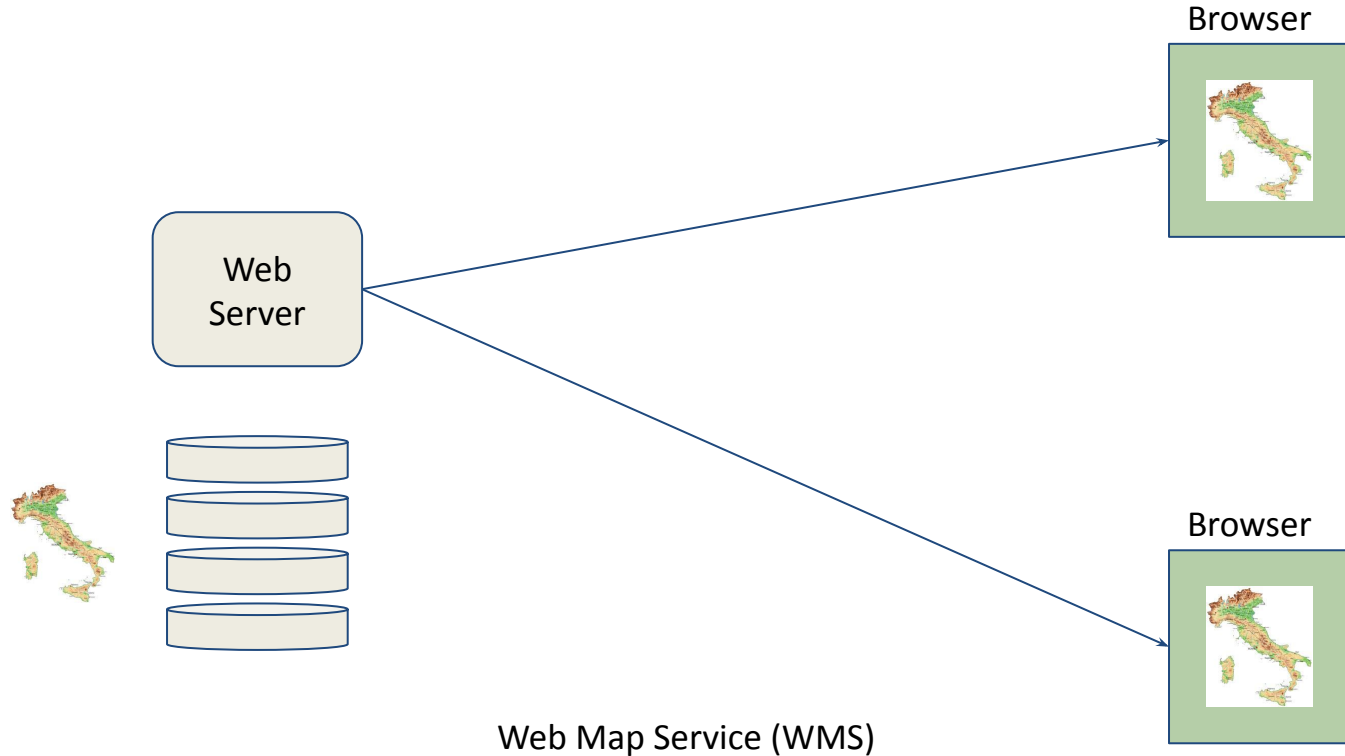




Tiled Web Map

How to display a map on the web



What happens if the map is big?

Services like Google Maps face the following challenge:

How to display a high resolution map for every corner of the earth?

Tiled Web Map

An efficient solution to publish maps on the web

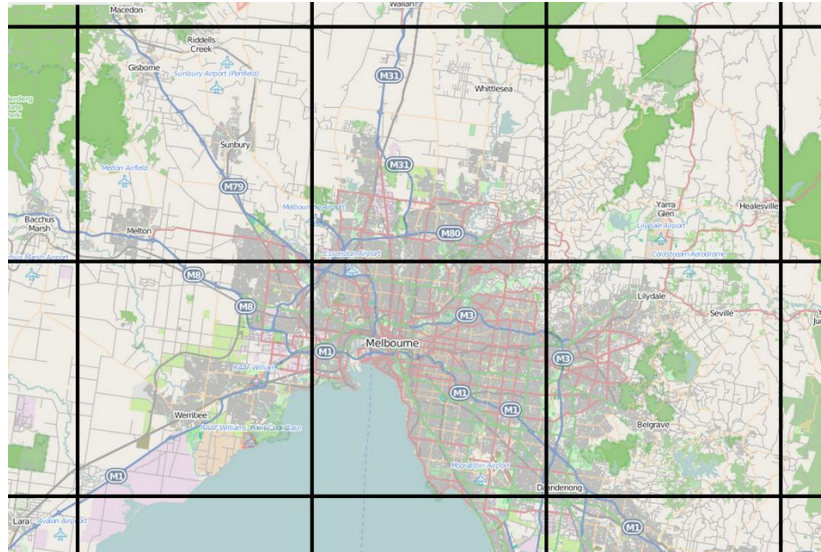
Complexity in space (rather than in time)

Used by many map providers

Google Maps, Bing, Yahoo Maps, OpenStreetMaps, ...

Tiled Web Map

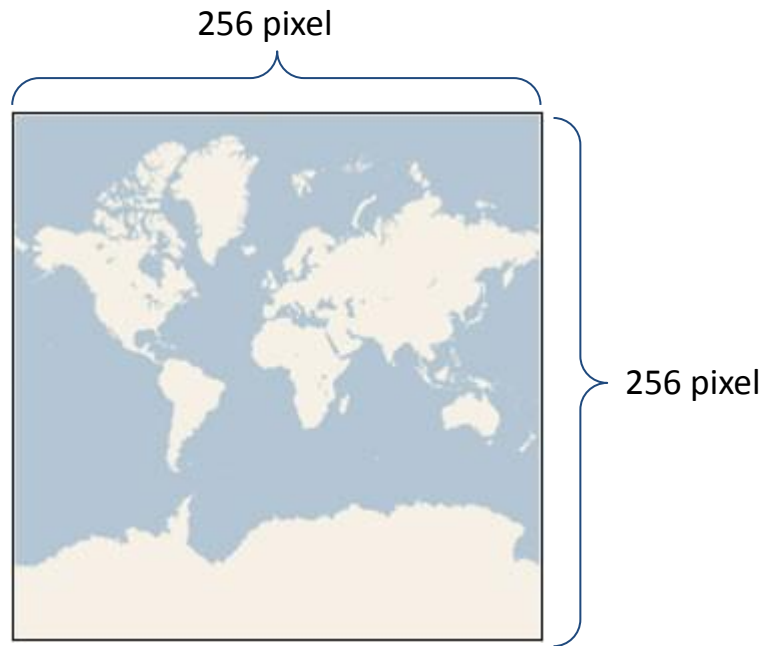
Tiled web maps, was developed by the [Open Source Geospatial Foundation](#).



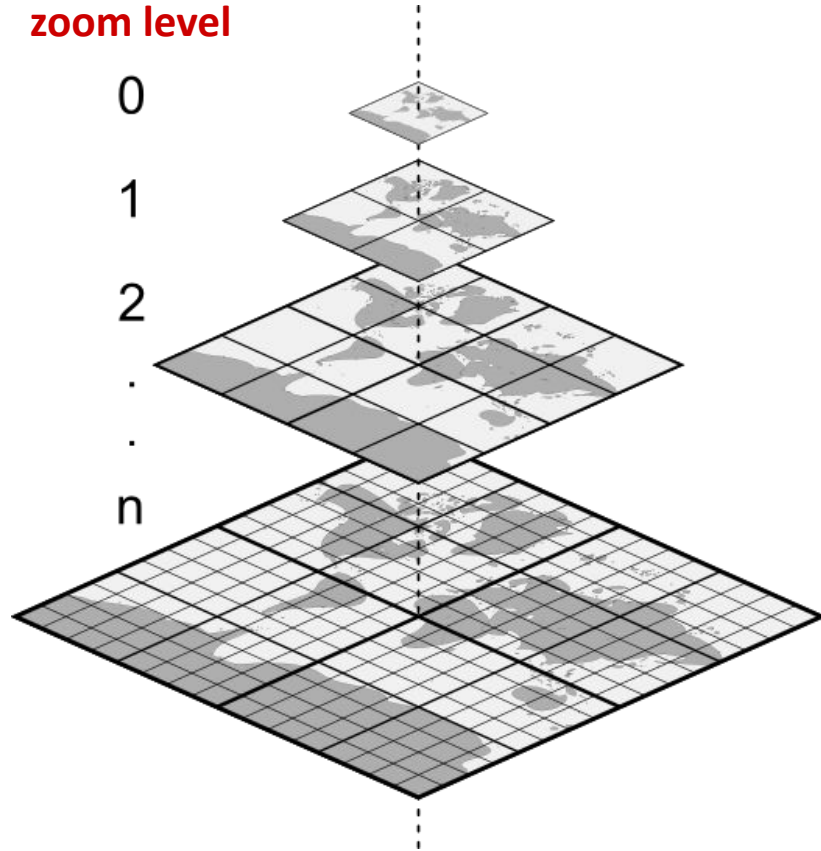
TILE

Every tile (any zoom) has a fixed dimension usually 256x256 pixel

At the outer most zoom level, 0, the entire world is rendered in a single map tile



