

QGIS Application - Feature request #9124

Heatmap in percentage

2013-11-25 11:20 PM - Paolo Cavallini

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|---|-------------------------------------|
| Status: Rejected | |
| Priority: Normal | |
| Assignee: | |
| Category: Analysis library | |
| Pull Request or Patch supplied: | Resolution: invalid |
| Easy fix?: No | Copied to github as #: 17761 |
| Description | |
| <p>Heatmaps would be far more convenient (easier to interpret in many contexts) if they could (optionally) be expressed in % rather than in absolute values (in inverse values, so one could create isolines including, say, 95% probability). The change seems trivial:</p> <ul style="list-style-type: none">- calculate the maximum- dividing the raster values by that- adding an option to choose between absolute values and % <p>Also a note on the help on how to interpret cell values would make life easier for newbies.</p> | |

History

#1 - 2013-11-26 01:38 PM - Nyal Dawson

It's actually not quite that simple - the maximum value is not known until the entire heatmap is generated, it can't be calculated in advance.

The actual process would be:

1. Generate the heatmap
2. Scan for the max and min values within the heatmap (The minimum value would also need to be considered, since points could potentially have a negative weighting set resulting in raster values < 0)
3. Update the cell values with a value relative to the max/min values

I'm wondering if it would be better/more flexible for this to be done via a step in a processing script. Problem is that heatmaps can't be generated via scripts at the moment - this would require moving the heatmap code from a c++ plugin to core (something which should be done at some time in any case). This is on my (distant) radar, alongside adding additional hotspot types such as Getis Ord Gi*. I'm hoping to get funding or some time of sponsorship to tackle this.

#2 - 2013-11-26 04:35 PM - Jürgen Fischer

- Subject changed from *Heathmap in percentage* to *Heatmap in percentage*

#3 - 2013-11-27 02:02 AM - Matthias Kuhn

Alternative for moving to core:

We could add the possibility to expose a python API from C++ plugins as well. I could provide some code I have written for globe which does exactly this.

#4 - 2014-06-29 11:27 AM - Jürgen Fischer

- Category changed from *C++ Plugins* to *114*

#5 - 2017-01-02 01:09 AM - Giovanni Manghi

- Category changed from *114* to *Analysis library*

#6 - 2017-01-02 01:27 AM - Giovanni Manghi

- *Target version set to Version 3.0*

#7 - 2017-05-01 12:48 AM - Giovanni Manghi

- *Easy fix? set to No*

#8 - 2018-02-24 01:59 PM - Paolo Cavallini

- *Description updated*

Still true in QGIS 3

#9 - 2018-02-24 09:39 PM - Nyal Dawson

- *Status changed from Open to Feedback*

I think this should be closed, and replaced with a feature request for a processing algorithm which scales raster values to percent of max.

Heatmaps are part of processing now, so only the scaling algorithm is missing from this request.

#10 - 2018-02-25 12:26 PM - Paolo Cavallini

- *Resolution set to invalid*

- *Status changed from Feedback to Rejected*

Fully agreed.