



# Lines & Polygons A Love Story

2023 OKSCAUG Edmond Meeting

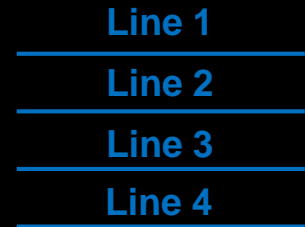
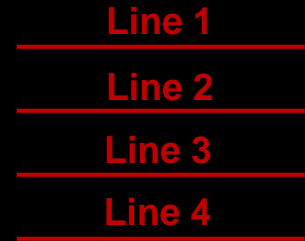
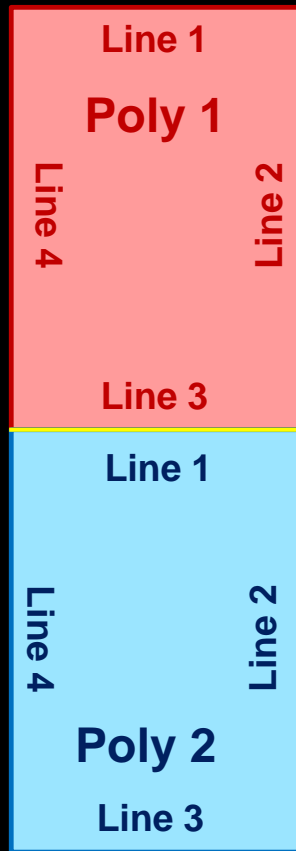
Joel A. Foster