Multi Resolution Image Pyramid

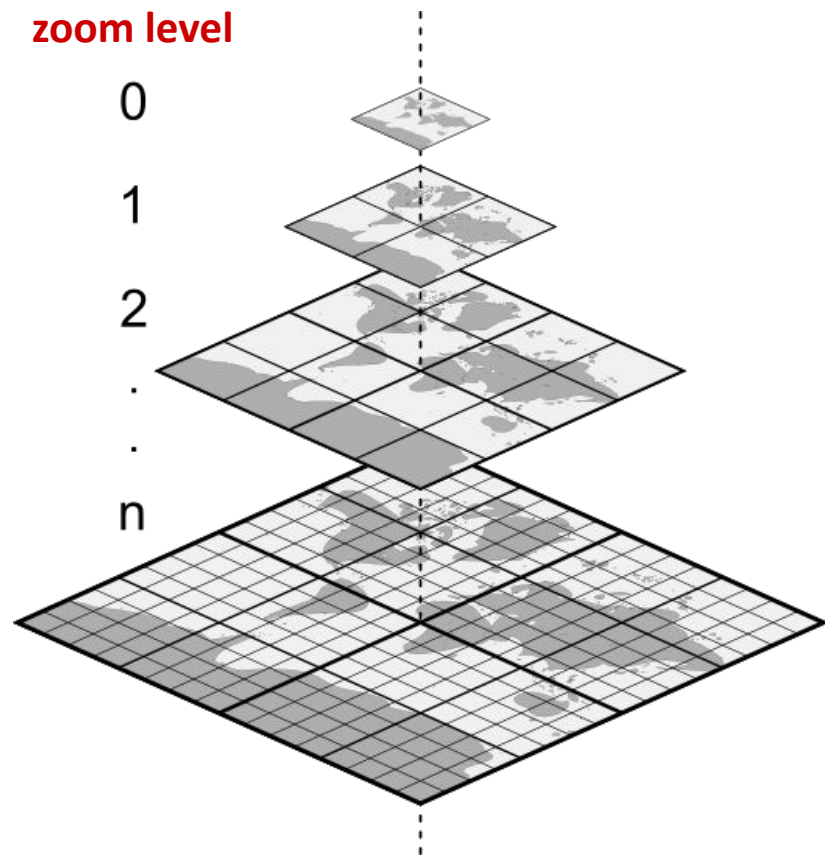


Maps are generated once for **all** level of zoom and then sliced into **tiles**

Each **zoom** level quadruples the number of tiles

At zoom level **n** there are $4^n = 2^{2n}$ tiles

Multi Resolution Image Pyramid



At level n we have the image at the maximum resolution divided into tiles

A pyramid is built starting from this image by reducing the resolution.

The space required to store a pyramid is one third more than the original image at the maximum resolution

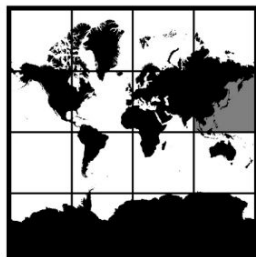
Multi Resolution Image Pyramid



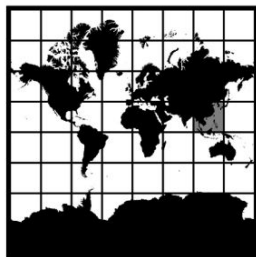
$Z = 0$



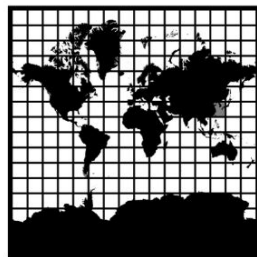
$Z = 1$



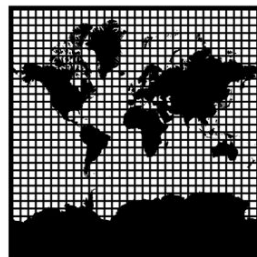
$Z = 2$



$Z = 3$



$Z = 4$



$Z = 5$

...



$(0, 0, 0)$



$(1, 1, 0)$



$(2, 3, 1)$



$(3, 6, 3)$



$(4, 13, 6)$



$(5, 27, 12)$

...

↑
 (Z, X, Y)

URL Tile format

Typical URL of a tile

`http://.../Z/X/Y.png`

Z is the zoom level,

X, Y identify the tile.



Z=2 X=3 Y=1

Tile Resource of CartoDB



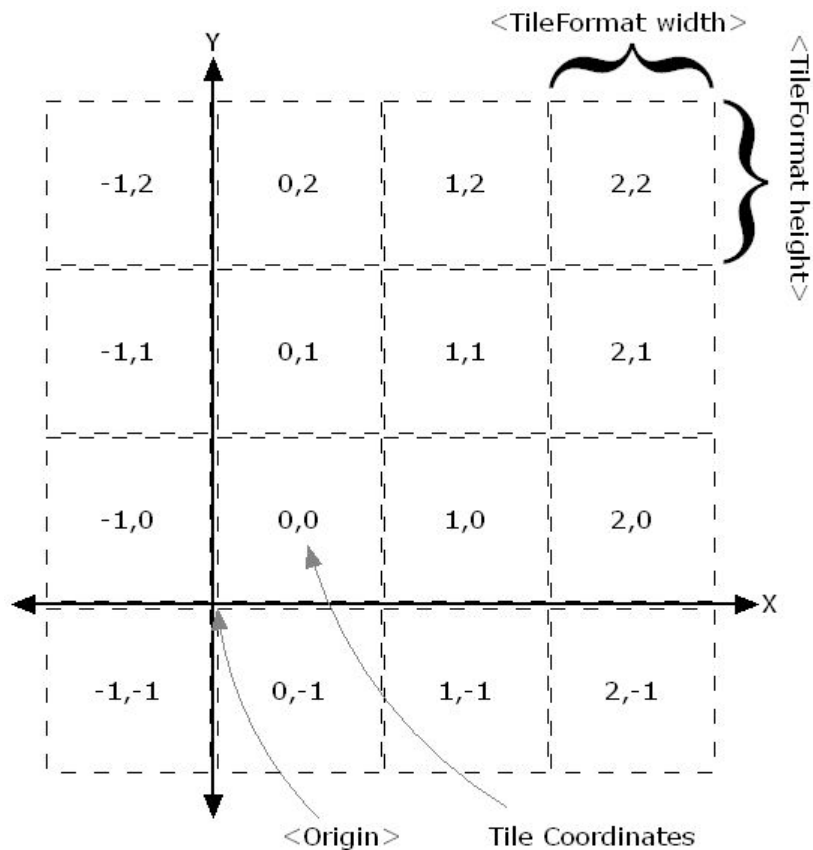
<https://a.basemaps.cartocdn.com/rastertiles/voyager/0/0/0.png>

zoomLevel/**X**/**Y**.png

<https://a.basemaps.cartocdn.com/rastertiles/voyager/1/0/0.png>

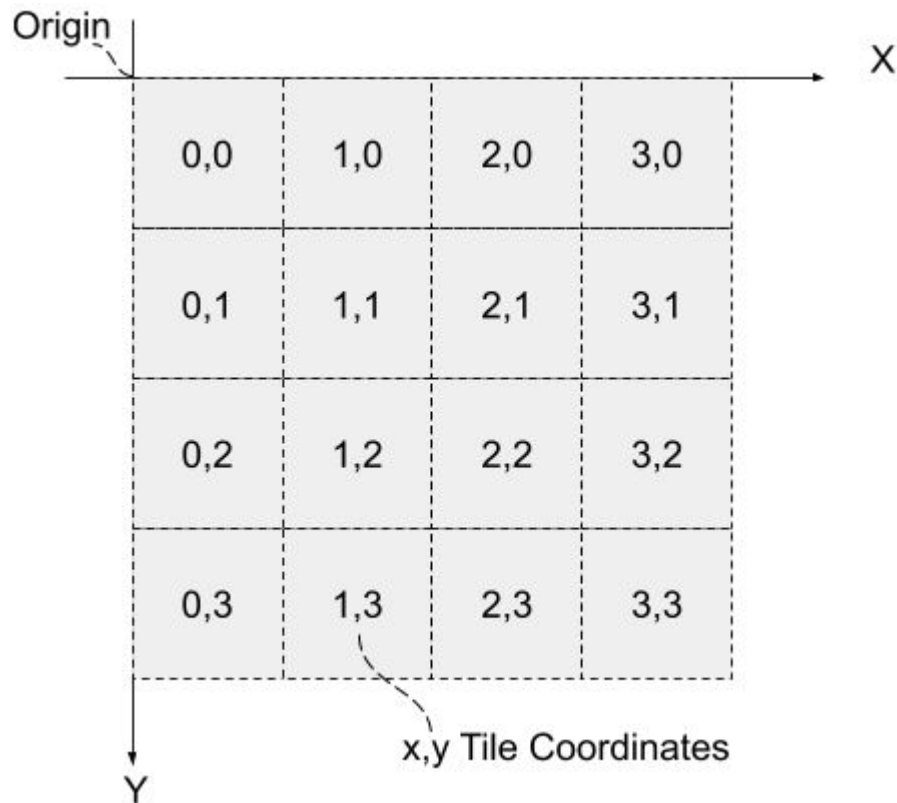


Tile coordinates



As depicted in the TMS specification—[TileMap Diagram](#) section, the Y-coordinates grow from south to north.

