

2010

- -2'500 keys > 100 uses
- -1'250 keys > 1'000 uses
- 2018
- -11'000 keys > 100 uses
- -4'450 keys > 1'000 uses

An excursion in to the world of OSM tagging presets

Simon Poole, SOtM 2018

In the beginning

JAVA Applet 2006 - 2007

- Bus Station amenity=bus_station
- Car Park amenity=parking
- Mini Roundabout highway=mini_roundabout
- Petrol Station amenity=fuel
- Pub amenity=pub
- Railway Station railway=station
- Tourist Attraction tourism=attraction
- Tourist Information tourism=information
- Motorway (highway) highway=motorway
- Trunk (highway) highway=trunk
- Primary (highway) highway=primary
- Secondary (highway) highway=secondary
- Tertiary (highway) highway=tertiary
- Unclassified (highway) highway=unclassified
- Residential (highway) highway=residential
- Rail (railway railway=rail
- Tram (railway) railway=tram
- Subway (railway) railway=subway
- River (waterway) waterway=river
- Canal (waterway) waterway=canal

Potlatch 1 (early 2007)

- motorway: highway=motorway,ref=(type road number)
- trunk road: highway=trunk,ref=(type road number),name=(type road name)
- primary road: highway=primary,ref=(type road number),name=(type road name)
- secondary road: highway=secondary,ref=(type road number),name=(type road name)
- residential road: highway=residential,name=(type road name)
- unclassified road: highway=unclassified,name=(type road name)
- footpath: highway=footway,foot=yes
- bridleway: highway=bridleway,foot=yes
- byway: highway=unsurfaced,foot=yes
- permissive path: highway=footway,foot=permissive
- cycle lane: highway=cycleway,cycleway=lane,ncn_ref=
- cycle track: highway=cycleway,cycleway=track,ncn ref=
- cycle lane (NCN): highway=cycleway,cycleway=lane,name=(type name here),ncn_ref=(type route number)
- cycle track (NCN): highway=cycleway,cycleway=track,name=(type name here),ncn_ref=(type route number)
- canal: waterway=canal,name=(type name here)
- navigable river: waterway=river,boat=yes,name=(type name here)
- navigable drain: waterway=drain,boat=yes,name=(type name here)
- derelict canal: waterway=derelict canal,name=(type name here)
- unnavigable river: waterway=river,boat=no,name=(type name here)
- unnavigable drain: waterway=drain,boat=no,name=(type name here)
- railway: railway=rail
- tramway: railway=tram
- · light railway: railway=light rail
- preserved railway: railway=preserved
- disused railway tracks: railway=disused
- course of old railway: railway=abandoned
- mini roundabout: highway=mini roundabout
- traffic lights: highway=traffic_signals
- bridge: highway=bridge
- gate: highway=gate
- stile: highway=stile
- cattle grid: highway=cattle grid
- gate: highway=gate
- lock gate: waterway=lock gate
- · weir: waterway=weir
- aqueduct: waterway=aqueduct
- winding hole: waterway=turning_point
- · mooring: waterway=mooring
- station: railway=station
- viaduct: railway=viaduct
- level crossing: railway=crossing

JOSM (late 2007)

- · amenity=biergarten
- · amenity=cafe
- · amenity=college
- · amenity=courthouse
- · amenity=fast_food
- · amenity=fire_station
- · amenity=fuel
- · amenity=grave_yard
- · amenity=hospital
- · amenity=kindergarten
- · amenity=library
- amenity=parking
- · amenity=pharmacy
- · amenity=place of worship
- · amenity=police
- · amenity=post_box
- · amenity=post_office
- · amenity=prison
- · amenity=pub
- · amenity=public_building
- · amenity=recycling
- · amenity=refuge
- · amenity=restaurant
- · amenity=school
- · amenity=telephone
- · amenity=toilets
- · amenity=university
- · boundary=administrative
- · boundary=civil
- · boundary=national
- · boundary=national_park
- · boundary=political
- · highway=bollard
- highway=bridge
- highway=bridleway
- · highway=bus halt
- · highway=bus_station
- · highway=bus_stop
- · highway=byway
- · highway=cattle_grid
- · highway=crossing
- · highway=cycleway
- · highway=footway
- · highway=ford
- · highway=gate
- · highway=incline
- · highway=incline steep
- · highway=mini_roundabout
- · highway=minor
- · highway=motorway
- · highway=motorway_junction
- · highway=motorway_link
- · highway=pedestrian
- · highway=primary
- · highway=primary_link
- · highway=residential
- · highway=secondary
- · highway=service
- highway=services
- · highway=steps
- · highway=stile
- · highway=stop
- · highway=toll_booth
- highway=track
- · highway=traffic_signals
- · highway=trunk
- · highway=trunk_link · highway=unclassified
- · highway=unsurfaced · highway=viaduct

- · historic=archaeological site
- · historic=castle
- · historic=icon
- · historic=monument
- historic=museum
- · historic=ruins
- · landuse=allotments
- · landuse=basin
- · landuse=brownfield
- · landuse=cemetary
- · landuse=commercial
- · landuse=farm
- · landuse=forest
- · landuse=greenfield
- · landuse=industrial
- landuse=landfill
- · landuse=plaza
- · landuse=quarry
- · landuse=reservoir
- · landuse=residential
- landuse=retail
- · leisure=common
- · leisure=fishing
- leisure=garden
- · leisure=marina
- · leisure=nature reserve
- · leisure=park
- · leisure=park bench
- · leisure=pitch
- · leisure=playground
- · leisure=slipway
- · leisure=stadium
- · leisure=track
- · leisure=water_park
- · man made=beacon
- · man made=gasometer
- · man made=lighthouse
- · man made=power fossil · man made=power hydro
- · man_made=power_nuclear
- · man made=power wind
- · man made=reservoir covered
- · man_made=survey_point
- · man made=tower
- · man made=water tower
- · man made=works
- natural=bay · natural=beach
- · natural=cliff
- · natural=coastline
- · natural=fell
- natural=heath
- · natural=marsh
- · natural=mud
- natural=peak
- · natural=scree · natural=scrub
- · natural=spring
- · natural=water · natural=wood