GIS Coordinator

Canadian County Assessor's Office

# Our story begins...

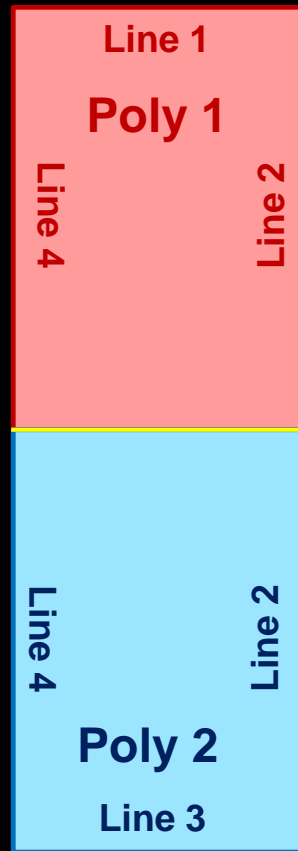
## ArcMap Data Model



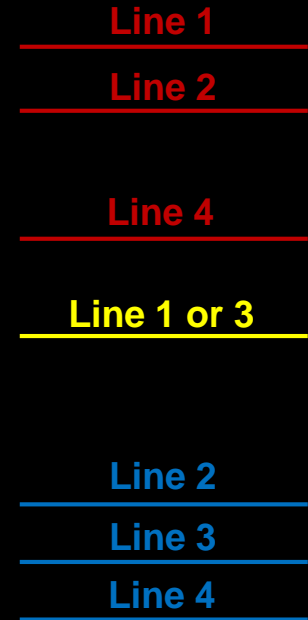
1 Polygon ↔ Many Lines

# Relationship Lost...

## ArcGIS Pro Data Model



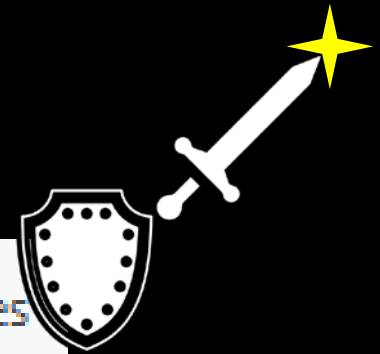
Line 1 or 3




Many Polygons ↔ Many Lines

# Relationship Found?

Many to Many Relationship Class

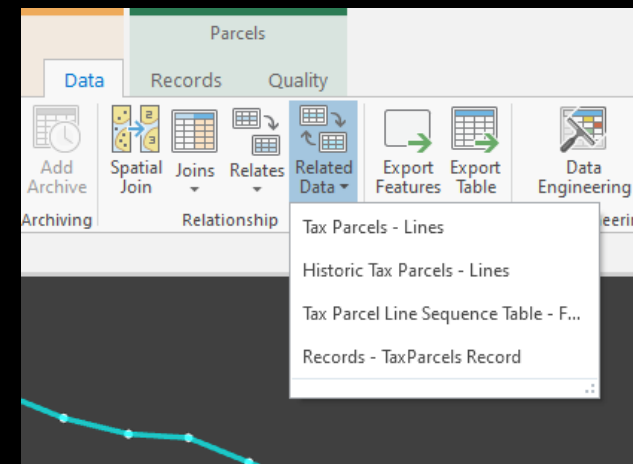
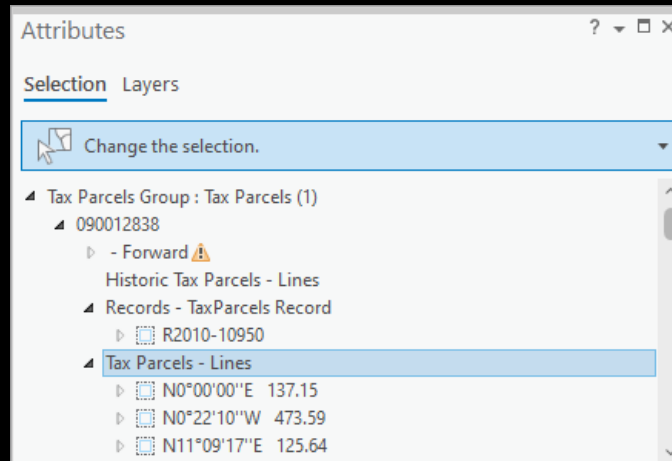


 Tax\_Parcels\_To\_Tax\_Parcels\_Lines

# Relationship Found?

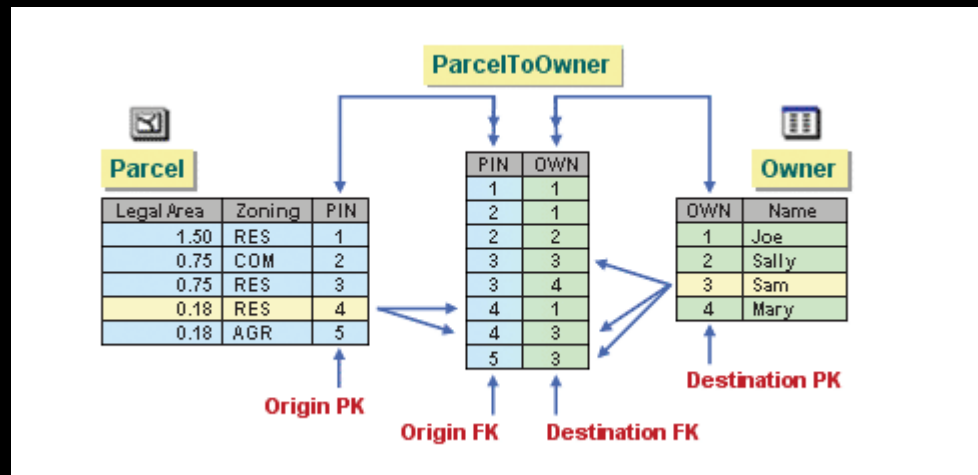
## Relationship Classes Allow...

- Show related features in Attribute Pane
- Select related features on map
- Additional attributes if needed



# Many to Many Relationship Class

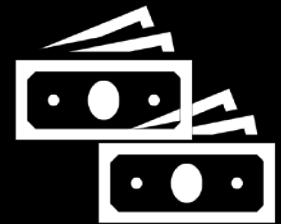
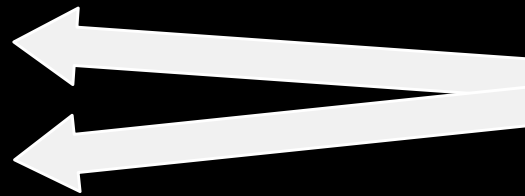
Many to Many requires an intermediate table



# Many to Many Relationships

Example-

Invoices and Payments



# Populating the Relationship Class Table

- Table to Relationship Class Geoprocessing tool

The screenshot shows the 'Table To Relationship Class' tool in the Geoprocessing environment. The interface includes a title bar, navigation buttons, and a 'Parameters' tab. The parameters are as follows:

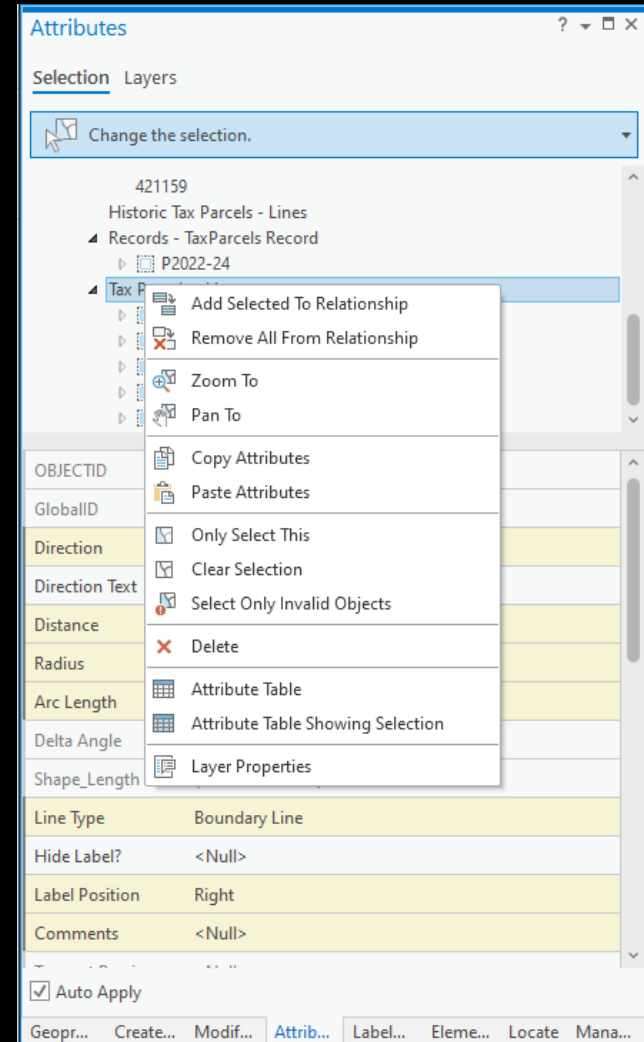
- Origin Table:** [Empty dropdown]
- Destination Table:** [Empty dropdown]
- Output Relationship Class:** [Empty dropdown]
- Relationship Type:** Simple
- Forward Path Label:** [Empty text box]
- Backward Path Label:** [Empty text box]
- Message Direction:** None (no messages propagated)
- Cardinality:** One to one (1:1)
- Relationship Table:** [Empty dropdown]
- Attribute Fields:** [Empty text box]
- Origin Primary Key:** [Empty text box]
- Origin Foreign Key:** [Empty text box]
- Destination Primary Key:** [Empty text box]
- Destination Foreign Key:** [Empty text box]

At the bottom right, there is a 'Run' button with a play icon. Below the tool window, a menu bar is partially visible with options: Geopr..., Create..., Modif..., Attrib..., Label..., Eleme..., Locate, Mana...



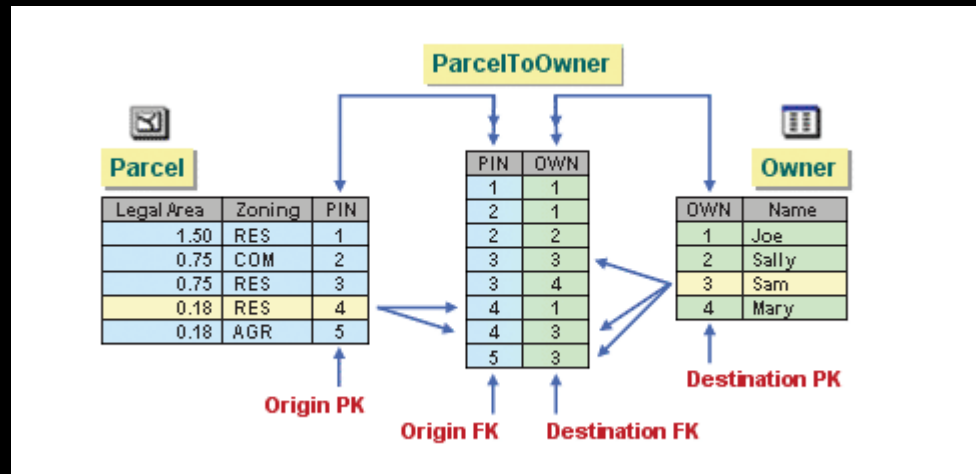
# Populating the Relationship Class Table