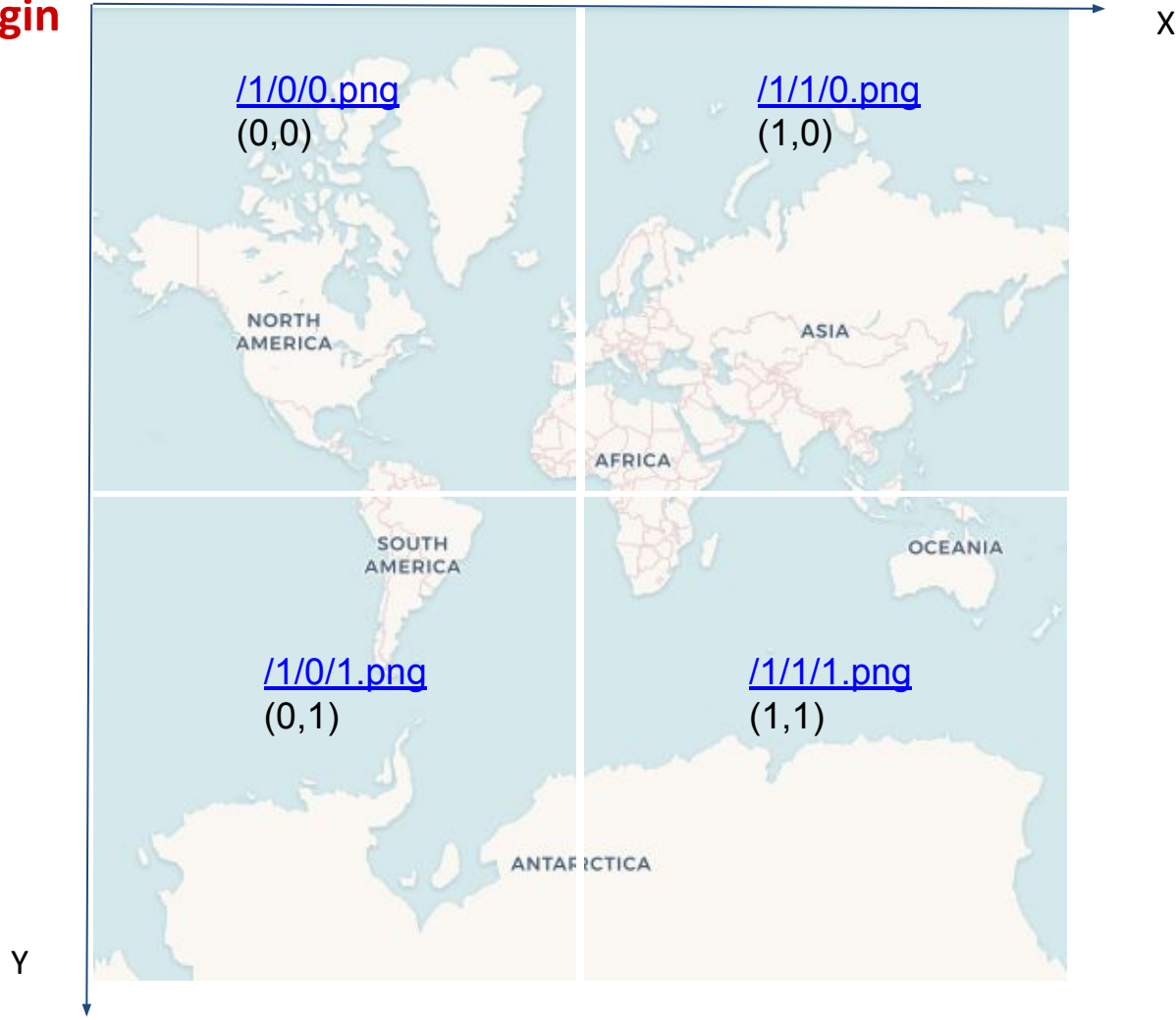
Tile Coordinates



Some implementations have the opposite direction, with the grid origin at top left, and Y-coordinates numbered from north to south (e.g., OSM Tiles).

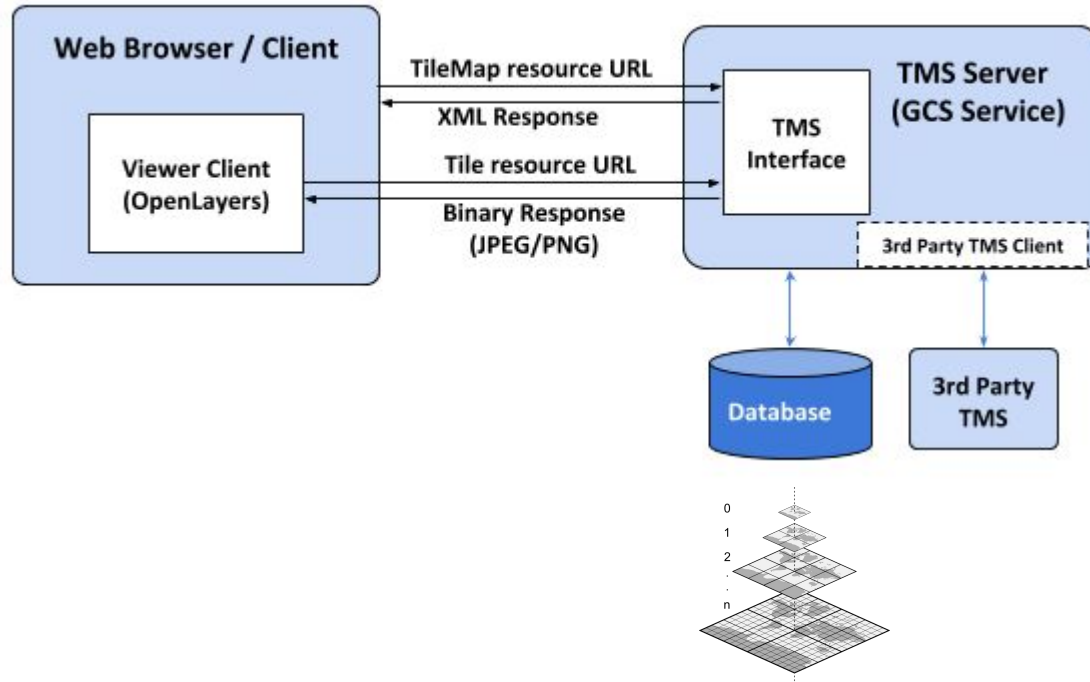
Depending on the implementation, it may be necessary to flip the [y-coordinate](#)

origin



The 4 tiles at
level 1 of
CartoDB

Tiled Web Map Server



Leaflet

Leaflet is a JS library that simplifies access to a Tiled Web Map Server.

Leaflet Home Page



an open-source JavaScript library
for mobile-friendly interactive maps

[Overview](#) [Tutorials](#) [Docs](#) [Download](#) [Plugins](#) [Blog](#)

Version 1.9.4

May 18, 2023 — [Leaflet 1.9.4](#) has been released!

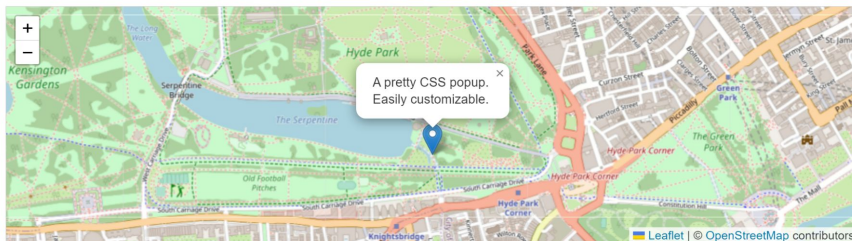
See plugins for
enhanced
features

Many
Geographic
Features

Leaflet is the leading open-source JavaScript library for mobile-friendly interactive maps. Weighing just about 42 KB of JS, it has all the mapping [features](#) most developers ever need.

