

HGIS - GIS in Haskell

Vanessa McHale

March 3, 2017

Abstract

This document details how some of the math behind hgis works.

Contents

1	Parsing a shapefile	1
2	Geometry on a sphere	1
2.1	Measuring compactness	1
3	Making maps	1
3.1	Projections	1
A	Installation	1
B	Using the libraries	2

1 Parsing a shapefile

2 Geometry on a sphere

Computing perimeters on a sphere is relatively straightforward:

2.1 Measuring compactness

3 Making maps

3.1 Projections

A Installation

HGIS is supported and tested with stack, available from <https://haskellstack.org>.

B Using the libraries