- Manual Editing using Attributes Pane
  1. Select polygon and lines you want to relate
  2. Choose "Add Selected To Relationship" in Attributes Pane



# Relationship not Quite Found...

## Populating the intermediate table




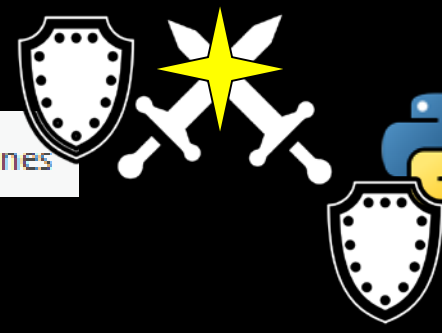
When the intermediate table is created, only the fields are generated for you. ArcGIS does not know which origin objects are associated with which destination objects, so you must manually create the rows in the table. Populating this table is the most time-consuming part of setting up the relationship.

# Another Way

Populating the intermediate table...programmatically

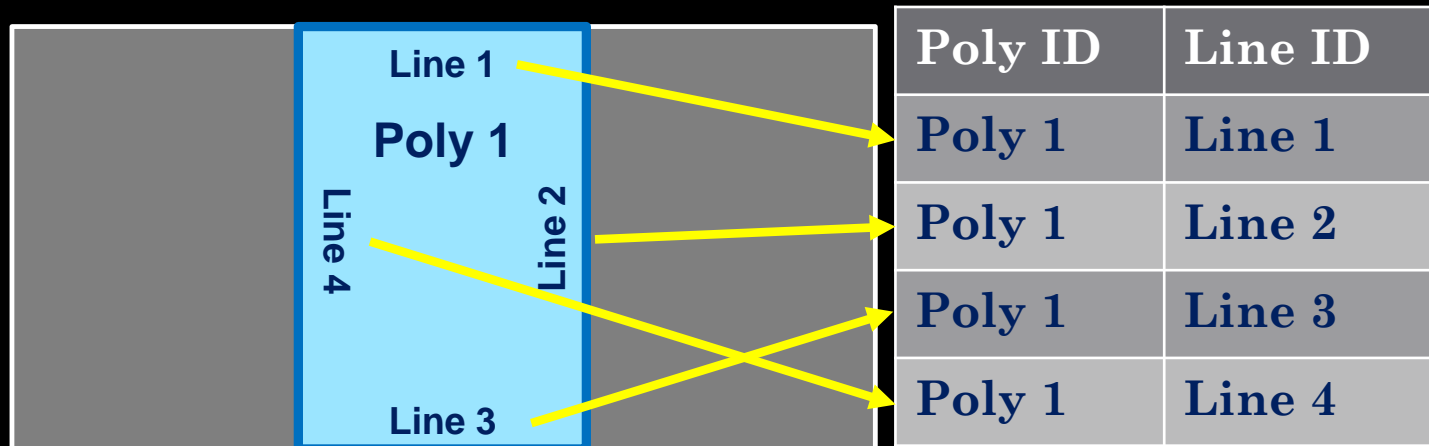


  Tax\_Parcels\_To\_Tax\_Parcels\_Lines



# Python Table Population

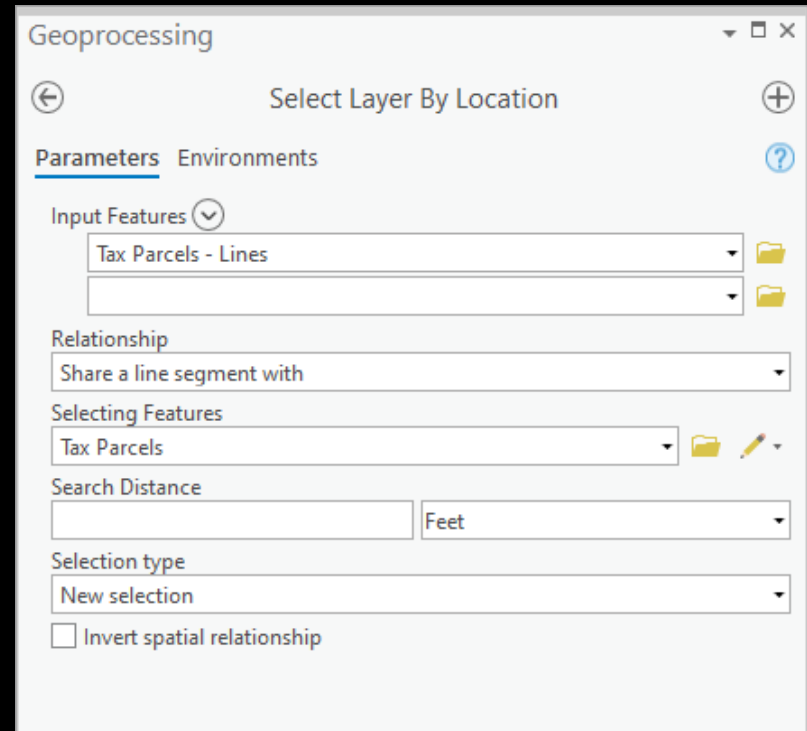
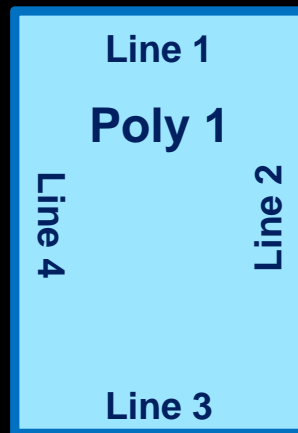
1. Find the lines that define the boundaries of the polygon
2. Insert a row in table for each line with the line's unique ID and the poly's unique ID



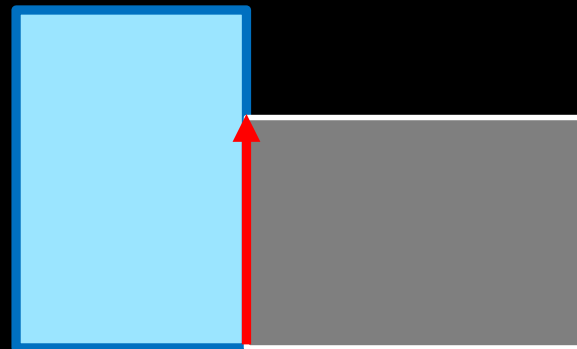
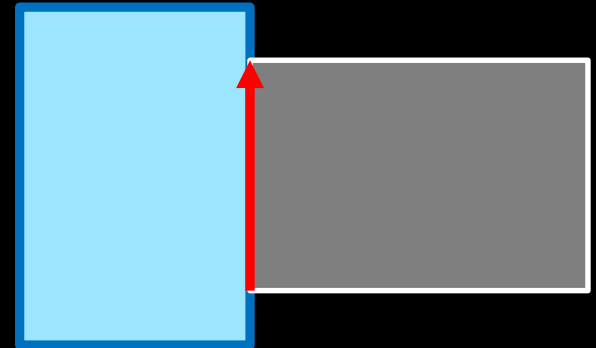
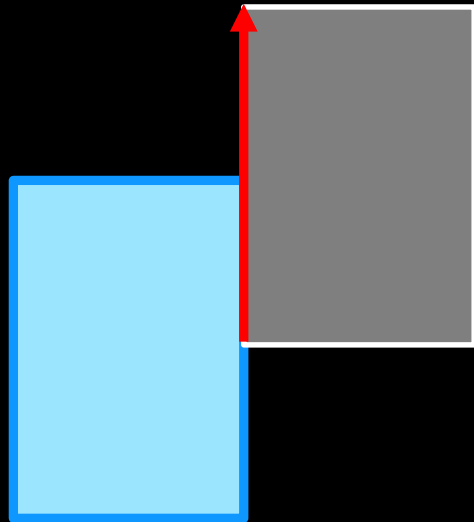
# Find the Lines

