DATA VISUALIZATION AND VISUAL ANALYTICS

S. Rinzivillo – rinzivillo@isti.cnr.it
SPATIAL DATA AND GEOGRAPHY
OBJECTIVE

• To show **spatial distribution** of data
• To show **relative positions** of data components

• Thematic maps
  • Mapping to attribute data (quantitative and qualitative) on a map
  • Geometry linked to fixed geographical position
MAP DESIGN

• Projection
  • Map curved 3D objects to a place

• Scale
  • Reduction of a map to the available space

• Symbolization and themes
  • Equivalent to encoding with Visual Variables
SCALE
MAP SCALE

- Defines as the ratio between a distance on the map and the corresponding distance on the Earth
  - Usually expressed as verbal ratio
    - 1:100
      - Distance on the map is always expressed as one
  - The ratio is dimensionless
  - The larger the fraction, the greater the map’s details
MAP SCALE (1:50,000,000)
MAP SCALE (1:6,500,000)
MAP SCALE (1:100,000)
MAP SCALE (1:10,000)
MAP SCALE (1:1,000)
THE NEW WORLD

• New challenges for geographers
• Since XVI century new methods to represent geography
• From plane to globe
BASIC COMPONENTS...

• A reference system
• A set of coordinates
REFERENCE SYSTEM

• Univocally determine a position in 3D (2D+1D)
• Need for a simple model:
  • Mathematically tractable: surface
  • Link to physical world
• Typical surfaces:
  • Sphere
  • Ellipsoid (spheroid)
  • Geoid
COORDINATE (2D+1D)

- Position relative to the reference system
- Angular coordinates
  - Longitude
  - Latitude
- Altitude as offset from the reference point
LATITUDE AND LONGITUDE

• Latitude: angular distance from equator
• Longitude: angular distance from central meridian
WHICH REFERENCE SYSTEM?

• Earth present a complex surface, results of gravity, magnetical forces and different densities
• Mathematic representation is very complex
GEOID

- Geoid: surface where gravity is constant in each point
- Average surface of seas
WHICH REFERENCE SYSTEM?

- Ellipsoid: clear and easy mathematic definition
- Easy to define a position of a point in the space
- Low differences with the real geoid (≈40m)
DATUM

• An ellipsoid is univocally determined by 8 parameters (named Datum)
  • 2 shape parameted:
    • Equatorial radius
    • Polar radius
  • 6 parameters for position and orientation
WHICH DATUM?

• Diffusion of GPS systems: WGS84 (World Geodetic System 1984)
• Many local cartograph systems use local defined datum
  • In Europe, datum ED50 (European Datum 1950, Ellissoide di Hayford) is largely used
• All datum can be mapped/translated to WGS84
PROJECTIONS

• Cartographic projections map coordinates from the ellipsoid to the plane

• A direct mapping is not feasible without introducing deformations

• Families of mapping that preserve:
  • Angles (conformal projection)
  • Surfaces (equal area projection)
  • Minimizing both
PROJECTIONS

• Each projection assume a precise datum
• For example, UTM projection uses datum WGS84 and ED50
PROJECTIONS

• Three different types
  • Azimuthal: projection plane is tangent to a point on the earth
  • Conic: points are projected on a cone
  • Cylindrical: points are projected on a cylinder
MERCATOR PROJECTION

- Cylindrical projections
- Cylinder tangent to equator
- Meridians are paralleled
- Low distortion for tropical zones
UTM
(UNIVERSAL TRANSVERSE MERCATOR)

• Transverse Mercator Projection
• Cylinder tangent to one of the meridians
• Low deformation around the reference meridian
UTM PROJECTION

• Minimize distortion
  • Each projection is limited to a zone of 6 degrees
  • Central meridian is contracted by 0.9996
  • To ensure positive coordinates, each zone has a false easting origin at 500000 m on the east of central meridian
  • Projection is limited to latitudes between -80 N and +80 N
UTM ZONES
UTM ZONES IN ITALY

