

# Data Processing and Plotting Using Generic Mapping Tools



**Generic Mapping Tools Graphics**

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# Course Information

- Course will consist of lectures with practical exercises imbedded
- Two sessions:
  - 10am-12:30pm – Maria
  - 1:30pm-4pm – Kara

# Assessment

- Assessment is a final practical assignment to be handed in by 5pm Friday 12th April, 2013 via email or Large File Transfer
- Any questions:
  - Maria (Rm 400) email [maria.seton@sydney.edu.au](mailto:maria.seton@sydney.edu.au)
  - Kara (Rm 414) email [kara.matthews@sydney.edu.au](mailto:kara.matthews@sydney.edu.au)
  - Course Notes: [ftp.earthbyte.org/earthbyte/Teaching/SUCOGG\\_GMT\\_Course](ftp://ftp.earthbyte.org/earthbyte/Teaching/SUCOGG_GMT_Course)

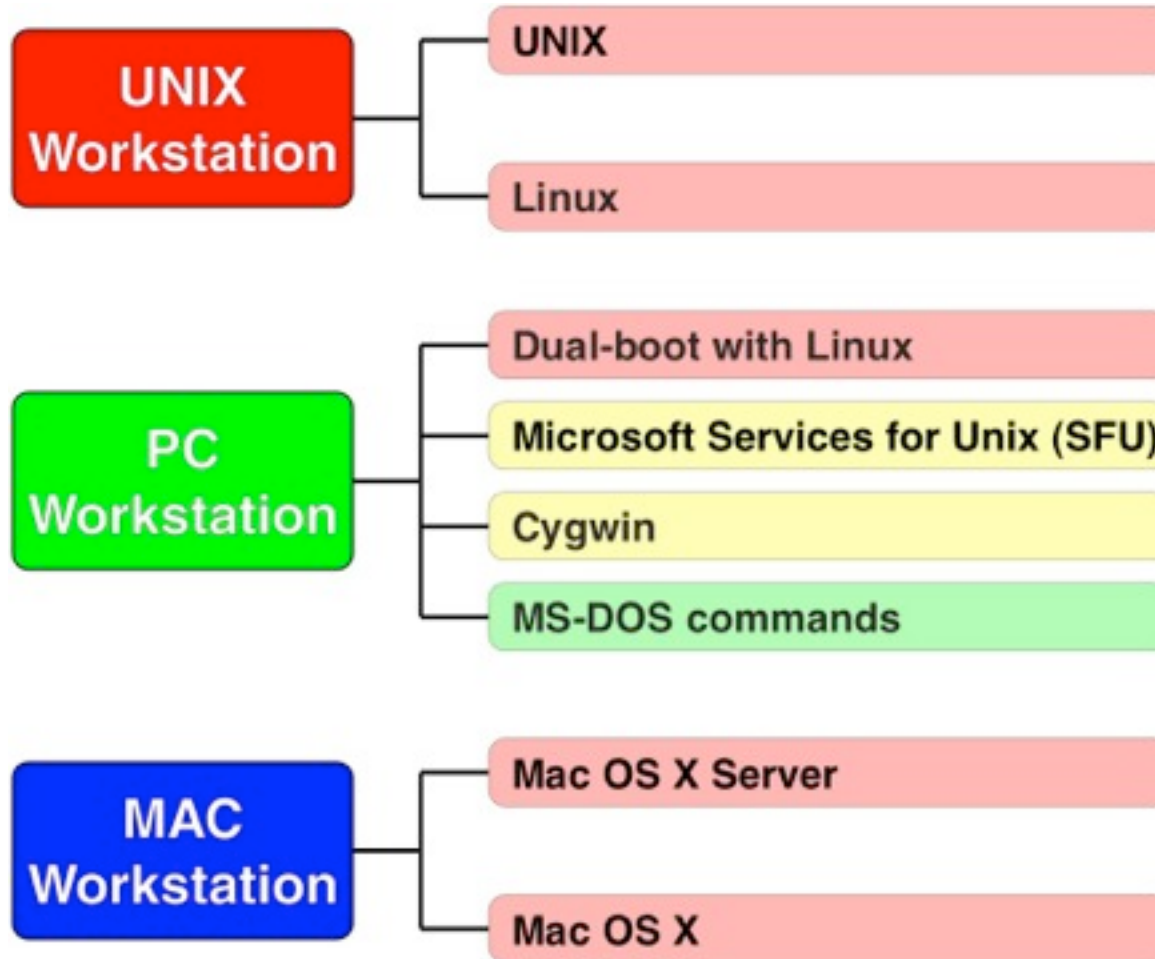
# Lecture Outline

- What is GMT?
- What can it do?
- Examples of GMT output
- Basic unix knowledge that you need in order to use GMT
- GMT default settings
- GMT file formats

# What is GMT?

- Stands for Generic Mapping Tools
- GMT does data processing and visualisation
- Raw data → processing → illustration
- It is open source, platform independent and free to download and use
- GMT is jointly developed by Paul Wessel (UH) and Walter H. F. Smith (NOAA)
- It is very popular, used by ~15,000 people

# GMT Platform Scenarios



# Why is GMT popular?

- Free
- Easy to install on all platforms
- Architecture-independent file formats
- Quality PostScript graphics
- Extensible
- Developers are scientists and users

# What is GMT?

- GMT consists of 60+ individual programs
- Written in POSIX C
- GMT has a command line interface
- GMT consists of small modules which focus on limited tasks
- But modules can be combined in many ways to achieve complex tasks
- There is a seamless integration with UNIX OS and tools



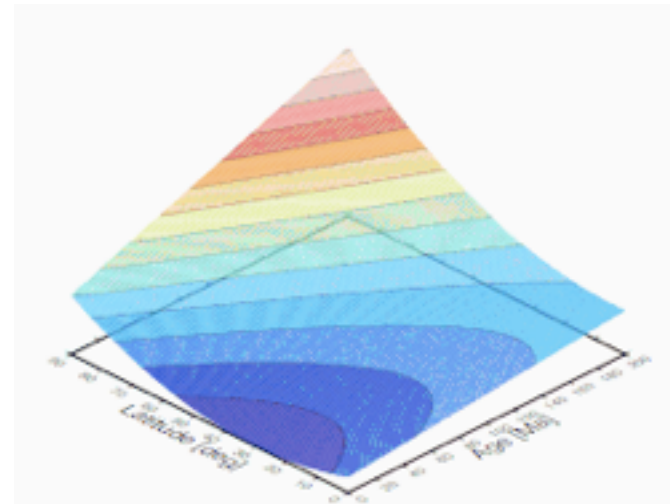
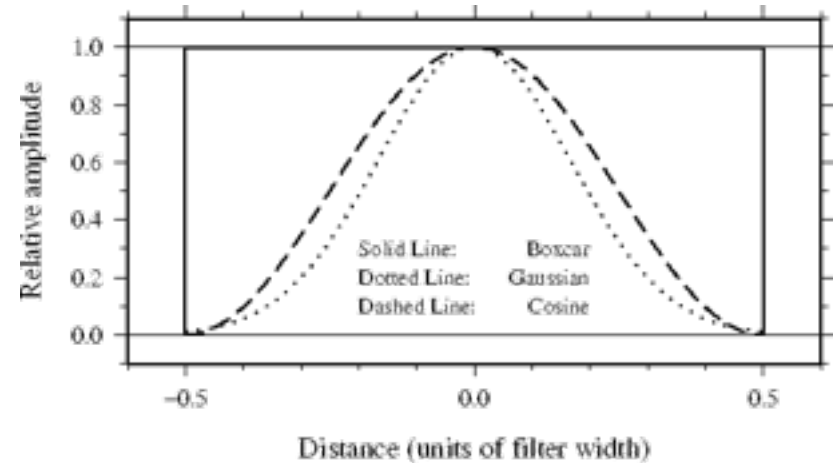
# What Can GMT Do?