Leaflet is designed with *simplicity, performance* and *usability* in mind. It works efficiently across all major desktop and mobile platforms, can be extended with lots 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.

Well
documented



Leaflet Features

Features

Leaflet doesn't try to do everything for everyone. Instead it focuses on making *the basic things work perfectly*.

Layers Out of the Box

- Tile layers, WMS
- Markers, Popups
- Vector layers: polylines, polygons, circles, rectangles
- Image overlays
- GeoJSON

Interaction Features

- Drag panning with inertia
- Scroll wheel zoom
- Pinch-zoom on mobile
- Double click zoom
- Zoom to area (shift-drag)
- Keyboard navigation
- Events: click, mouseover, etc.
- Marker dragging

Visual Features

- Zoom and pan animation
- Tile and popup fade animation
- Very nice default design for markers, popups and map controls
- Retina resolution support

Customization Features

- Pure CSS3 popups and controls for easy restyling
- Image- and HTML-based markers
- A simple interface for custom map layers and controls
- Custom map projections (with EPSG:3857/4326/3395 out of the box)
- Powerful OOP facilities for extending existing classes

Performance Features

- Hardware acceleration on mobile makes it feel as smooth as native apps
- Utilizing CSS3 features to make panning and zooming really smooth
- Smart polyline/polygon rendering with dynamic clipping and simplification makes it very fast
- Modular build system for leaving out features you don't need
- Tap delay elimination on mobile

Map Controls

- Zoom buttons
- Attribution
- Layer switcher
- Scale

Browser Support

Desktop

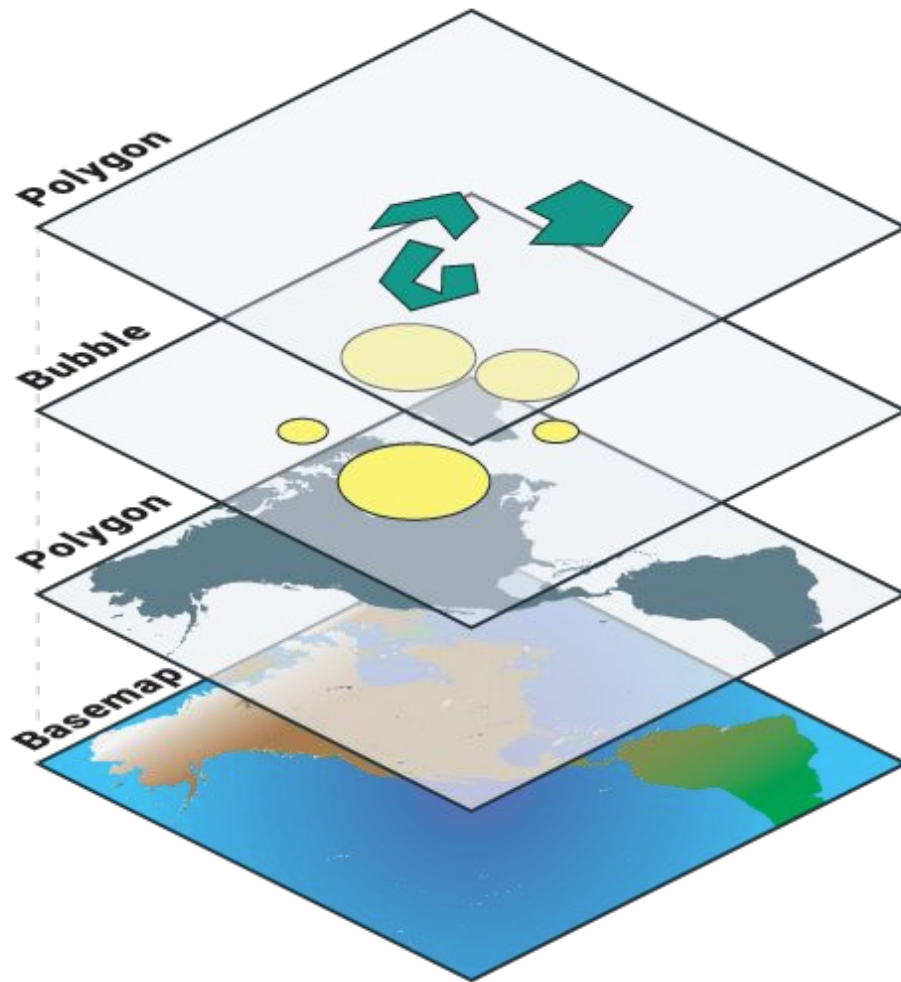
- Chrome
- Firefox
- Safari 5+
- Opera 12+
- IE 7-11
- Edge

Mobile

- Safari for iOS 7+
- Chrome for mobile
- Firefox for mobile
- IE10+ for Win8 devices