## Select By Location

- Select lines that share a boundary with the polygon



# NOT SO FAST!!!



# Find the Lines



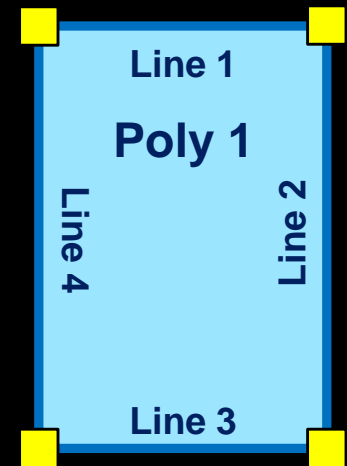
Select By Location  
Alone



Vertex Comparison

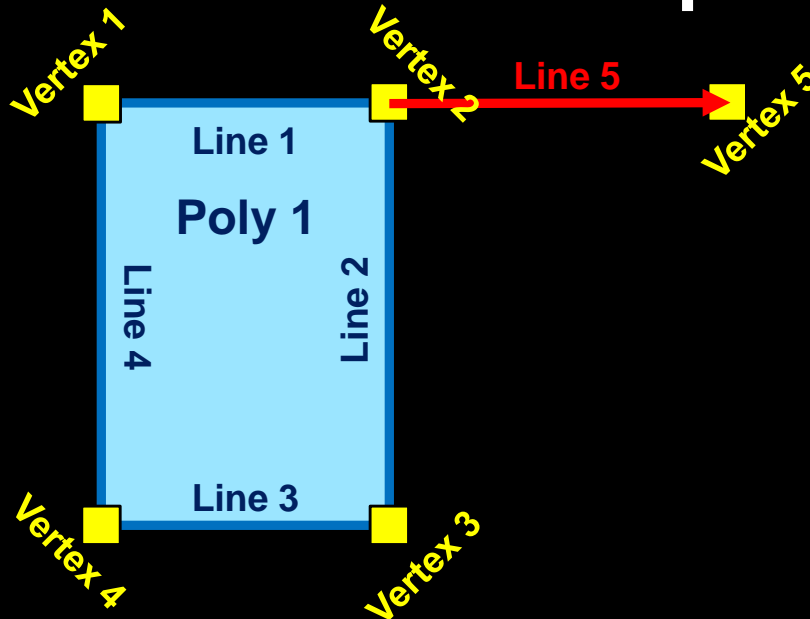
# Python Vertex Comparison

1. Find lines that might define the boundary of a polygon
2. Check the vertices of the line against the vertices of the polygon
3. If all the vertices in the line have a matching vertex in the polygon, the line forms part of the boundary





# Python Vertex Comparison



Line 2 Vertices

Vertex 2

Vertex 3



Line 5 Vertices

Vertex 2

Vertex 5



Poly 1 Vertices

Vertex 1

Vertex 2

Vertex 3

Vertex 4

# Python Vertex Comparison

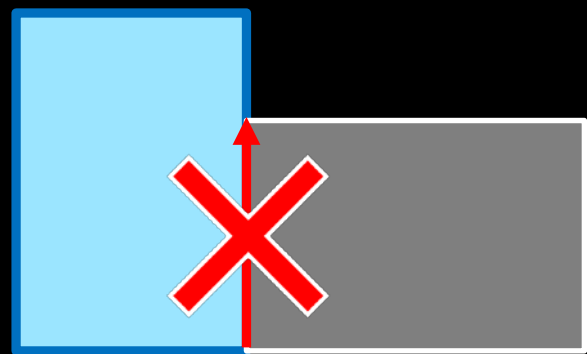
1. Bring in the polygon or line's Shape field with a cursor
2. Read the points (for each feature part) into a list

```
##Read parcel information into list
for feature in arcpy.da.SearchCursor(inputParcelLayer, ("GlobalID", "CreatedByRecord", "SHAPE@")):
    parcelXYAppendList = []
    ##Get X,Y coordinates for parcel as a separate list
    for part in feature[2]:
        for pnt in part:
            if pnt:
                parcelXYAppendList.append([pnt.X,pnt.Y])
    parcelList.append([feature[0],feature[1],parcelXYAppendList])
```

