

pg_featureserv

pg_tileserv

A simpler GIS architecture

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Before

typical GIS web solution:

- map served as raster to client
- rendering engine needed (server side)

then came Vector Tiles

(and client side rendering)

- client-side rendering has many advantages
 - dynamic styling (on hover/click/...)
 - picking / metadata
 - offloading rendering load (where it makes most sense)
 - accessibility?
- Do we still need {qgis,geo,map} server?
- -> datasources connexion, http servers, OGC protocol compatibility...

Idea under these projects

- postgis can output vector data and geojson
- front client knows how to read it
- Missing part: connexion to PostGIS + standard protocol + some bonuses

Common points

- written in go
- REST api
- Postgis only
- (just configure the db connection)
- can serve tables, views, and functions!

pg_tileserv

- protocol: xyz tile system
- format: Mapbox Vector Tile
- `myschema.mytable` ->

<http://localhost:780/myschema.mytable/{z}/{x}/{y}.pbf>

pg_featureserv

- protocol: OGC Api - Features
- format: geojson/json

pg_featureserv: querying features

- filters:
 - bbox:
<http://domain.tld/collections/ne.countries/items?bbox=10.4,43.3,26.4,47.7>
 - properties:
<http://domain.tld/collections/public.cities/items?continent=Europe&country=France>
- ordering, limits, paging, returned properties etc...
- See OGC Features API

Metadata

- json or web
- includes a preview

pg_tileserv

Service Metadata

- [index.json](#) for layer list

Table Layers

Function Layers

- **visu_debug_tiles** ([preview](#) | [json](#))
Fonction qui permet de visualiser la grille tms (et notamment le z courant) via pg_tileserv
- **visu_sondes_raw** ([preview](#) | [json](#))
Fonction retournant les points directement depuis la table public.sonde. Par défaut, cette fonction empêche tout retour si le nombre de point dépasse 30000, pour éviter de saturer la base. Il est possible de contourner cette limitation avec le paramètre limit_counts -> 'f'
- **visu.sondes** ([preview](#) | [json](#))
Fonction retournant les tuiles de points à partir des coordonnées TMS. Jusqu'au niveau 16 inclus, cette fonction lit la table de cache. Au delà elle lit directement public.sonde

pg-featureserv ^{1.2} OAS3

<http://localhost:9001/api.json>

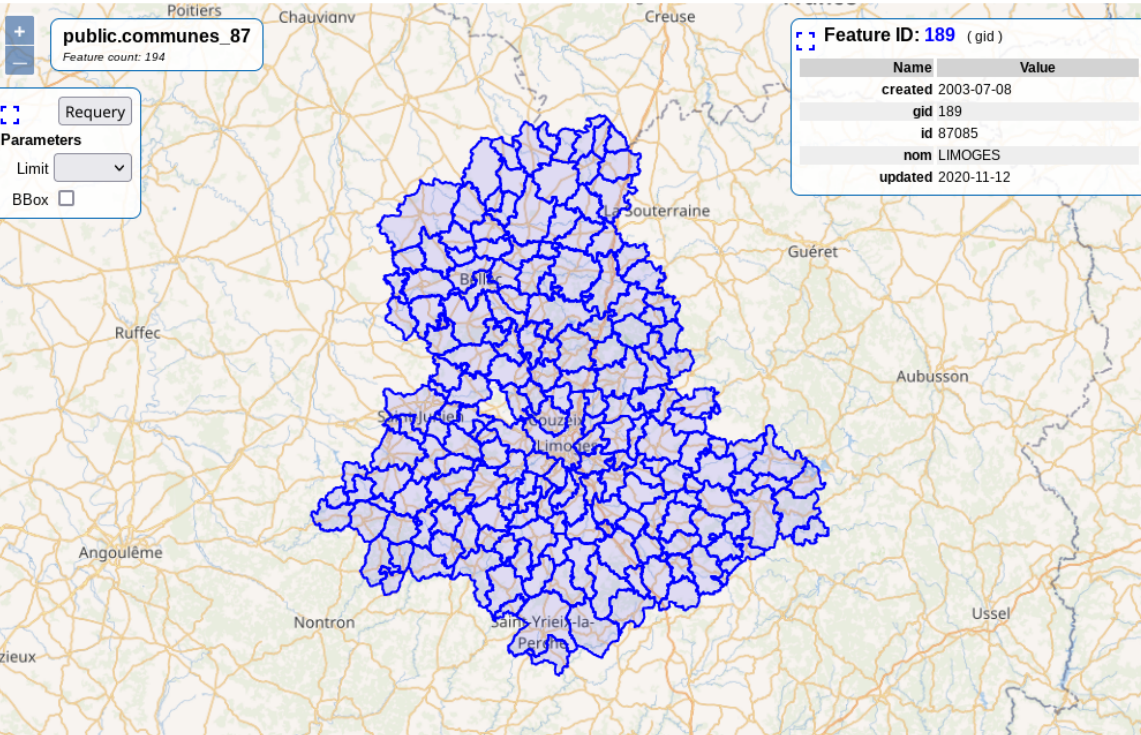
Crunchy Data Feature Server for PostGIS

Apache 2.0

default



GET	/
GET	/api
GET	/collections
GET	/collections/{collectionId}
GET	/collections/{collectionId}/items
GET	/collections/{collectionId}/items/{featureId}
GET	/conformance
GET	/functions
GET	/functions/{functionId}
GET	/functions/{functionId}/items