- GMT can process and manipulate data
- GMT can generate a postscript plot of your data
- However, remember that GMT is not a GIS or image processing package

# GMT can ....

Filter time-series  
and 2D data

Do trend fitting of  
data

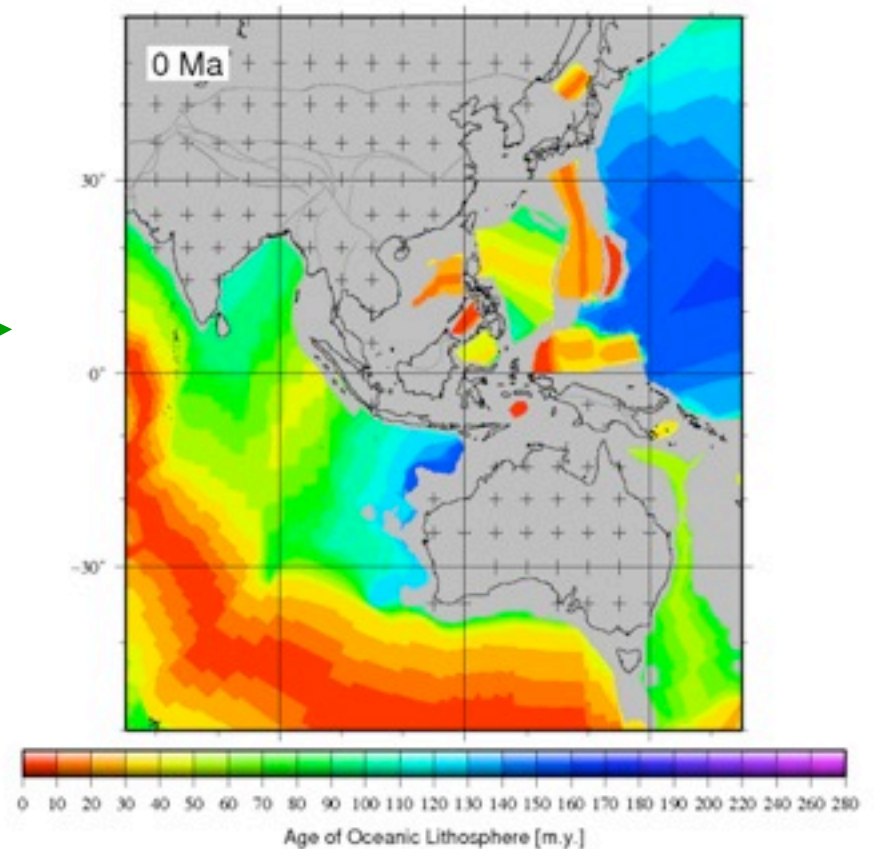


# GMT can ....

## 🌐 Grid xyz data

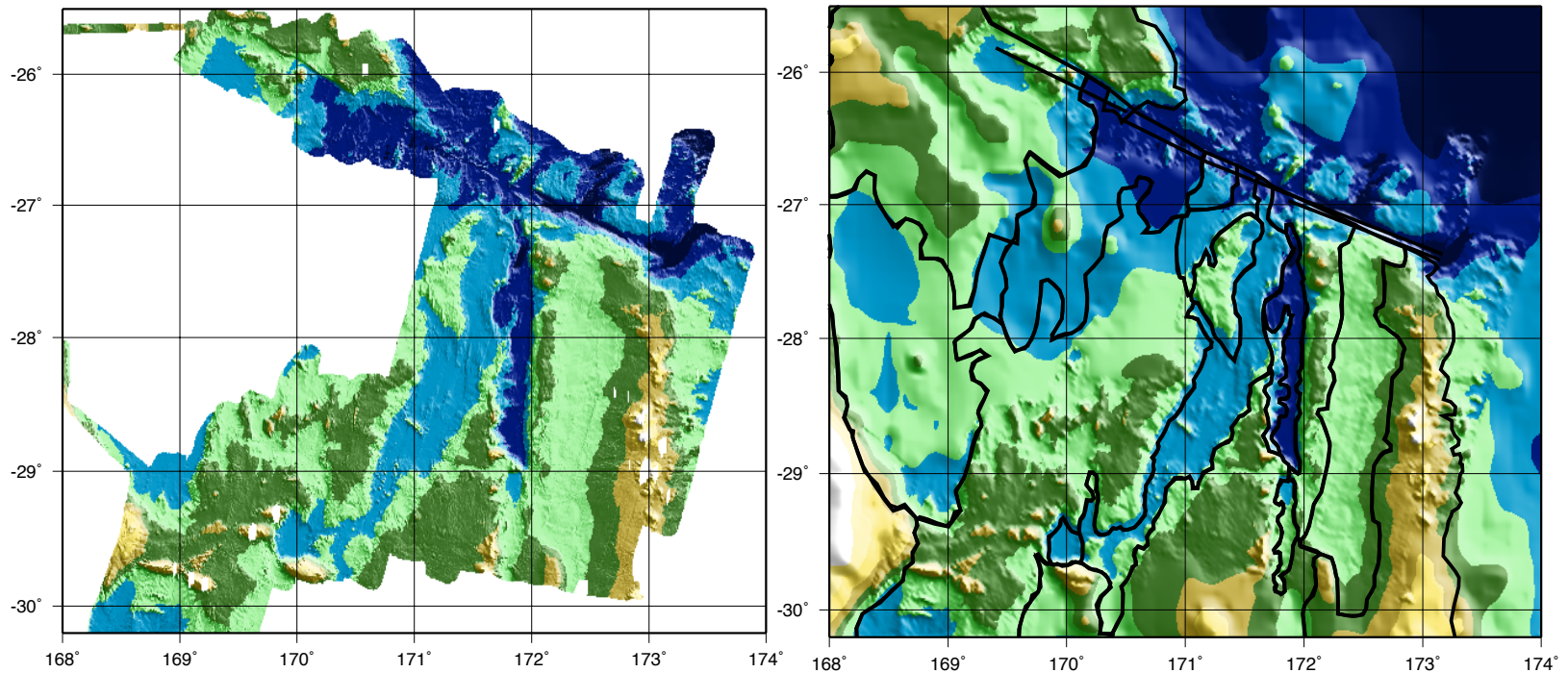
long	lat	age
110.94	20.11	66.27
110.97	21.21	50.73
111.11	21.99	23.34
112.09	22.54	60.23
112.64	22.68	67.76

.....



# GMT can ....

## Cut, paste and blend grids



# GMT can ....

- Resample a data set
- Do arbitrary math operations
- Calculate directional derivatives
- Grid masking
- Data projections
- Optimal triangulations
- Subset extraction