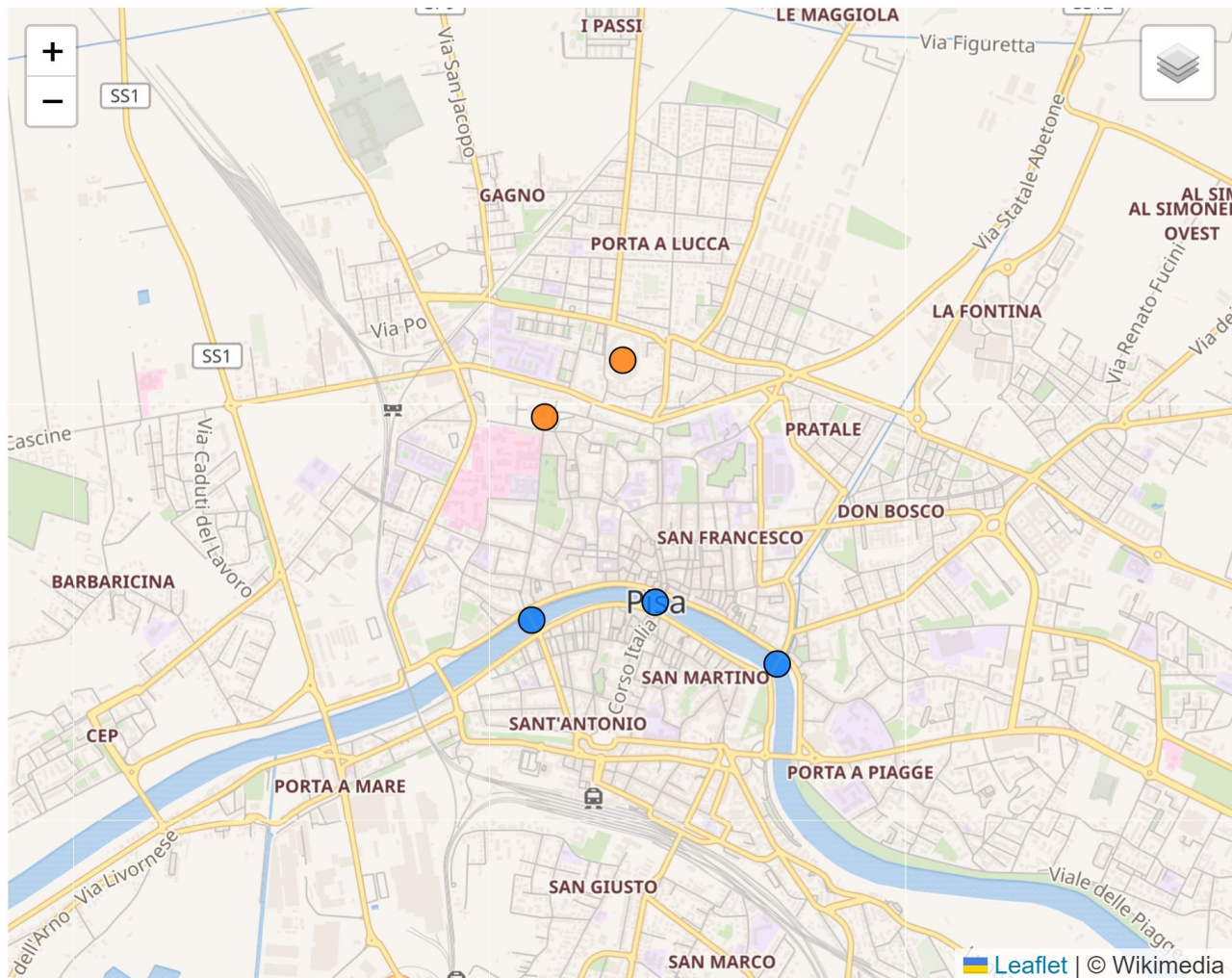
Misc

- Extremely lightweight
- No external dependencies

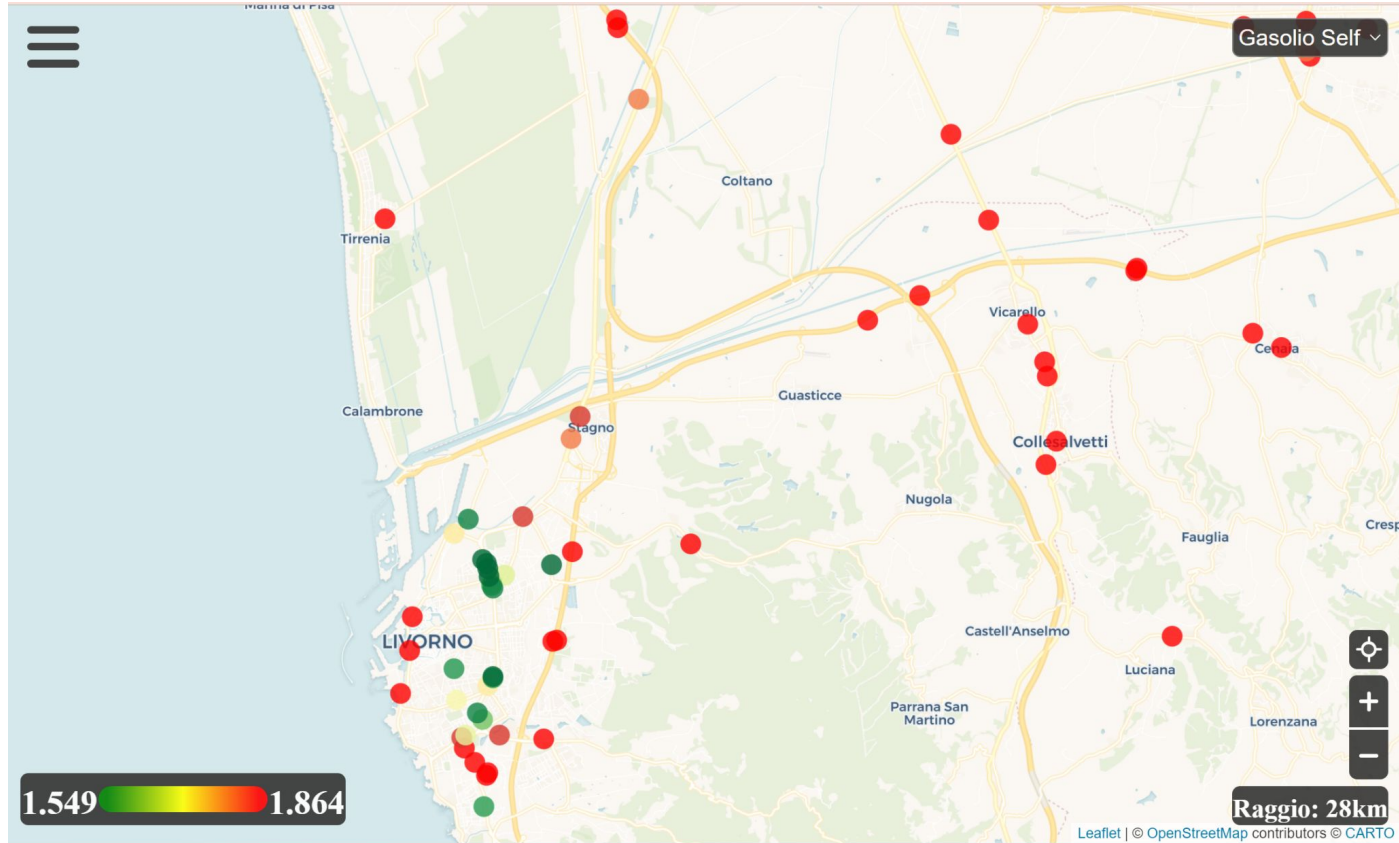


BaseMap
provided by a
Tile Map
Providers

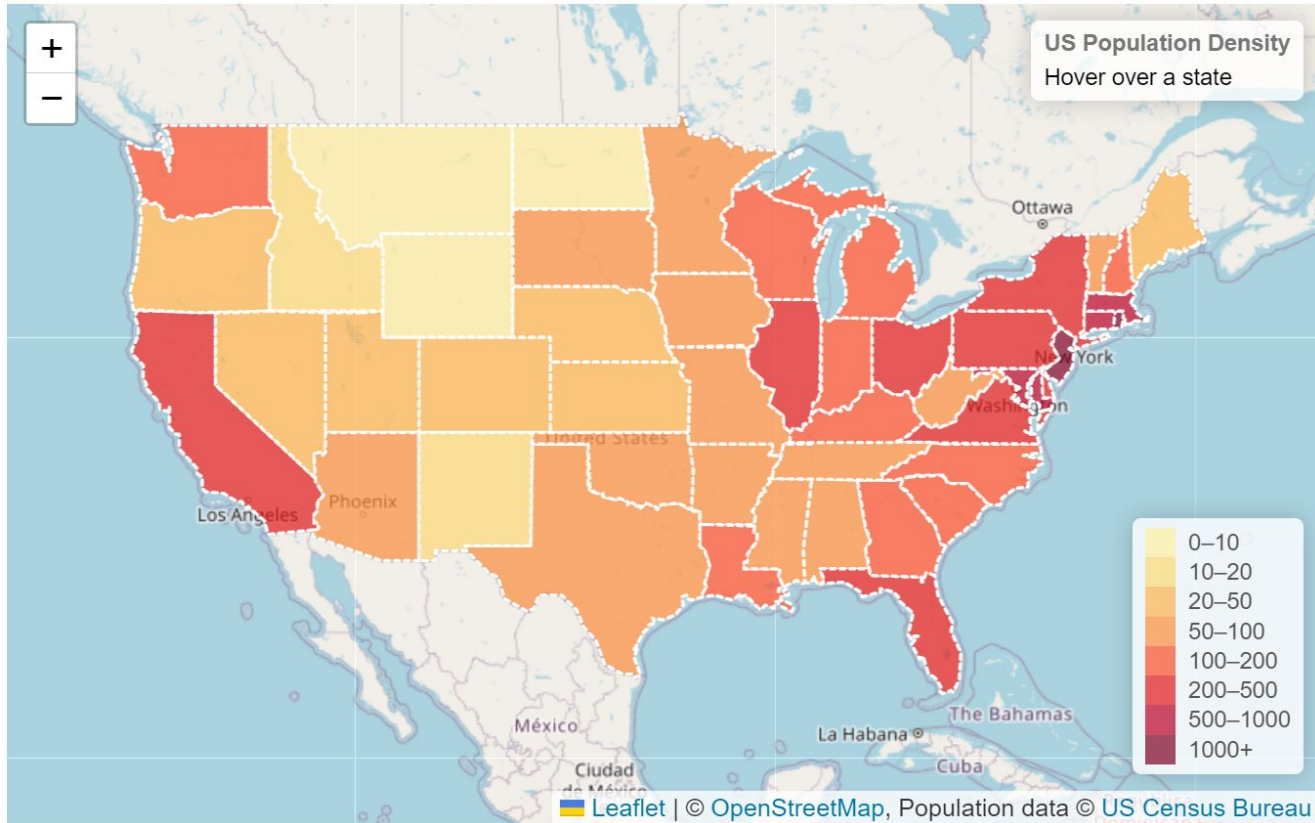
Charts with Leaflet



Map with Markers



Choropleth Map



Leaflet.js

Easy to use API

Lightweight lib (only 42kb of js)

Support mobile applications

A valid tool to provide tile-based maps

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



Access blocked

This application is
blocked for overusing
OpenStreetMap's
volunteer-run servers:
wiki.osm.org/Blocked

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

ESRI

Tile map providers

[Leaflet Provider Demo](#)



[Leaflet-extras/leaflet-providers](#)

[Map Compare](#)

[27- reasons-not-to-use-google-maps](#)



Warning

API Key: Some providers (e.g. Mapbox, MapTiler) require a free key or payment beyond certain limits.

CORS Policy: Some tile servers block requests if they do not come from approved domains.

CORS Policy

When you open a .html file directly (file://) in the browser, you do not go through HTTP/HTTPS, so:

There is no valid "origin" (the browser sees null as the origin).

Tile servers (OpenStreetMap, MapTiler, etc.) block CORS requests from null origin for security reasons.

 When you serve the file via Apache (or even a small HTTP server), everything works because the origin is known.

