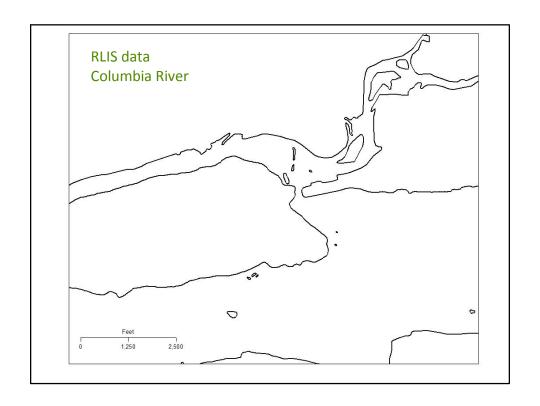
Tolerance

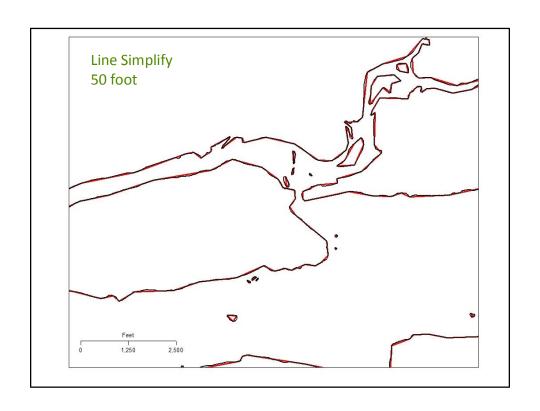


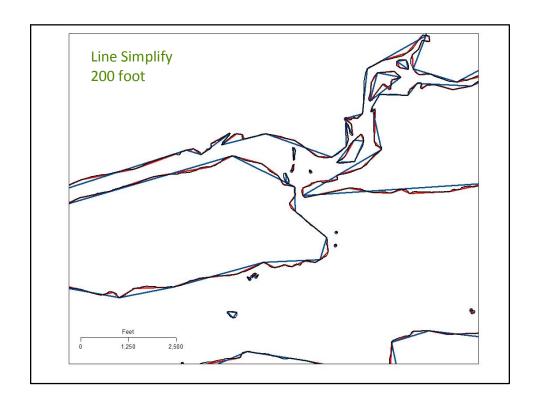
Step 3: Add those points to the line if distance exceeded tolerance.

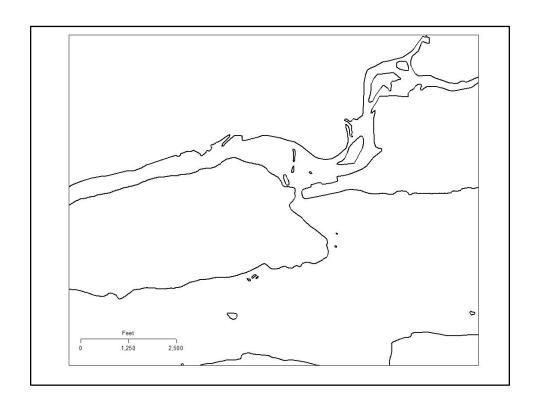


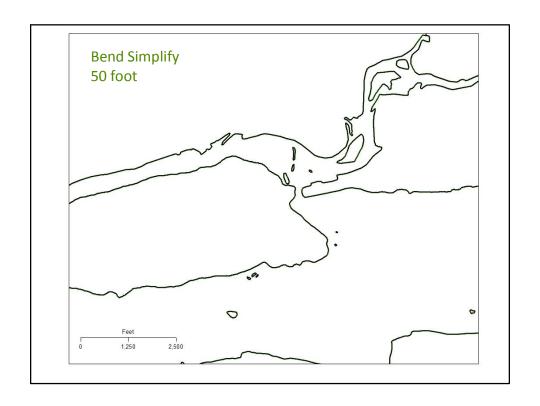


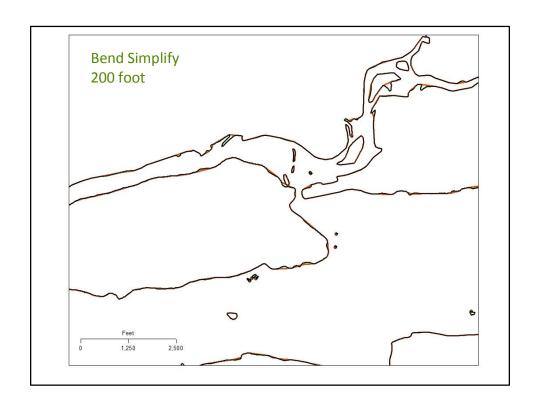












## Questions

- 1) The tool used for line simplification is the simplify line tool.
- 2) The two line simplification algorithms available in ArcGIS are point-remove and bend simplify.
- 3) The bend simplify algorithm provides the best cartographic quality.

References:

ArcGIS Desktop Help, 9.3 Chang, 2009. <u>Introduction to GIS</u>. 5<sup>th</sup> edition.