# GMT can ....

- Plot x-y diagrams of lines, polygons and symbols
- Plot text and labels

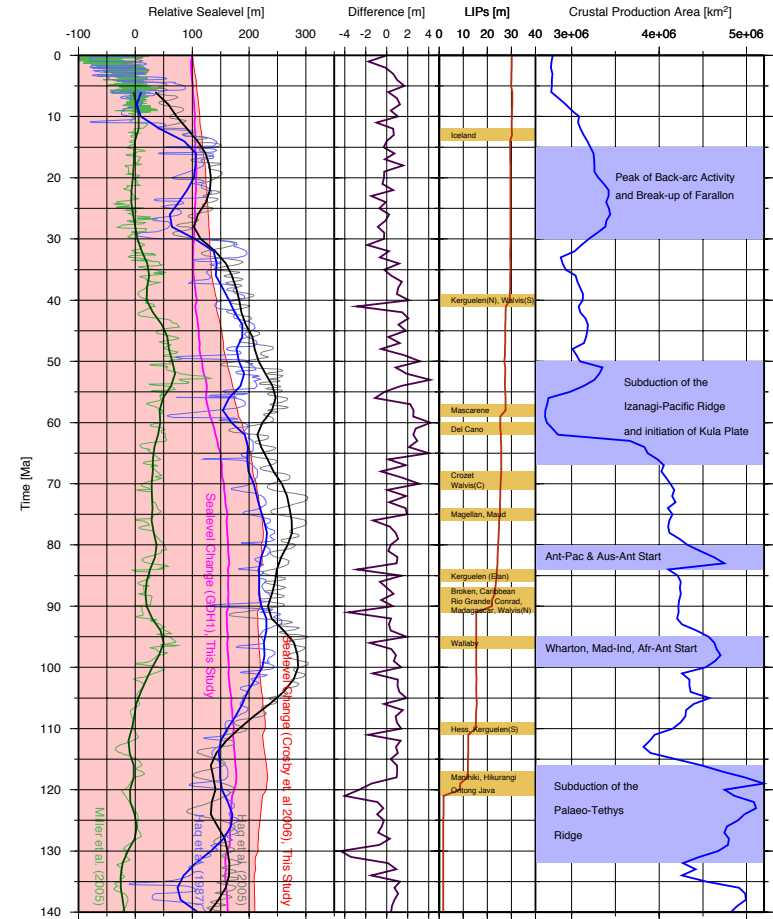
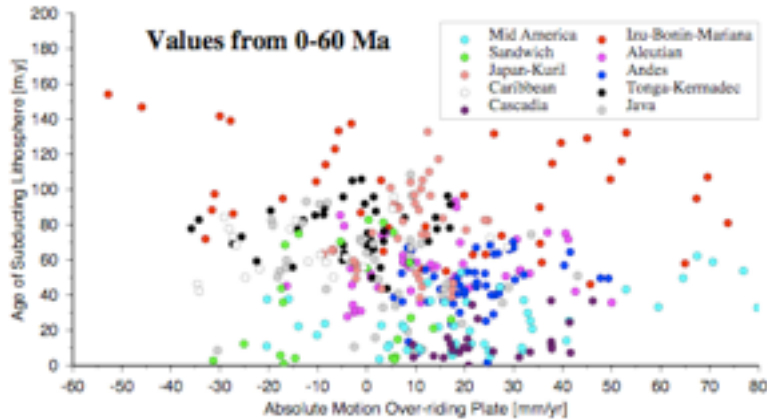
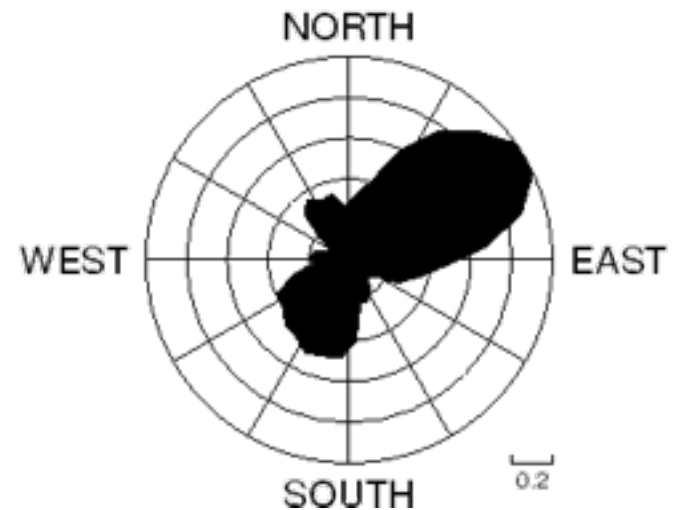
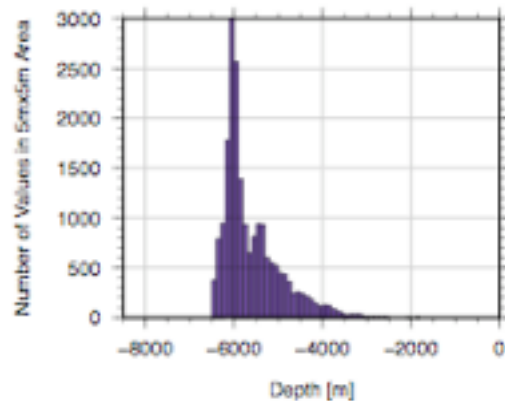
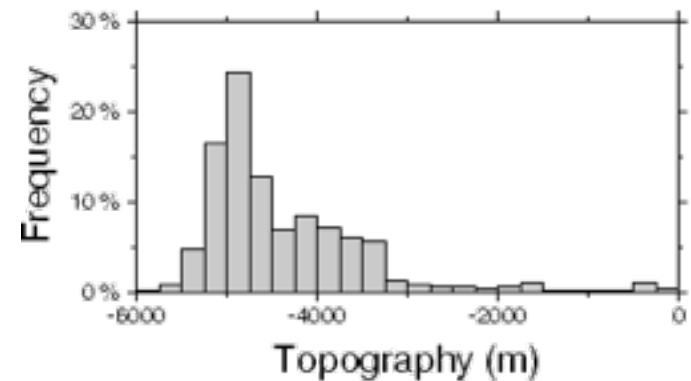


Figure 6: Muller et. al.

# GMT can ....

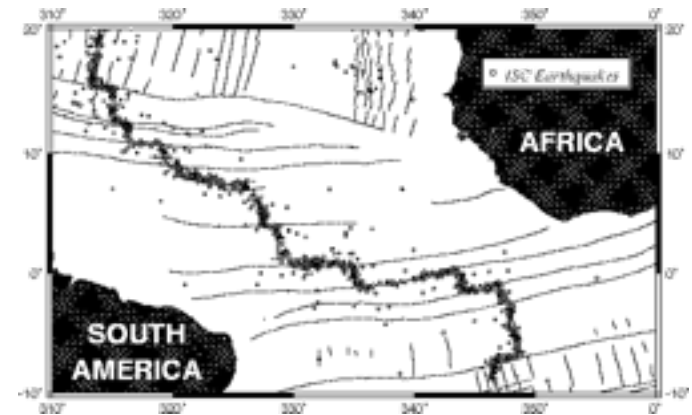
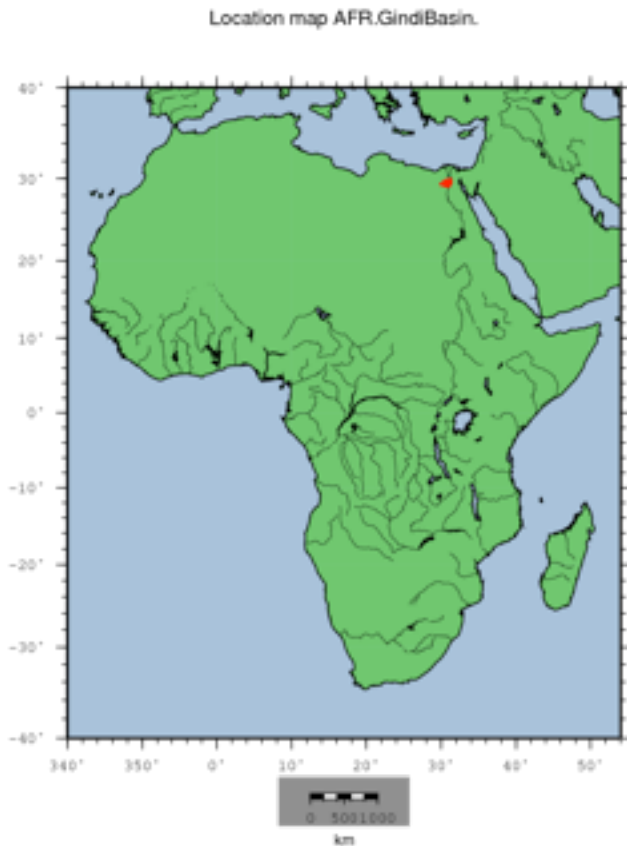
- 🌐 Plot rectangular or polar histograms