Solution

Using a lightweight local server

```
python -m http.server 8000 (python3)
```

```
python -m SimpleHTTPServer 8000 (python2)
```

Then open: <http://localhost:8000/yourfile.html>

Easy to install/use - Head Part

```
<head>
```

// Insert link to CSS

```
<link rel="stylesheet" href="https://unpkg.com/leaflet@1.9.4/dist/leaflet.css"
      integrity="sha256-p4NxAoJBhIIN+hmNHzRCf9tD/miZyoHS5obTRR9BMY="
      crossorigin="" />
```

// Insert link to JS

```
<!-- Make sure you put this AFTER Leaflet's CSS -->
<script src="https://unpkg.com/leaflet@1.8.0/dist/leaflet.js"

integrity="sha512-BB3hKbKW0c9Ez/TAwyWxNXeoV9c1v6FIeYiBieIwkpLjauysF18NzgR1MBNBXf8/KABdlkX68nAh1wcDFLGPCQ=
="
      crossorigin=""></script>
```

```
</head>
```


Easy to install/use - Body Part

```
<body>
```

```
// Create a div element to contain the map
```

```
<div id="map" style="height: 600px"></div>
```

```
<script>
```

```
// Create an object to handle the map
```

```
var map = L.map('map').setView([51.505, -0.09], 13);
```

```
// Select the tile provider
```

```
var tms = 'https://maps.wikimedia.org/osm-intl/{z}/{x}/{y}@2x.png';
```

```
// Connect the tiles to our map
```

```
L.tileLayer(tms, {attribution: ''}).addTo(map);
```

```
</script>
```

```
</body>
```

Centre
coordinates

Zoom
Level

Wikimedia tile
map provider

Copyright text as
indicated by the
tile provider

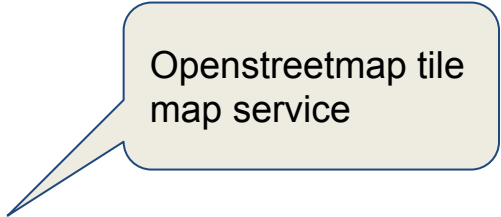


Change
Zoom Level

Attribution

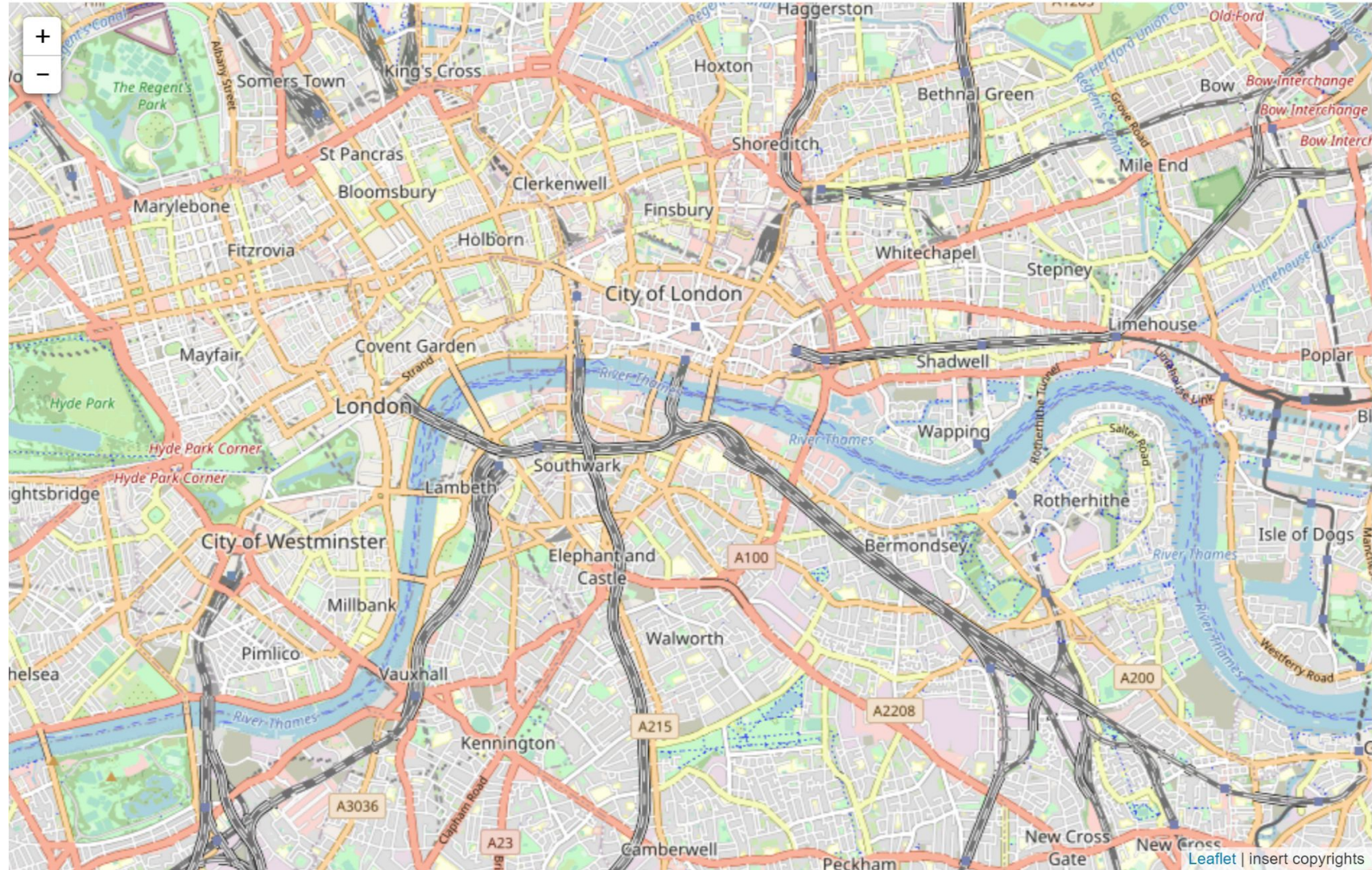
Leaflet | Map data © OpenStreetMap contributors, Imagery © Mapbox

Change the tile provider



Openstreetmap tile
map service

```
var tms =  
'https://{s}.tile.openstreetmap.org/{z}/{x}/{y}.png'
```

Exercise

Display the centre of Pisa 43.723, 10.396 with zoom 12

Markers and geometries

```
// Marker
var marker = L.marker([51.5, -0.09]);

// Circle
var circleOptions = {radius:5, color:'red'}
var circle = L.circle([51.508, -0.11], circleOptions);

// Polygon
var polygon = L.polygon([[51.509,-0.08],[51.503,-0.06],[51.51,-0.04]]);
```

Interactions - Popups

```
marker.bindPopup("<b>Hello world!</b><br>I am a  
popup for a Marker");
```

```
circle.bindPopup("I am a Circle.");
```

```
polygon.bindPopup("I am a Polygon.");
```

Layers

To display a marker ora geometry on the map we have 2 options:

```
// add each one to the map  
marker.addTo(map);  
circle.addTo(map);  
polygon.addTo(map);
```

```
// group inside a single layer and then add the layer to the map  
myLayer = L.layerGroup([marker, circle, polygon]);  
myLayer.addTo(map)
```


Organize everything with layer

```
// MARKERS
// Point of Interest layer
var poisOptions = {radius: 8, fillColor: "#ff7800", color: "#000", weight: 1, opacity: 1, fillOpacity: 0.8};
var markerStadium = L.circleMarker([43.72518, 10.400103],poisOptions).bindPopup("<b>Pisa</b><br>The Stadium.");
var markerTower = L.circleMarker([43.723, 10.396],poisOptions).bindPopup("<b>Pisa</b><br>The Leaning Tower.");
var poisLayer = L.layerGroup([markerStadium, markerTower])

// Bridges layer
var bridgesOptions= {radius: 8, fillColor: "#0078ff", color: "#000", weight: 1, opacity: 1, fillOpacity: 0.8};
var markerBridge1 = L.circleMarker([43.715876, 10.401863],bridgesOptions).bindPopup("<b>Pisa</b><br>Middle Bridge.");
var markerBridge2 = L.circleMarker([43.713549, 10.408256],bridgesOptions).bindPopup("<b>Pisa</b><br>Fort Bridge.");
var markerBridge3 = L.circleMarker([43.715217, 10.395309],bridgesOptions).bindPopup("<b>Pisa</b><br>Solferino's Bridge.");
var bridgesLayer = L.layerGroup([markerBridge1, markerBridge2, markerBridge3]);
```

Organize everything with layer

```
// base layers or MAP TILE LAYER
var wikimedia      = 'https://maps.wikimedia.org/osm-intl/{z}/{x}/{y}@2x.png'
var OpenStreetMap  = 'https://{s}.tile.openstreetmap.org/{z}/{x}/{y}.png'
var OpenTopoMap    = 'https://{s}.tile.opentopomap.org/{z}/{x}/{y}.png'
var wikimediaLayer  = L.tileLayer(wikimedia , {attribution: '@ Wikimedia'});
var OpenStreetMapLayer = L.tileLayer(OpenStreetMap , {attribution: '@ OpenStreetMap'});
var OpenTopoMapLayer  = L.tileLayer(OpenTopoMap , {attribution: '@ OpenTopoMap'});

// Pisa Map
var PisaMap = L.map('map', {
  center: [43.72, 10.4],
  zoom: 14,
  layers: [wikimediaLayer, poisLayer] // Show wikimediaLayer and poisLayer by default
});
```