• Italy is covered by zones 32, 33 e 34
REFERENCE SYSTEMS: CATALOGUE

http://spatialreference.org/
**D3.JS REFERENCES**

- d3.geo API reference

- topojson API reference
  - [https://github.com/mbostock/topojson/wiki/API-Reference](https://github.com/mbostock/topojson/wiki/API-Reference)
CARTOGRAPHY IN D3
GEOGRAPHICAL DATA - GEOJSON

• Javascript based description of geographical objects

• Three main properties:
  • type (e.g. “FeatureCollection”)
  • crs (Coordinate Reference System)
  • features (list of objects located in the space)

• Each feature consists of:
  • type (e.g. “Feature”)
  • properties (key-value dictionary of attributes)
  • geometry (geometry that represents the object)
FROM GEO-DATA TO VISUALIZATION

• Mapping of geographical coordinates (longitude and latitude) to position on the screen
  • Definition of projection function based on scale, translation and rotation
  • module: d3.geo.projection

• Creation of mapping for each element (point) of the geometry
  • module: d3.geo.path
EXAMPLE: MAP OF PAINTINGS

https://observablehq.com/@d3/bubble-map
GEOMETRIES AND STANDARDS
OPEN GIS CONSORTIUM – OGC

• Consortium to define protocols to transmit territorial and geographic information
**SFS – SIMPLE FEATURE SPECIFICATION**

- Definition of an abstract data type:
  - Geometry
POINT

\[ [x, y] \]

POINT
LINESTRING

LINESTRINGs

simple
non-simple
closed simple
closed non-simple
POLYGON

- Exterior ring with no interior rings
- Exterior ring with 1 interior ring
- Exterior ring with 5 interior rings

POLYGENs
MULTIPOINT, MULTILINestring

MULTIPOINT

MULTILINestringS

simple

non-simple

closed simple

closed non-simple
WKT – WELL KNOWN TEXT FORMAT

- POINT(123.45 543.21)
- LINESTRING(100.0 200.0, 201.5 102.5, 1234.56 123.89)
- POLYGON(((101.23 171.82, 201.32 101.5, 215.7 201.953, 101.23 171.82))
- POLYGON(((10 10, 20 10, 20 20, 10 20, 10 10), (13 13, 17 13, 17 17, 13 17, 13 13))
- MULTILINESTRING(((1 2, 3 4), (5 6, 7 8, 9 10), (11 12, 13 14))
- MULTIPOLYGON(((0,0,10,20,30,40,0,0),(11,2,3,3,1,1)),((100,100,110,120,120,100,100)))
- GEOMETRYCOLLECTION(POINT(1 1), LINESTRING(4 5, 6 7, 8 9), POINT(30 30))
WKB – WELL KNOWN BINARY FORMAT

• Compact representation
• Useful to store geometries on DBMS
GEOJSON FORMAT

```json
{
  "type": "FeatureCollection",
  "features": [
    {
      "type": "Feature",
      "geometry": {
        "type": "Point",
        "coordinates": [102.0, 0.5]
      },
      "properties": {
        "prop0": "value0"
      }
    },
    {
      "type": "Feature",
      "geometry": {
        "type": "LineString",
        "coordinates": [
          [102.0, 0.0], [103.0, 1.0], [104.0, 0.0], [105.0, 1.0]
        ]
      },
      "properties": {
        "prop0": "value0",
        "prop1": 0.0
      }
    },
    {
      "type": "Feature",
      "geometry": {
        "type": "Polygon",
        "coordinates": [
          [100.0, 0.0], [101.0, 0.0], [101.0, 1.0],
          [100.0, 1.0], [100.0, 0.0]
        ]
      },
      "properties": {
        "prop0": "value0",
        "prop1": {"this": "that"}
      }
    }
  ]
}
```
TOPOJSON

• Extends GeoJSON and encodes topology
• Shared lines are represented as arcs
• Reduce redundancy and decrease file size
• Topology can be exploited in specific applications
EXAMPLE, WITHOUT TOPOLOGY
LINE SIMPLIFICATION

Line Simplification

0.0053px² / 74.05%

https://bost.ocks.org/mike/simplify/
COLOR MAPPING

http://bl.ocks.org/jasondavies/4188334
CARTOGRAMS

Cartograms with d3 & TopoJSON

Scale by Domestic Migration in 2010 calculated in 0.1 seconds

Washington: +3,020

http://prag.ma/code/d3-cartogram/
DOT DISTRIBUTION

Mapping the 2010 U.S. Census

Browse population growth and decline, changes in racial and ethnic concentrations and patterns of housing development.