Two types of histograms



# GMT can ....

- 🌐 Plot basemaps with coastlines, rivers and borders

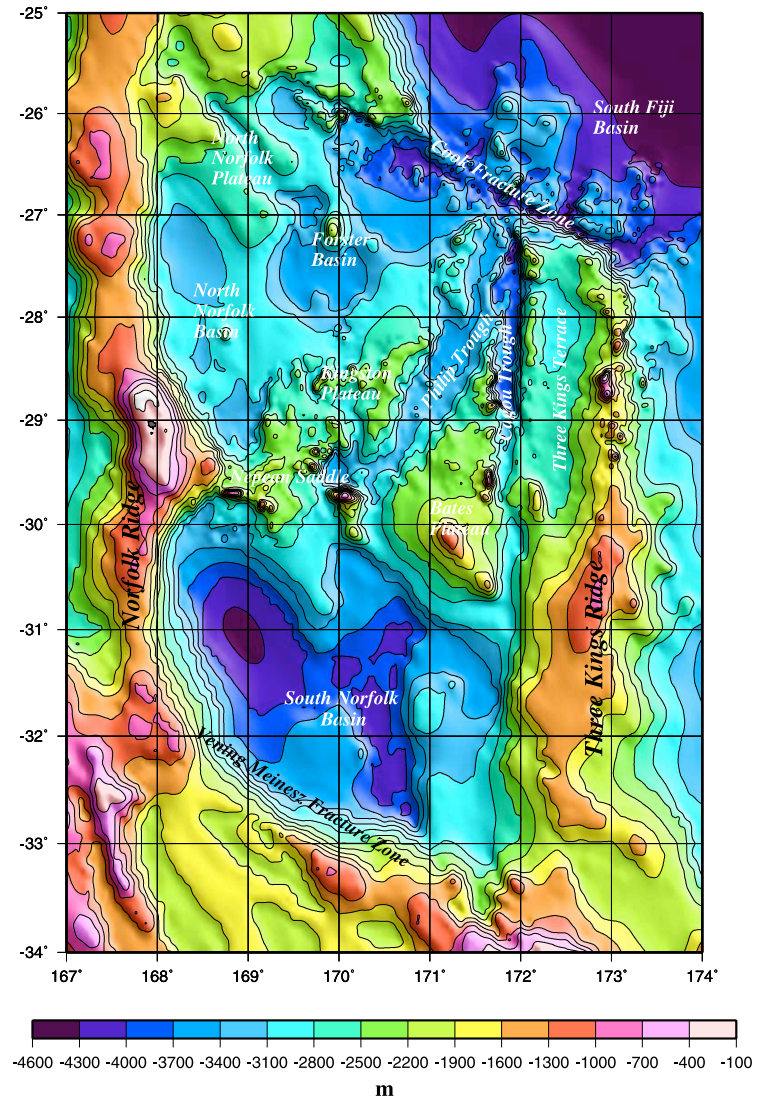
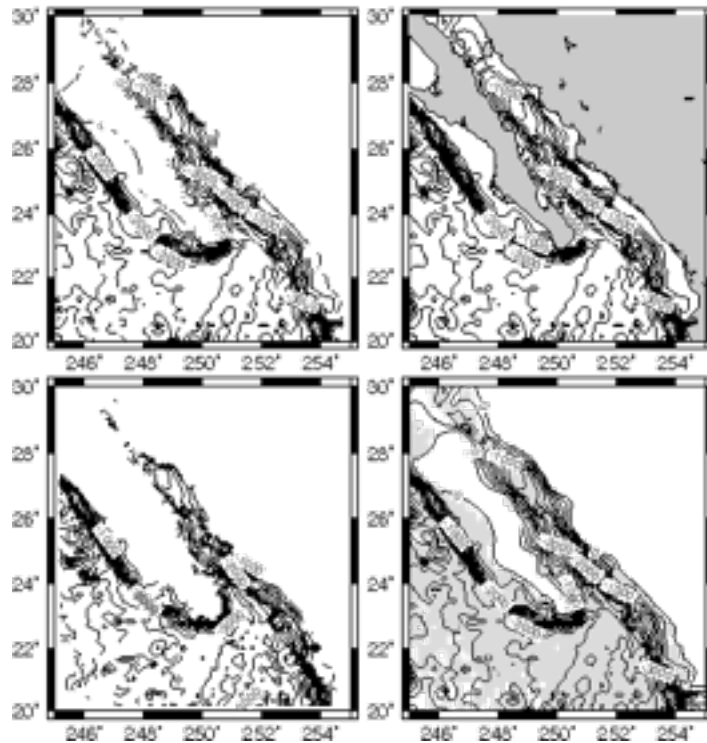




# GMT can ....

## Plot contour maps

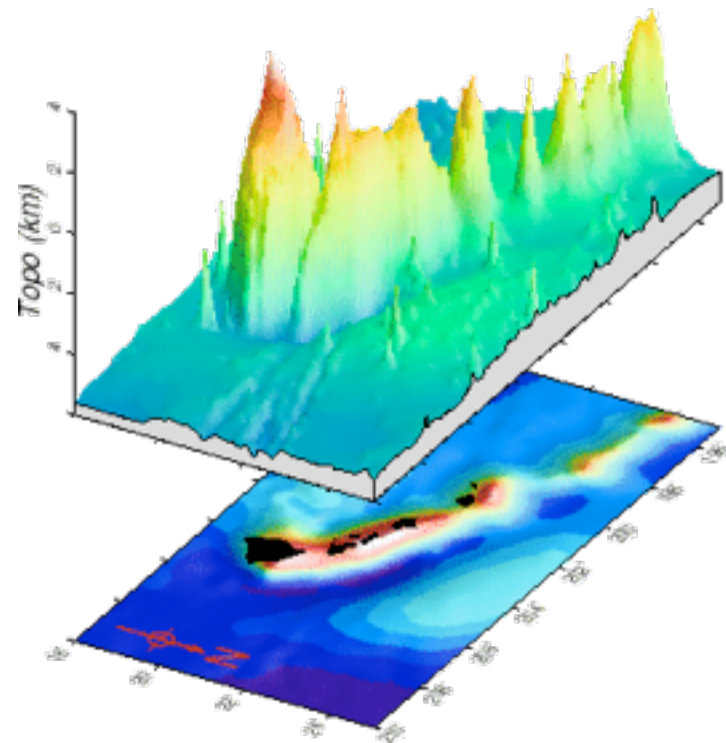
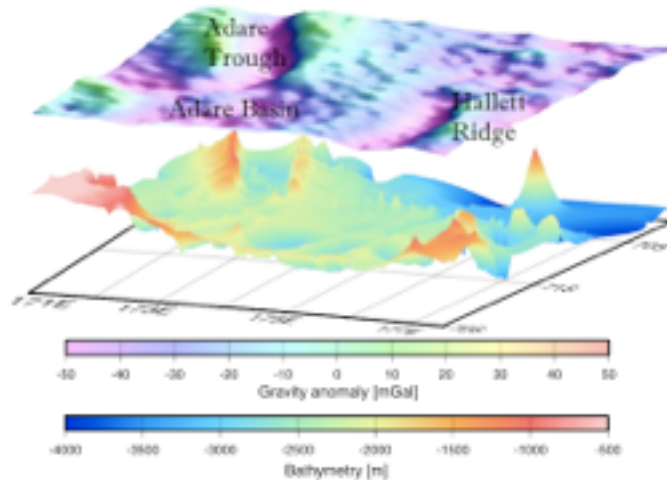
Gridding with missing data



# GMT can ....

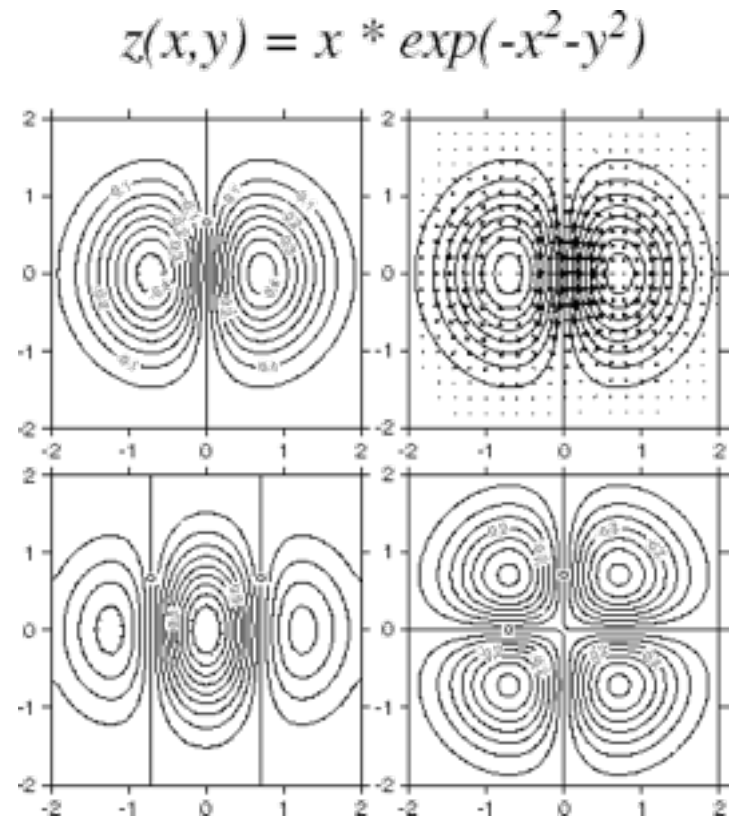
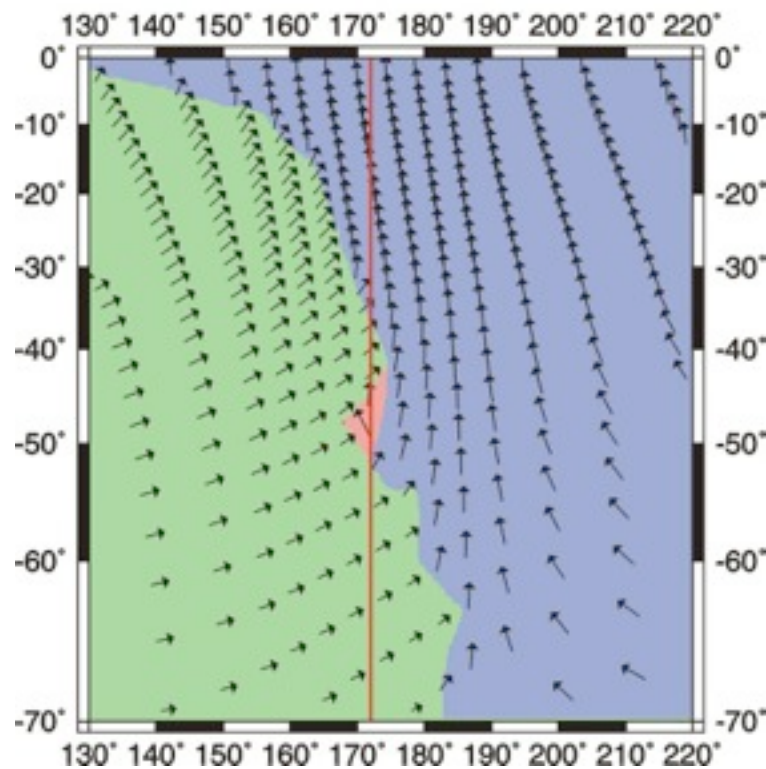
- 🌐 Plot perspectives views with illumination