public.communes_87
Feature count: 194

Parameters

Limit

BBox

Feature ID: 189 (gid)

Name	Value
created	2003-07-08
gid	189
id	87085
nom	LIMOGES
updated	2020-11-12



functions \o/

```
-- pg_tileserv
create or replace function
visu._debug_tiles(
    z integer, x integer, y integer)
returns bytea
as $$
    with tile as (
        select z, x, y, st_asmvtgeom(
ST_TileEnvelope(z,x,y),
st_TileEnvelope(z,x,y))
        )
    select st_asmvt(tile) from tile;
$$
language 'sql';
```


The screenshot shows a GIS application interface. The main map displays a topographic view of Europe, with a red semi-transparent overlay covering the Iberian Peninsula and parts of France and Spain. The text 'Golfe de Gascogne / Golfo de Vizcaya' is visible in the Bay of Biscay. The 'Identify Results' panel on the right shows a table of feature values:

Feature	Value
- debug_tiles	
- default	
+ (Derived)	
x	16
y	11
z	5

At the bottom of the application, the status bar displays the following information:

- Coordinate: 939404.7023582
- Scale: 1:6543078
- Magnifier: 100%
- Rotation: 0.0°
- Render:
- EPSG:3857

pg_featureserv: functions

```
CREATE OR REPLACE FUNCTION
postgisftw.parcelles_radius(
    click_lon double precision DEFAULT
2.35,
    click_lat double precision DEFAULT
48.86,
    radius double precision DEFAULT
100)
    RETURNS TABLE(
        wkb_geometry geometry,
        id character varying,
        numero character varying,
        contenance numeric
    )
    LANGUAGE sql
    STABLE PARALLEL SAFE
AS $function$
WITH
```

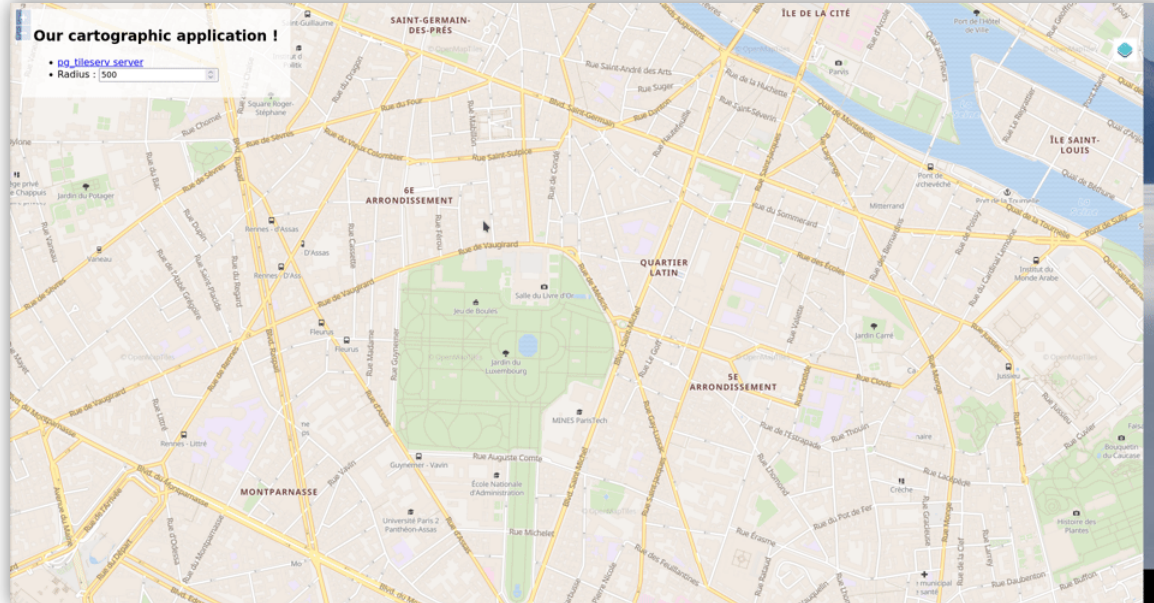
```

args AS (
    SELECT
    ST_Transform(ST_SetSRID(ST_MakePoint(click
    _lon, click_lat), 4326), 2154) AS click
)
SELECT
    ST_Transform(
        ST_Intersection(
            p.wkb_geometry,
            ST_Buffer( args.click,
radius)
        ),
        3857
    ) as wkb_geometry,
    p.id,
    p.numero,
    p.contenance
FROM
    parcelles p
, args
WHERE
    ST_DWithin(p.wkb_geometry,
args.click, radius)