LINES DISTRIBUTION

https://www.flickr.com/photos/walkingsf/albums/72157624209158632
GRADUATED SYMBOL MAP

TILE MAP SERVER
TILE MAP SERVER

• An efficient solution to publish maps on the web
  • Complexity in space (rather than in time)
  • Used by many providers:
    • Google Maps, Bing, Yahoo Maps, OpenStreetMaps

• Maps is generated once for all level of zoom and then sliced into tiles

• A map for a finite set of zoom levels
TILE MAP SERVER (2)

• To simplify coordinate mapping: cylindrical projection

• Two main reference systems:
  • Sphere Mercator (53004)
  • World Mercator (54004)

• Mercator Cyndric projection
  • Meridians are parallels
  • Conformal (preserves shapes)
  • Preserves directions
TILE MAP SERVER (3): SCALE

• Hierarchy division of plane
• Every tile (any zoom) has a fixed dimension: 256x256
• Each zoom level increases (doubles) the number of tiles
• At level 1: only 4 tiles
**TILE MAP SERVER (4): SCALE**

- At each zoom level, the number of tiles increases
  - Every tile at level n generates 4 tiles at level n+1
- At level n tiles cover $256 \times 2^n$ pixel
- For example, at level 3 map has a side $256 \times 2^3 = 2048$ pixel
Tile Map Server (5): Coordinates

- Given coordinate (lat,lon) and zoom level n, how to determine position on the image?
- Which tile corresponds to coordinate?

\[
pixelX = \left(\frac{\text{longitude} + 180}{360}\right) \times 256 \times 2^n \]

\[
pixelY = \left(1 - \frac{\log(\tan(Latitude) + \sinh(Latitude))}{\pi}\right) / 2 \times 256 \times 2^n \]
TILE MAP SERVER (6): TILE NUMBER

- Given pixelX e pixelY
- Which tile contains that pixel?

  tileX = floor(pixelX / 256)

  tileY = floor(pixelY / 256)

- URL to tile:
  - /zoom/tx/ty
  - quadkey

http://otile2.mqcdn.com/tiles/1.0.0/osm/1/0/0.png
TILE MAP SERVER (7): QUADKEY

- Used by Bing
- Length of the key corresponds to the zoom level

```
tileX = 3 = 011
tileY = 5 = 101
quadkey = 00111 = 2134 = “213”
```
Tile Map Server (8): Zoom In

- Given a tile a zoom level $n$
- Successive tile at level $n+1$ are:
  - $2x, 2y$
  - $2x+1, 2y$
  - $2x, 2y+1$
  - $2x+1, 2y+1$
**TILE VIEWER EXAMPLE**

![Tile Viewer Example Diagram]

https://bl.ocks.org/mbostock/f9f91fd9148bdc5aa6db
TILE SERVICES
Leaflet.js

An Open-Source JavaScript Library for Mobile-Friendly Interactive Maps

Leaflet is an open-source JavaScript library for mobile-friendly interactive maps. It is developed by Vladimir Agafonkin with a team of dedicated contributors. Weighing just about 30 KB of JS, it has all the features most developers ever need for online maps.

Leaflet is designed with simplicity, performance, and usability in mind. It works efficiently across all major desktop and mobile platforms out of the box, taking advantage of HTML5 and CSS3 on modern browsers while still being accessible on older ones. It can be extended with a huge amount of plugins, has a beautiful, easy to use and well-documented API and a simple, readable source code that is a joy to contribute to.