## *HAWAIIAN RIDGE*



# GMT can ....

## 🌐 Plot vectors and vector fields



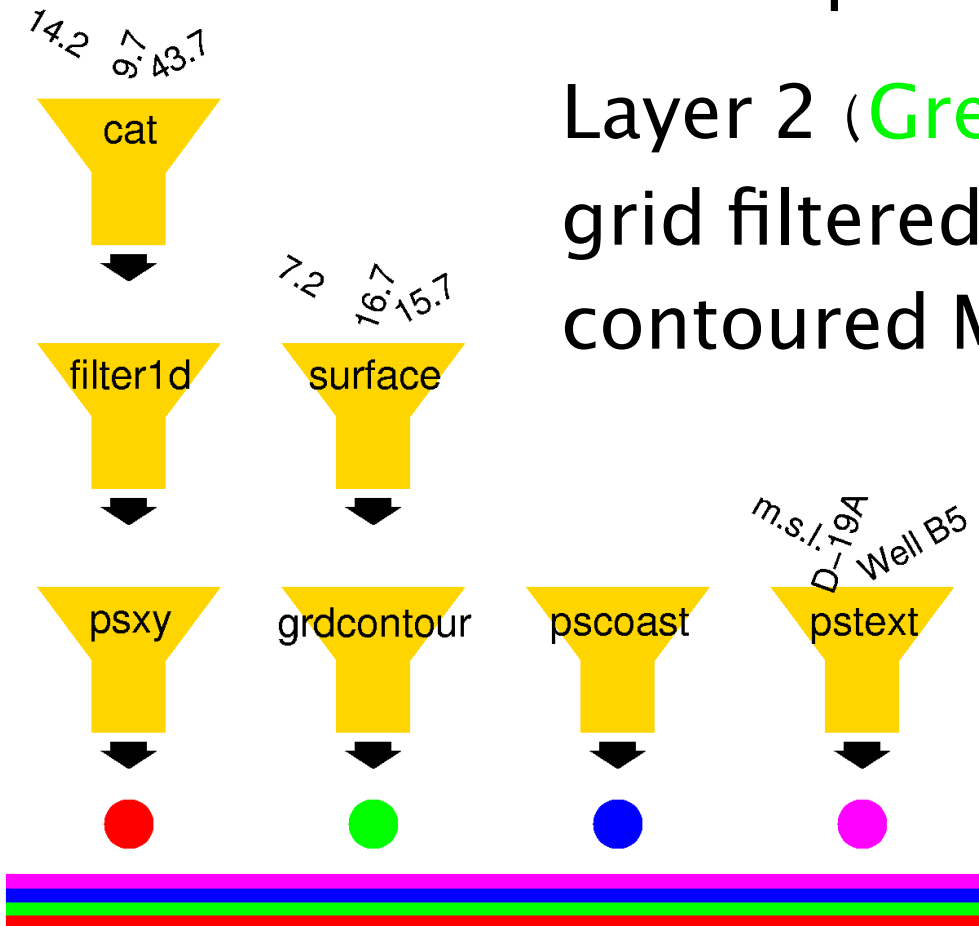
# All GMT tools work together

Layer 1 (**Red**): create ascii file, Filter  
ascii data and plot

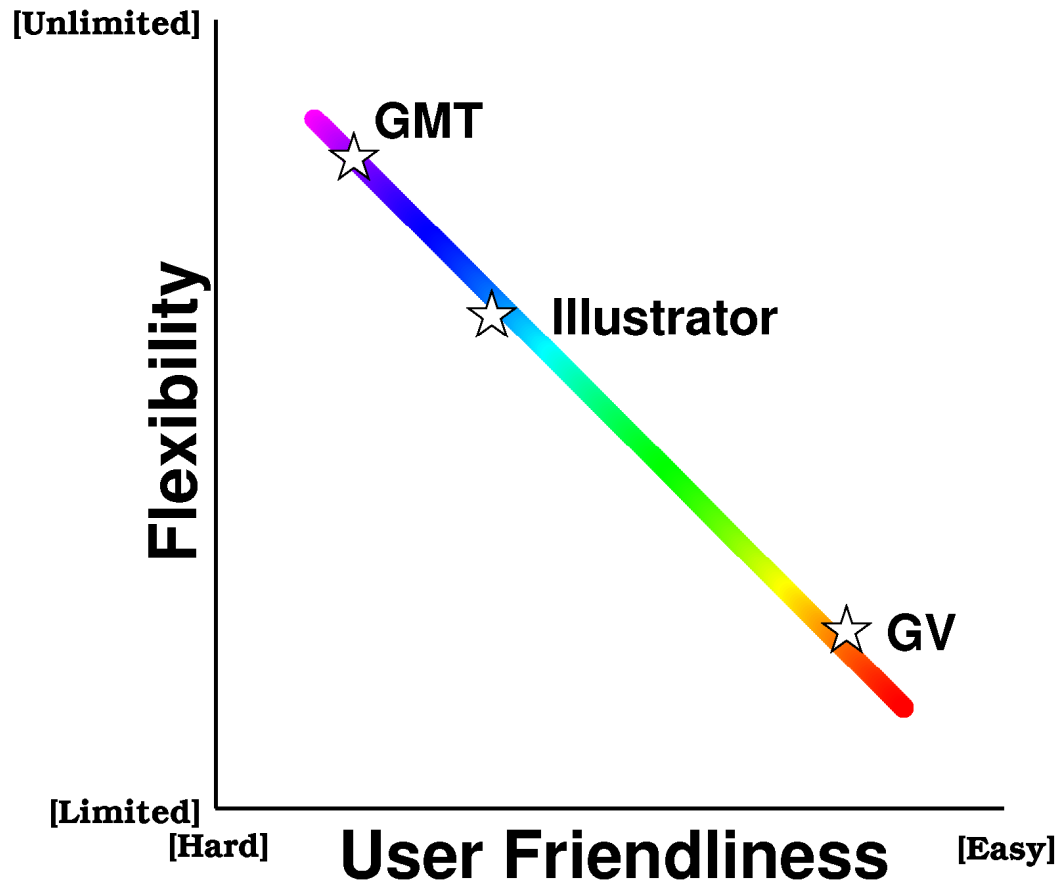
Layer 2 (**Green**): Interpolate and  
grid filtered data and make a  
contoured Map

Layer 3 (**Blue**): Plot  
coastlines on top of  
map

Layer 4 (**Pink**): Plot  
labels on top of map



# The Learning Curve



- GMT is very flexible but it is initially not so user friendly
- Its flexibility is its greatest asset

# Unix and shell Environment

- Login
- Using `stdin`, `stdout`, and `stderr`
- I/O redirection
- Pipes
- Wild cards
- File permissions
- Command history
- UNIX tools
- UNIX man pages