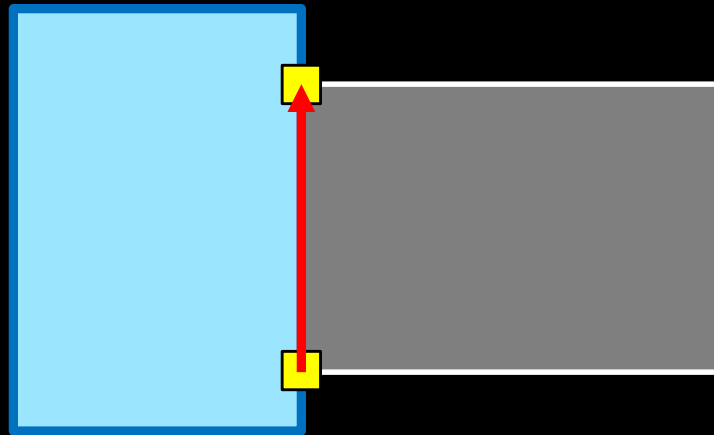
# NOT SO FAST!!!



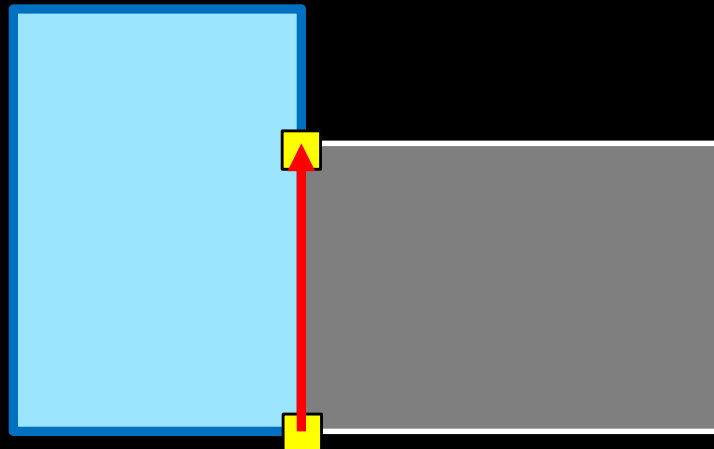
 ParcelFabric\_Topology



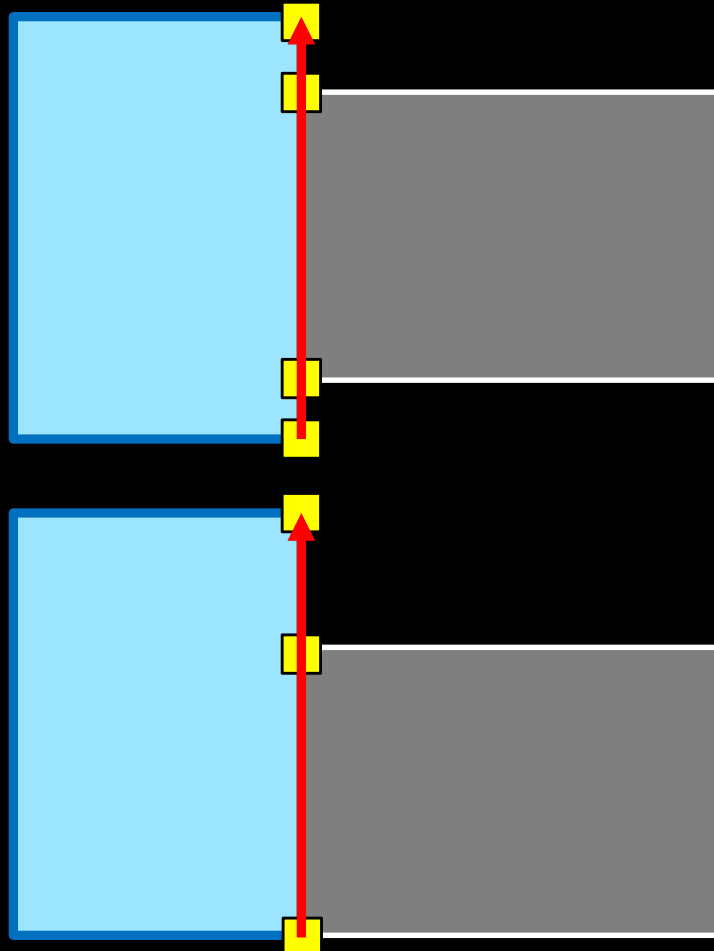
# Topology Induced Difficulty



Topology adds vertices to any participating features that are within the tolerance distance of each other