Organize everything with layer

```
// DEFINE BASE LAYERS or TILE LAYER and OVERLAY LAYERS
var baseLayers = {
    "Wikimedia"      : wikimediaLayer,
    "OpenStreetMap" : OpenStreetMapLayer,
    "OpenTopoMap"    : OpenTopoMapLayer
};

var overlays = {
    "Pois"           : poisLayer,
    "Bridges"        : bridgesLayer,
};

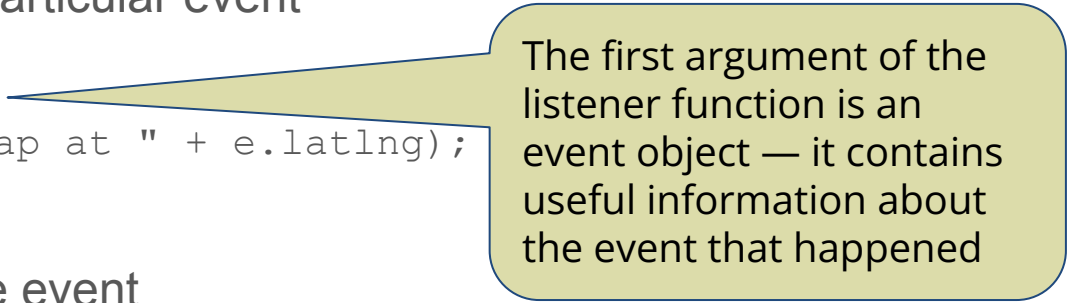
L.control.layers(baseLayers, overlays).addTo(PisaMap); // add everything to the map
```

Event handling

Every action in LeafLet, such as user click or zoom change, generates an event

We can define an handler to a particular event

```
function onMapClick(e) {  
    alert("You clicked the map at " + e.latlng);  
}
```



The first argument of the listener function is an event object — it contains useful information about the event that happened

And associate the handler to the event

```
map.on('click', onMapClick);
```

Event handling

Let's improve our example by using a popup instead of an alert

```
var popup = L.popup();

// Event handler for MapClick
function onMapClick(e) {
    popup
        .setLatLng(e.latlng)
        .setContent("You clicked the map at " + e.latlng.toString())
        .openOn(map);
}

// Subscription to the event 'click'
map.on('click', onMapClick);
```

Documentation

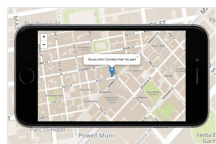
Leaflet Tutorials

Every tutorial here comes with step-by-step code explanation and is easy enough even for beginner JavaScript developers.



[Leaflet Quick Start Guide](#)

A simple step-by-step guide that will quickly get you started with Leaflet basics, including setting up a Leaflet map (with Mapbox tiles) on your page, working with markers, polylines and popups, and dealing with events.



[Leaflet on Mobile](#)

In this tutorial, you'll learn how to create a fullscreen map tuned for mobile devices like iPhone, iPad or Android phones, and how to easily detect and use the current user location.



[Markers with Custom Icons](#)

In this pretty tutorial, you'll learn how to easily define your own icons for use by the markers you put on the map.

Leaflet API reference

This reference reflects **Leaflet v1.8.0**. Check [this list](#) if you are using a different version of Leaflet.

Map

[Usage example](#)
[Creation](#)
[Options](#)
[Events](#)

Map Methods

[Modifying map state](#)
[Getting map state](#)
[Layers and controls](#)
[Conversion methods](#)
[Other methods](#)

Map Misc

[Properties](#)
[Panes](#)

UI Layers

[Marker](#)
[DivOverlay](#)
[Popup](#)
[Tooltip](#)

Raster Layers

[TileLayer](#)
[TileLayer.WMS](#)
[ImageOverlay](#)
[VideoOverlay](#)

Vector Layers

[Path](#)
[Polyline](#)
[Polygon](#)
[Rectangle](#)
[Circle](#)
[CircleMarker](#)
[SVGOverlay](#)
[SVG](#)
[Canvas](#)

Other Layers

[LayerGroup](#)
[FeatureGroup](#)
[GeoJSON](#)
[GridLayer](#)

Basic Types

[LatLng](#)
[LatLngBounds](#)
[Point](#)
[Bounds](#)
[Icon](#)
[DivIcon](#)

Controls

[Zoom](#)
[Attribution](#)
[Layers](#)
[Scale](#)

Utility

[Browser](#)
[Util](#)
[Transformation](#)
[LineUtil](#)
[PolyUtil](#)

DOM Utility

[DomEvent](#)
[DomUtil](#)
[PosAnimation](#)
[Draggable](#)

Base Classes

[Class](#)
[Evented](#)
[Layer](#)
[Interactive layer](#)
[Control](#)
[Handler](#)
[Projection](#)
[CRS](#)
[Renderer](#)

Misc

[Event objects](#)
[global switches](#)
[noConflict](#)
[version](#)

Plugins

Tile & image layers

[Basemap providers](#)
[Basemap formats](#)
[Non-map base layers](#)
[Tile/image display](#)
[Tile load](#)
[Vector tiles](#)

Overlay data

[Overlay data formats](#)
[Dynamic data loading](#)
[Synthetic overlays](#)
[Data providers](#)

Overlay Display

[Markers & renderers](#)
[Overlay animations](#)
[Clustering/decluttering](#)
[Heatmaps](#)
[DataViz](#)

Overlay interaction

[Edit geometries](#)
[Time & elevation](#)
[Search & popups](#)
[Area/overlay selection](#)

Map interaction

[Layer switching controls](#)
[Interactive pan/zoom](#)
[Bookmarked pan/zoom](#)
[Fullscreen](#)
[Minimaps & synced maps](#)
[Measurement](#)
[Mouse coordinates](#)
[Events](#)
[User interface](#)
[Print/export](#)
[Geolocation](#)

Miscellaneous

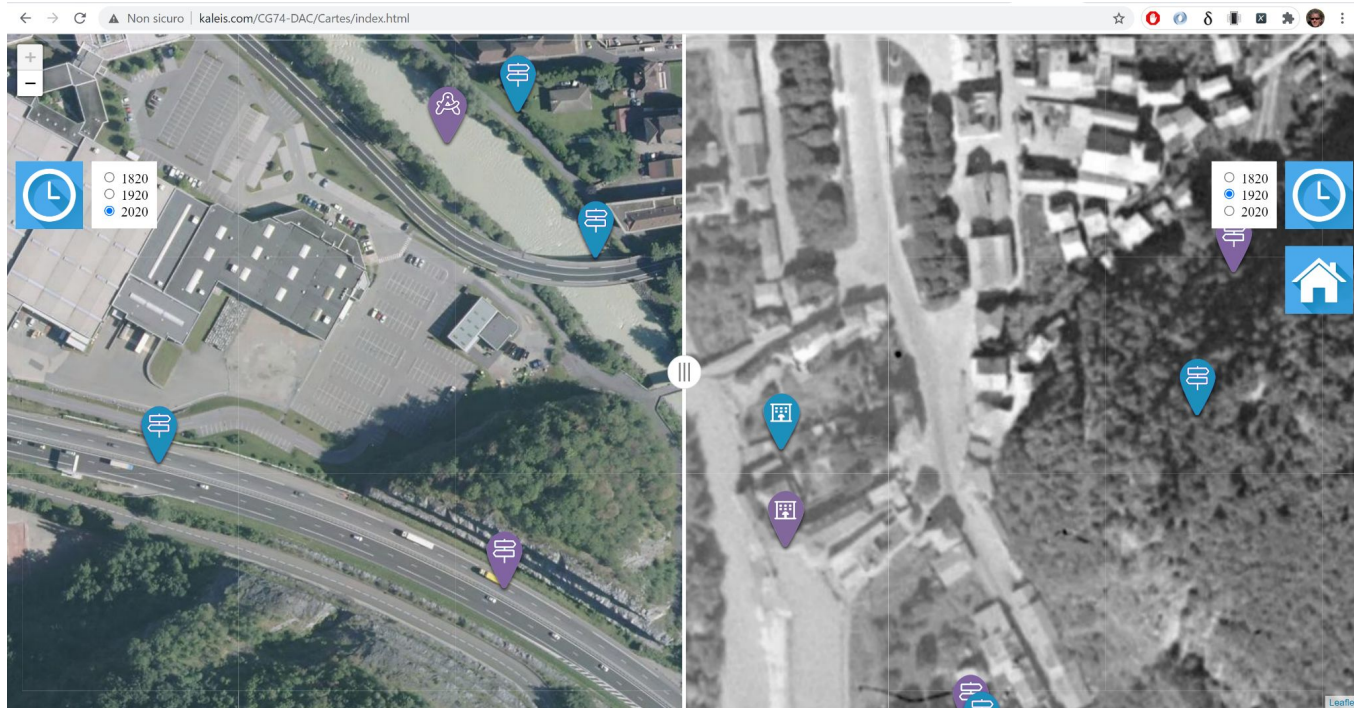
[Geoprocessing](#)
[Routing](#)
[Geocoding](#)
[Plugin collections](#)