# Class Exercise – Login

- USyd students – use your unikey and password
- Non-USyd students – get login from me
- Use your unikey and password to login to a computer (running windows)
- Go to Start – Programs – Putty – Putty
- Type in **129.78.236.17** under hostname, then connect
- Username is **gmt-user**, password **weI0veGMT**
- Have an active linux terminal

# Input/Output

- UNIX initialises 3 file handles:
  - `stdin`: Standard input [keyboard]
  - `stdout`: Standard output [screen]
  - `stderr`: Standard error [screen]
- These can all be redirected so that read (or write) instead takes place from (or to):
  - files on the disk
  - a process (e.g., another UNIX program)



# Redirection examples

- GMTprogram inputfile > outputfile
- GMTprogram inputfile >> outputfile
- Notes:
  - The last example appends to an existing file
  - If no input file is given the program reads stdin

# Piping and other plumbing

🌟 Pipes are used to connect the output of one program to the input of another:

🌟 `program1 | program2 < results.dat`

🌟 `program3 inputfile | lp`

🌟 `cat inputfile | program4 | lp`

Notes:

1. `lp` is the printing program
2. `cat` sends contents of file to `stdout`

# UNIX Wild cards

- Wild cards allow many files to be addressed one by one at the same time
- Four kinds of UNIX wild cards exist:

*	Matches anything (even nothing)
?	Matches any single character
[list]	Matches any one character in list
[range]	Matches any one character in range

# Wild card examples

- Print all files beginning with “data\_” and ending in “.d”:
  - `lp data_*.d`
- Process files beginning with “line\_” followed by any single character and ending in “.d”:
  - `crunchjob line_?.d >> final.d`

# UNIX File Permissions

- File permissions may be any combination of read (r), write (w), and execute (x)
- This combination may be set differently for the user (u), the group (g), or others (o)
- To see a file's permission, use "ls -l":
  - ls -l myfile
  - The permission is printed [d]rwxrwxrwx
  - - means a permission is not given
  - a leading d indicates a directory

Output may look like this:

```
-rw-r--r-- 1 marias marias 15597 Aug 26 12:15 myfile
```

# Executable k shell scripts

- A script is a file with one or more `ksh` or UNIX commands in it
- Scripts must start with magic line:
  - `#!/bin/ksh`
- Add comments by starting lines with `#`
  - `# This script makes Fig 7 in Thesis`
- Save script to a filename (e.g., `fig7.sh`)
- Make executable
  - `chmod +x fig7.sh`

# Command History

- The command “**history n**” will show the last n commands you have issued
- To repeat a previous command, try:
  - !n, where n is the command number
    - !203 (will run command # 203 once more)
  - !prefix, where prefix is the beginning of a command string:
    - !progra
  - !! will repeat the previous command

# UNIX and Windows Tools

- terminal (for entering commands)
  - Terminal, xterm
- editor (for writing scripts)
  - `gedit`, `vi`, `emacs`, `textmate` – we will use notepad on windows
- PostScript previewer
  - `ghostview` (or `gv`), `preview` – we will use Acrobat
- UNIX utilities
  - `ksh`, `awk`, `grep`, `sed`, `wc`, `head`, `tail`, `sort`



# Useful UNIX commands

- **pwd** (print working directory)
- **cd** dir (changes directory to dir)
- **mkdir** dir (makes the directory dir)
- **rm** file(s) (removes the given files)
- **rmdir** dir (removes an empty directory)
- **cp** a b (copies file a to file b)
- **mv** old new (moves old to new)

# Class Exercise – Create a directory

- Go to your linux terminal
- Type `pwd` – this prints your working directory
- Now we want to create a directory called `yourname`
- Type `mkdir yourname`
- View the contents of that directory by typing  
`cd yourname`  
`pwd`  
`ls *`

# Class Exercise - Create a directory

- Do the same to create a directory called GMT\_Course

# GMT General Features

- Default settings
- Measurement units
- Standardized command line switches
- Table data formats
- Grid file formats
- Color palette tables
- Pens and Fills
- Character escape sequences

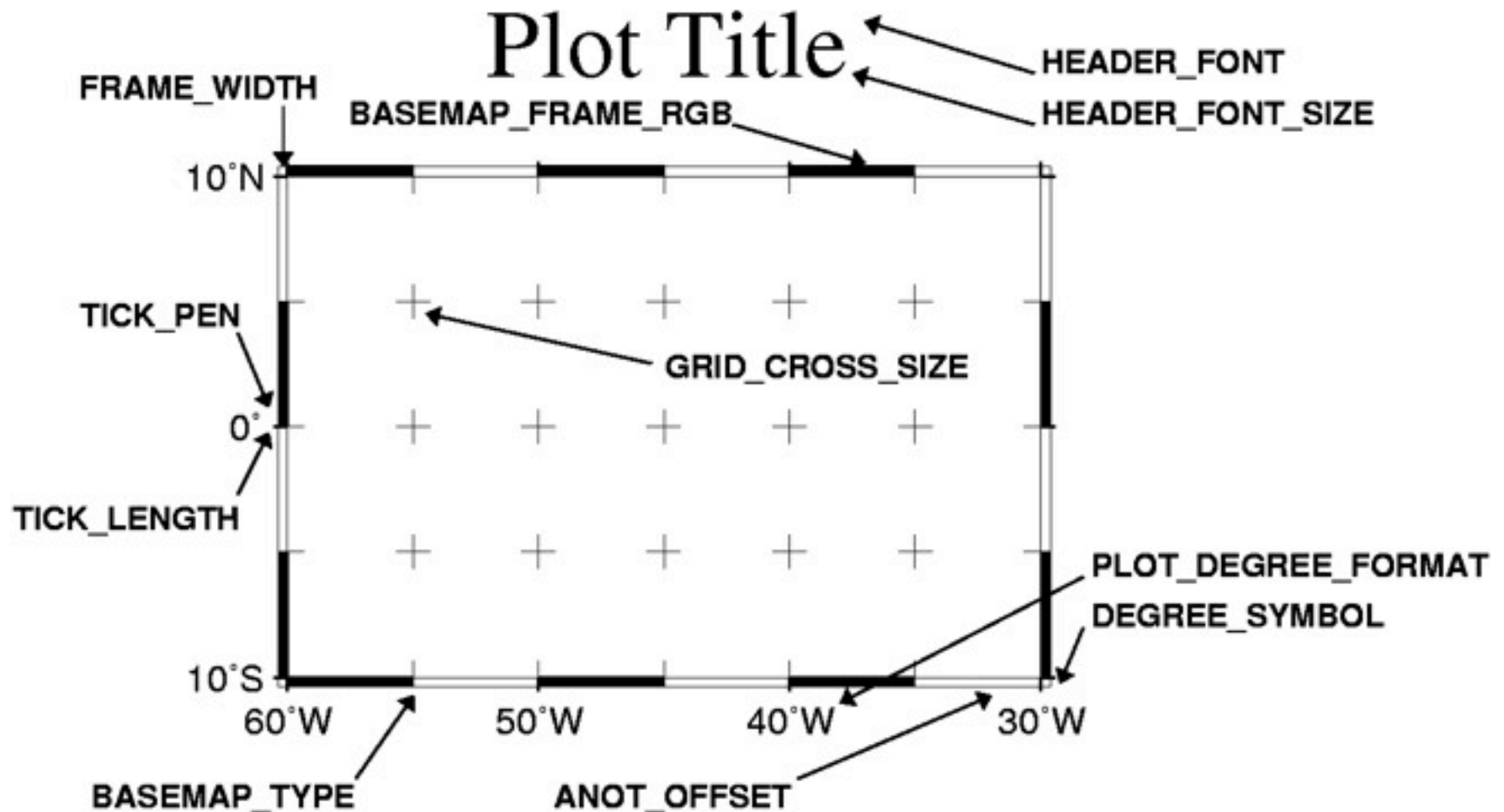
# GMT Default parameters

- More than 100 parameters
- Stored in .gmtdefaults4 files (ASCII)
- Affect many aspects of GMT operations
- GMT searches for .gmtdefaults4 in
  - The current directory
  - The home directory
  - Defaults to the GMT install settings