```

```
LIMIT 10000  
$function$
```


pg_featureserv: functions



Some functions ideas

- `pg_featureserv`: setup PostgreSQL's FTS on some properties
- display centers, inscribed circles, aggregation...
- with log table or versioning: get a dataset at a particular time or revision
- `pg_tileserv`: switch to a cache for low z values
- ... the sky's the limit!

Use case: serving big dataset

Serving pgpointcloud table as mvt:

- dataset is big (> 2 billion points, much more planned)
- cache, implemented as a table: z, x, y (indexed) and a patch

```
Table "visu_cache.tiles"
Column | Type | Collation |
-----|-----|-----|
z      | integer |          | not
null   |          |          |
x      | integer |          | not
```

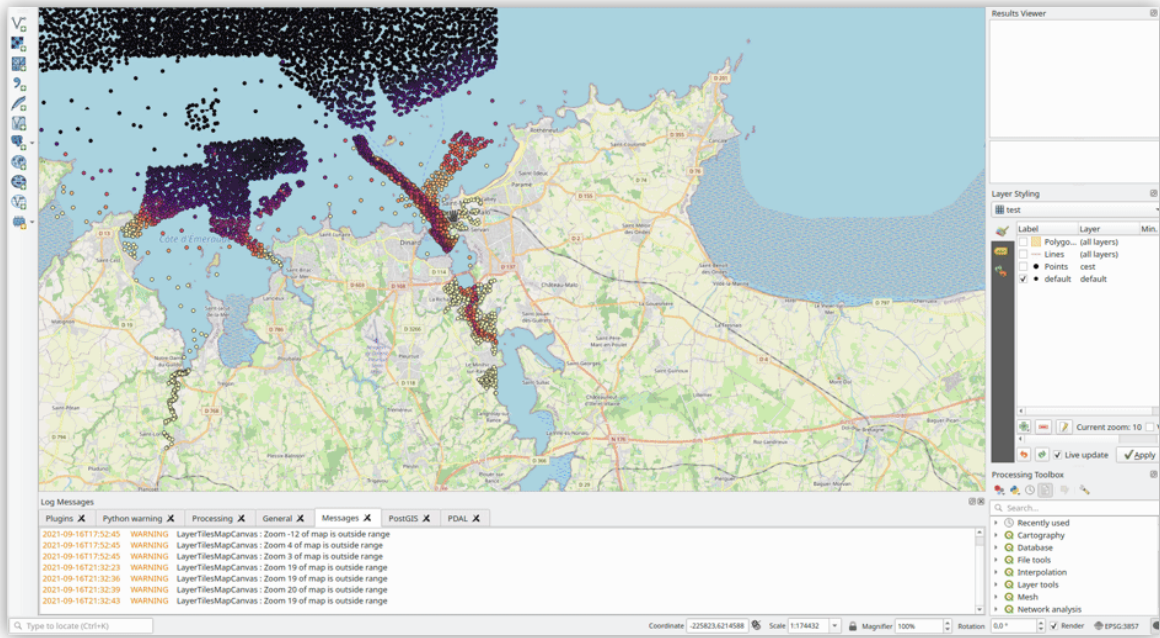
```
null |  
y | integer | not  
null |  
patch | pcpatch(1) | not  
null |
```

```

CREATE OR REPLACE FUNCTION visu.sondes(z
integer, x integer, y integer)
  RETURNS bytea
  LANGUAGE plpgsql
  STABLE PARALLEL SAFE SECURITY DEFINER
AS $function$
#variable_conflict use_variable
begin
  if z >= 17 then
    return visu._sondes_raw(z, x, y,
limit_counts => false);
  else
    return (
      with
        mvtgeom as (
          select
            pc_get(points,
'surfac_id') as surfac_id,
            pc_get(points, 'z') as
z,

```

```
st_asmvtgeom(st_transform(points::geometry
, 3857), st_tileenvelope(z, x, y)) point
      from
          visu_cache.tiles,
      lateral
pc_explode(patch) points
      where
          tiles.z=z
          and tiles.x=x
          and tiles.y=y
    )
select st_asmvt(mvtgeom) from
mvtgeom
    );
end if;
end;
$function$
```



Pros

- simple
- quality
- flexible (with functions)
- easy to deploy new endpoint, easy to change code

Limitations

- simplicity comes with choice
 - authentication is basic
 - you might still need a backend server
 - you might still need raster layers

Thanks!