Used by: Flickr, foursquare, Pinterest, craigslist, Data.gov, IGN, Wikipedia, OSM Meetup, WSJ, Mapbox, CaniDB, GIS Cloud, ...
LEAFLET.JS - APIs

An Open-Source JavaScript Library for Mobile-Friendly Interactive Maps

Map
- Usage example
- Creation
- Options
- Events

Map Methods
- For modifying map state
- For getting map state
- For layers and controls
- Conversion methods
- Other methods

Map Misc
- Properties
- Panes

UI Layers
- Marker
- Popup

Raster Layers
- TileLayer
- TileLayer.WMS
- TileLayer.Canvas
- ImageOverlay

Vector Layers
- Path
- Polyline
- MultiPolyline
- Polygon
- MultiPolygon
- Rectangle
- Circle

Other Layers
- LayerGroup
- FeatureGroup
- GeoJSON

Basic Types
- LatLng
- LatLngBounds
- Point
- Bounds
- Icon
- DivIcon

Controls
- Control
- Zoom
- Attribution
- Layers

Events
- Event methods
- Event objects

Utility
- Class
- Browser
- Util
- Transformation
- LineUtil
- PolyUtil

DOM Utility
- DomEvent
- DomUtil
- PosAnimation
- Draggable

Interfaces
- IHandler
- ILayer
- IControl
- IProjection
- ICPS

Misc
- global switches
- noConflict
- version
LEAFLET.JS

• A valid tool to provide tile-based maps
  • Open Source
  • Open Data (http://tools.geofabrik.de/mc/)
  • Free

• Easy to use API
• Lightweight lib (only 64k)
• Support mobile applications
FREE TILES PROVIDERS

• OpenStreetMap
  • Some issues for high traffic services
• MapQuest Open License
  • Free, by attribution
  • Special configuration for heavy usage
• MapBox
  • Free tier
  • Customizable design (see next slide)
  • Same family as Leaflet.js
COMMERCIAL TILE PROVIDERS

• CloudMade
  • Mirror of OSM data till few years ago
  • Leaflet was born here
  • $30 per 1M tiles

• MapBox
  • Free for low traffic
  • $30 for 900k tiles
EASY TO INSTALL/USE

- HTML (Setting the stage)
  - Link CSS (via CDN)
    - `<link rel="stylesheet" href="http://cdnjs.cloudflare.com/ajax/libs/leaflet/0.7.3/leaflet.css" />
  - Link JS (via CDN)
    - `<script src="http://cdnjs.cloudflare.com/ajax/libs/leaflet/0.7.3/leaflet.js"></script>`
  - Create a div to contain the map
    - `<div id="map"></div>`
  - Set height for the container
    - `#map { height: 180px; }`
EASY TO INSTALL/USE

- Create an object to handle the map
  - var map = L.map('map').setView([51.505, -0.09], 13);
TILE MAP PROVIDERS

http://leaflet-extras.github.io/leaflet-providers/preview/

http://maps.stamen.com
MARKERS AND GEOMETRIES

- var marker = L.marker([51.5, -0.09]).addTo(map);
- var circle = L.circle([51.508, -0.11], 500, {
  color: 'red',
  fillColor: '#f03',
  fillOpacity: 0.5
}).addTo(map);
- var polygon = L.polygon([[
  [51.509, -0.08],
  [51.503, -0.06],
  [51.51, -0.047]]
]).addTo(map);
INTERACTIONS

• marker.bindPopup("<b>Hello world!</b><br>I am a popup.").openPopup();
• circle.bindPopup("I am a circle.");
• polygon.bindPopup("I am a polygon.");
EVENT HANDLING

- function onMapClick(e) {
  alert("You clicked the map at " + e.latLng);
}
- map.on('click', onMapClick);

- var popup = L.popup();
- function onMapClick(e) {
  popup
    .setLatLng(e.latLng)
    .setContent("You clicked the map at " + e.latLng.toString())
    .openOn(map);
}
- map.on('click', onMapClick);
OTHER EXAMPLES

• Mobile app
  • http://leafletjs.com/examples/mobile.html

• GeoJSON
  • http://leafletjs.com/examples/geojson.html
  • http://geojson.io/

• Tutorials
  • http://leafletjs.com/examples.html