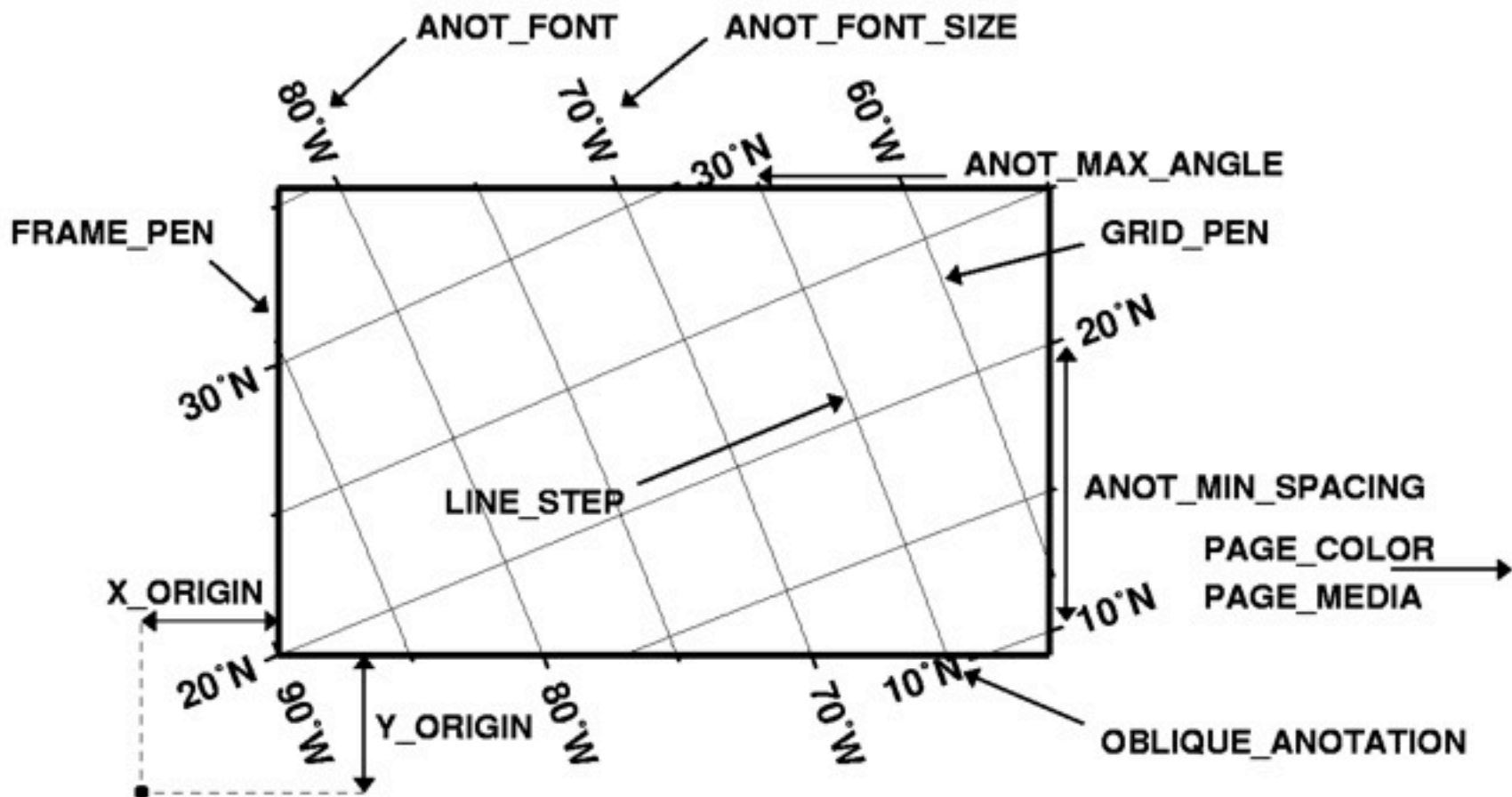
# Class Exercise – Make a .gmtdefaults4 file

- In the GMT\_Course directory, type `gmtdefaults -D > .gmtdefaults4`
- The defaults file is a systems file (. at the beginning) so it will not display if you type `ls`
- Type `ls -all`
- Type `vi .gmtdefaults4` to see what the file looks like
- Type `:q` to close the file

# GMT Defaults Parameters (1)

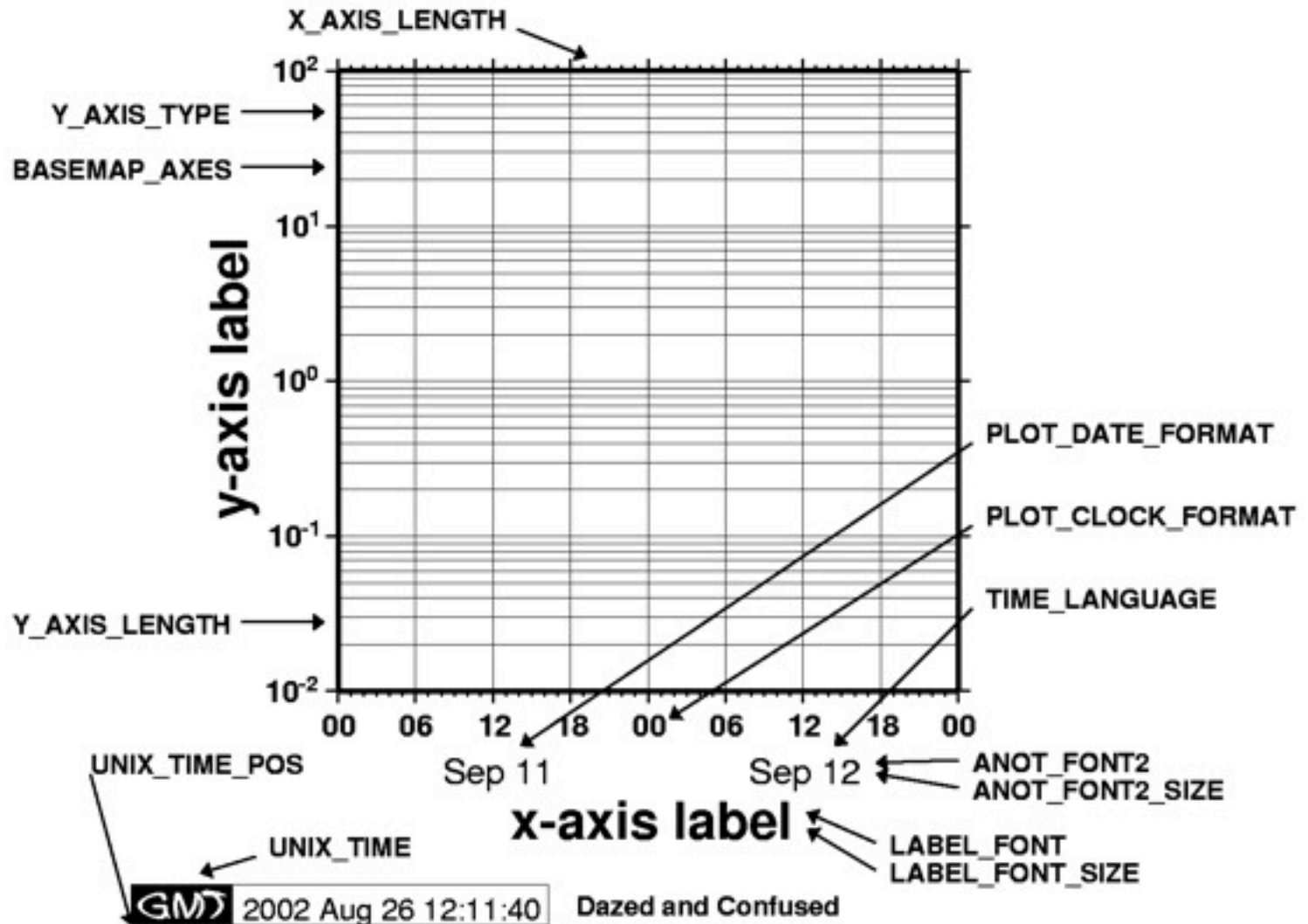


# GMT Defaults Parameters (2)





# GMT Defaults Parameters (3)



# GMT Measurement Units

Can accept cm, inch, meter, or point

- Append unit abbreviation to value:
  - 4c, 3.5i, 18p
- Set MEASURE\_\_UNIT to desired unit
  - Values without trailing unit imply the default unit