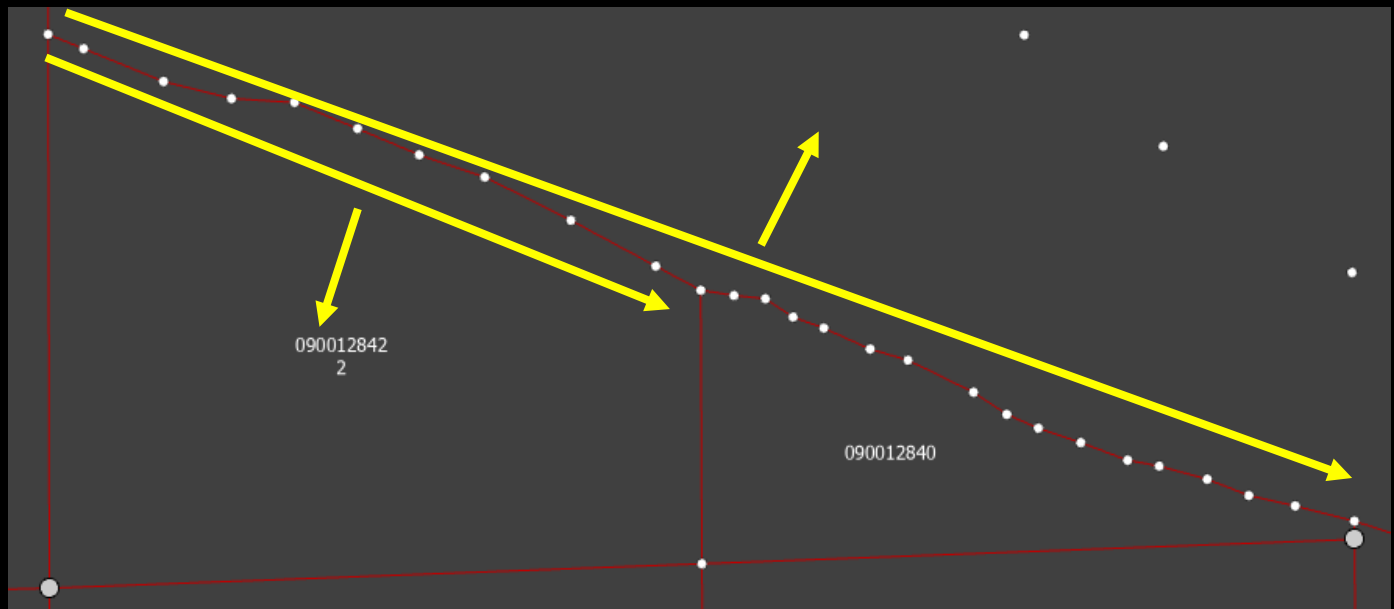
# Remove the Imposters



1. Check any line that has more than two vertices for all overlapping lines
2. Keep the line that has the most vertices because it covers more of the boundary

# Remove the Imposters

Works for valid >2 point lines too



A technical drawing of a survey boundary, likely a road or property line, showing bearings and distances for various segments. The drawing is on a dark background with red lines representing the boundary. The bearings and distances are labeled in blue text. The segments are connected at vertices, and some segments are labeled with bearings and distances. A yellow circle with the number '26' is visible on the left side of the drawing. The drawing is partially obscured by a text overlay on the right side of the image.

# Lines & Polygons Reunited

1. Many-to-Many Relationship Class handles keeping the two feature classes related, with additional attributes if needed
2. Python speeds up & partially automates populating the relationship class making maintenance easier

# Final Thoughts

- Tool is too slow, about 10 seconds per polygon
- Select by Location using the "Within" relationship alone does work but vertex comparison seems to be faster
- Working on a way to automate populating the line sequence attribute







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