Integration

[Frameworks & build systems](#)
[3rd party](#)

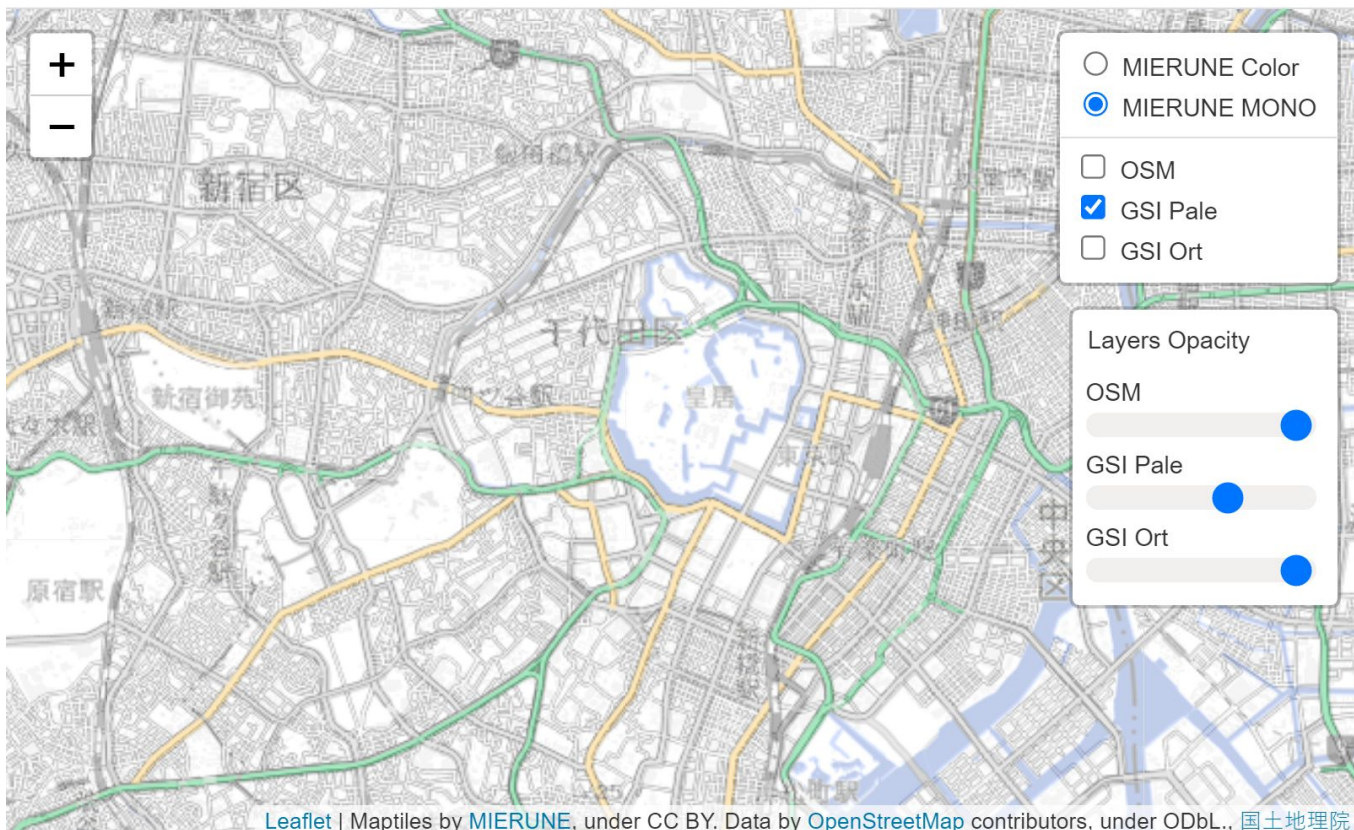
[Develop your own](#)

Plugin - Side by side

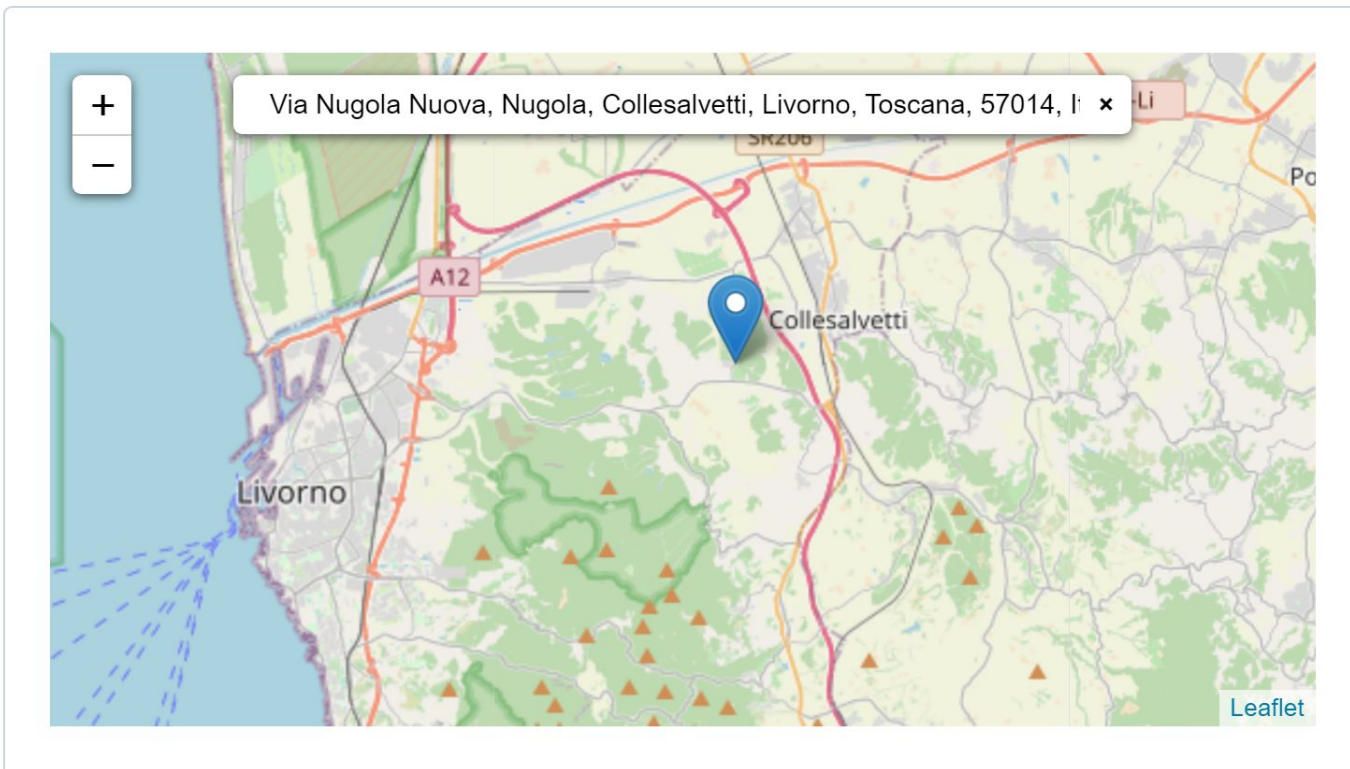


[A Leaflet control to add a split screen to compare two map overlays](#)

Plugin - Control layers opacity



Plugin - Geocoding



Alternatives to Leaflet in Python

Library	Interactive	Based on Laeflet.js?	Note
Folium	Y	Y	Easy
Plotly	Y	N based on Mapbox	Advanced Graphic
Bokeh	Y	N	
ipyleaflet	Y	Y	Very interactive



<https://www.ingv.it/organizzazione/chi-siamo/personale/#739>

Meletti Carlo

carlo.meletti@ingv.it

<https://ingvterremoti.com/i-terremoti-in-italia/>

https://emidius.mi.ingv.it/DBMI11/query_eq/

<http://www.6aprile.it/conoscere-i-terremoti/2012/06/27/i-terremoti-piu-forti-della-storia-ditalia.html>

<https://ingvterremoti.com/la-pericolosita-sismica/>

<https://carta-sismicita-in-italia-ingv.hub.arcgis.com/>