# Common Command Line Options

<b>OPTION</b>	<b>MEANING</b>
<b>-B</b>	Define annotation-, tick-, and grid-intervals, axes labels, and title
<b>-H</b>	Indicate that ASCII tables have header record(s)
<b>-J</b>	Sets the current map projection or coordinate transformation
<b>-K</b>	Allows more plot code to be appended to current plot
<b>-O</b>	Overlay more plot code on current plot
<b>-P</b>	Select Portrait orientation [Default is landscape]
<b>-R</b>	Define the world coordinates domain
<b>-U</b>	Plot time-stamp on the plot
<b>-V</b>	Run program in verbose mode
<b>-X</b>	Set x-coordinate for plot origin
<b>-Y</b>	Set y-coordinate for plot origin
<b>-b</b>	Selects binary input or output
<b>-c</b>	Specify number of plot copies
<b>-f</b>	Specify data format on a per column basis
<b>-:</b>	Input geographic data are (lat, lon) rather than (lon, lat)

# GMT file formats

## ● Data tables

### ● ASCII (slow but human readable)

- Single segment (default)
- Multi-segment with internal headers
- May have header records
- fields can be separated by tabs, space or commas

### ● Binary (faster for larger files)

- Single segment (default)
- Multi-segment (internal headers)

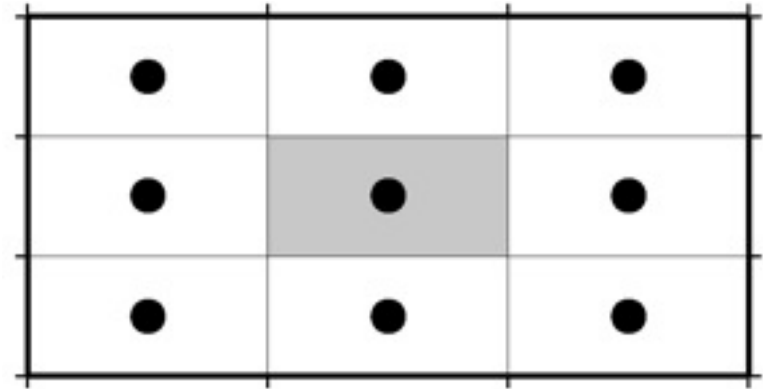
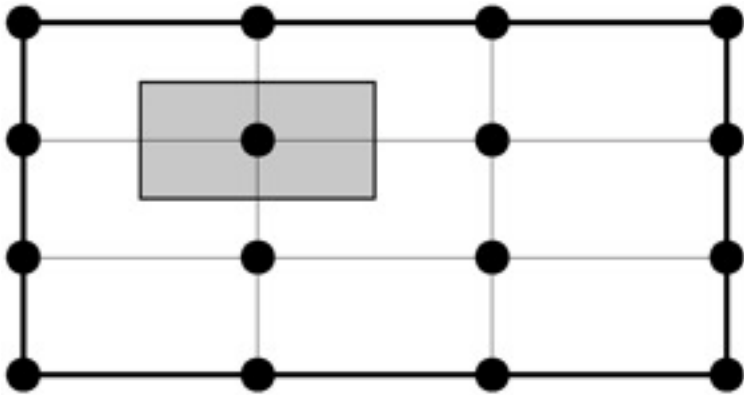
# Example: ASCII data table with 1 line header record

```
> time (Ma), conv. rate (mm/yr), angle, abs.rate (mm/yr), abs.rate.normal (mm/yr), strike
2.5      37.8    -46.6    34.4    31.1893  9
7.5      41.6    -49.0    32      35.2788  9
12.5     52.4    -53.2    28.8    45.9185  8
17.5     53.4    -52.5    29.5    46.477   8
22.5     51      -60.6    21.4    47.4838  8
27.5     61.2    -54.2    27.8    54.1364  8
30       nan     90.0     9       nan      9
17.5     51.8    -54.5    26.5    46.3576  9
7.5      41.6    -49.0    34      34.488   7
12.5     52.4    -53.2    29.8    45.4709  7
17.5     53.4    -52.5    30.5    46.011   7
22.5     51      -60.6    22.4    47.1518  7
27.5     61.2    -54.2    25.8    55.0995  10
30       nan     90.0     -0      nan
17.5     51.8    -54.5    -0      51.8
7.5      41.6    -49.0    -0      41.6
```

# GMT file formats

- Gridded data sets,  $z(x,y)$ 
  - Rectangular domain with equidistant grid spacing  $\Delta x$  and  $\Delta y$
  - $x$  and  $y$ -coordinates implied and not stored
  - Contain comments and header info
  - Gridline- or pixel-registration possible
  - Architecture-independent netCDF format
  - Other native binary formats available
  - Custom formats can be accommodated

# Grid file registrations



- Gridline registration has 1 row/column more than pixel registration
- Gridline registration has nodes at gridline intersections whereas pixel registration has nodes centered on the grid boxes

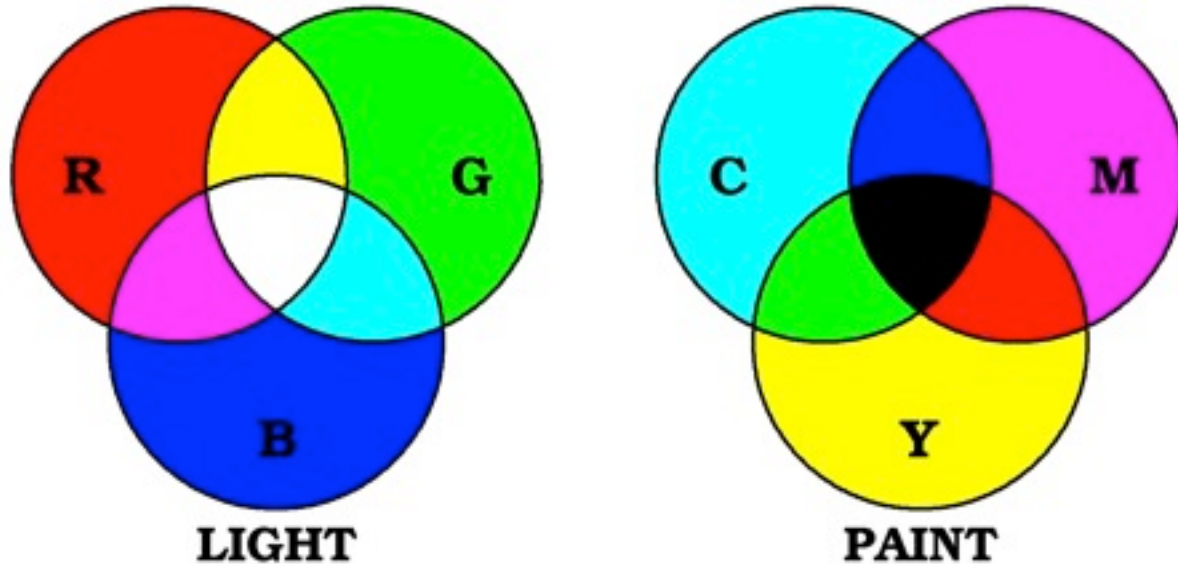
# GMT file formats

## ● Colour palette tables

- ASCII table with optional comments
- Commonly use the r/g/b system
- Each record defines colour as a function of  $z$  between slice  $z_0$  to  $z_1$
- Any number of slices allowed;  $z$  must be monotonically increasing with no gaps
- Colour may be constant or change linearly from  $z_0$  to  $z_1$



# How does color work?



- Computer monitors mix light to make colors
  - RGB is always end-product
- Printers mix paint to make colors
  - Black (K) is used as 4<sup>th</sup> paint
  - CMY are reduced given the amount of K present

# Specifying Color

- Color is specified in one of four ways:
  - Color names: Give standard X11 names such as red, green, violet, etc.
  - RGB system: Give  $r/g/b$  where each integer indicates intensity of light from 0 to 255. If  $r = g = b$  we have gray and only  $r$  needs to be specified.
  - HSV system: Give  $h-s-v$  for hue, saturation, and value.
  - CMYK system: Give  $c/m/y/k$  values, each in the 0-100% range.

# Colour palette table

# cpt file created by makecpt on Fri Mar 9 17:26:19 2001

# No input V1.0 shade table was given; a gray scale was made.

# Contours were made using a mid-value of -3500 and a contour interval of 1000

#

-6500	15	15	15	-5500	15	15	15
-5500	47	47	47	-4500	47	47	47
-4500	79	79	79	-3500	79	79	79
-3500	111	111	111	-2500	111	111	111
-2500	143	143	143	-1500	143	143	143
-1500	175	175	175	-500	175	175	175
-500	207	207	207	500	207	207	207
B	0	0	0				
F	255	255	255				