- place=city
- · place=continent
- place=country
- · place=county
- · place=hamlet
- place=region
- · place=state
- · place=suburb
- · place=town · place=village
- · railway=abandoned
- · railway=crossing
- · railway=disused
- · railway=halt
- · railway=light_rail
- · railway=narrow_gauge
- · railway=preserved
- · railway=rail
- · railway=station
- · railway=subway
- · railway=tram
- · railway=viaduct · shop=bakery
- · shop=butcher
- · shop=chandler
- · shop=supermarket · tourism=attraction
- · tourism=camp_site
- · tourism=caravan site
- · tourism=guest house
- · tourism=hostel
- · tourism=hotel tourism=information
- · tourism=motel
- · tourism=picnic_site
- · tourism=theme park
- · tourism=viewpoint
- · waterway=aqueduct · waterway=boatyard
- waterway=canal
- · waterway=dock · waterway=drain
- · waterway=lock_gate
- · waterway=mooring
- waterway=river · waterway=turning_point
- · waterway=waste_disposal
- · waterway=water point · waterway=weir

A, perhaps curated, template containing suggested keys and associated values for specific real world objects.

Order into Chaos

Preset systems

Editor	Preset system	File type
JOSM	JOSM	XML
iD	iD	JSON
Potlatch 2	Custom	XML
Merkaartor	Custom	XML
Vespucci	JOSM+	XML
Go Map!!	iD	JSON
MAPS.ME	Custom	XML
OsmAnd	Custom	XML

Top (relevant) editors ordered by number of edits 2017

OSM2Go utilizes JOSM format, OSMContributor iD format

Preset field types

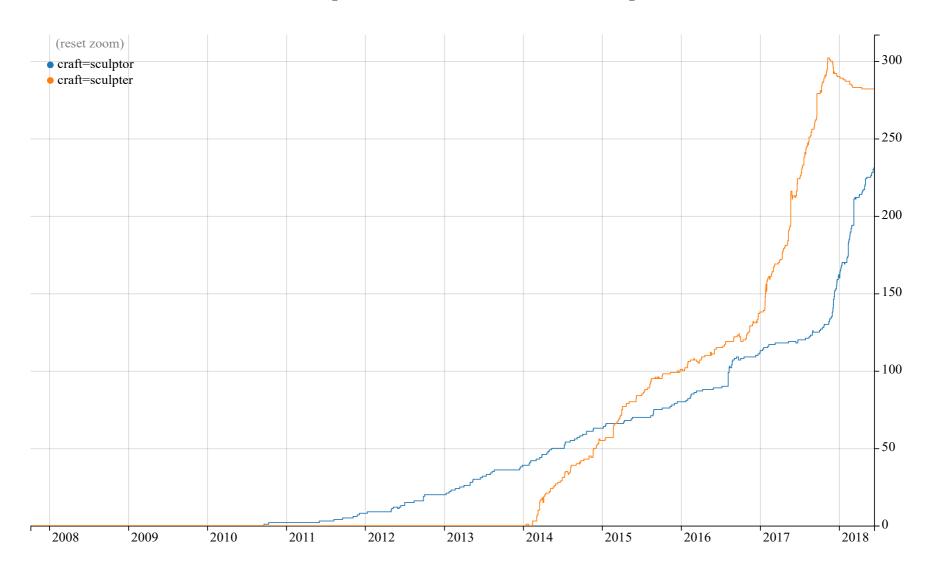
- Fixed key values
- Key with text field
- Key with yes/no value (check box)
- Key with multiple "fixed" values (combo and multiselect)

. . .

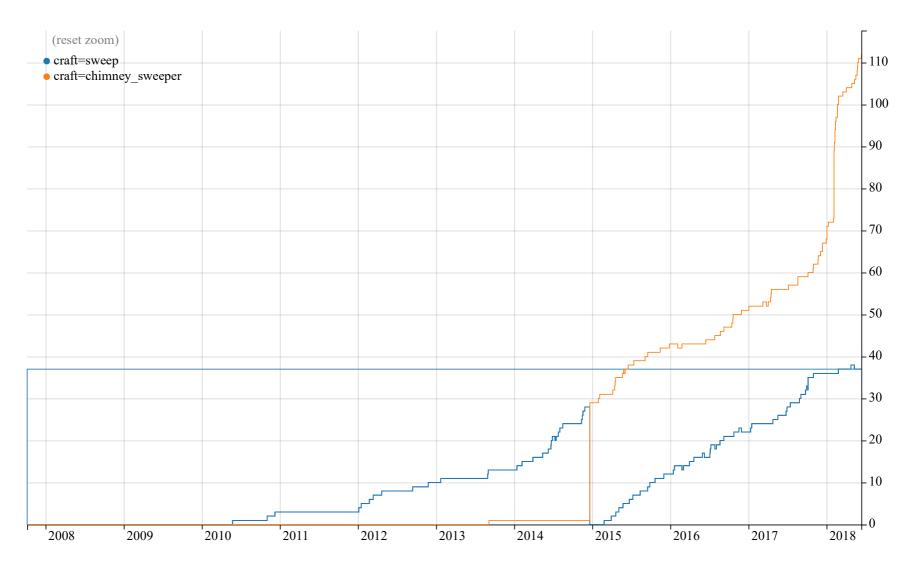
• ID has further 20 field types

Do presets matter?

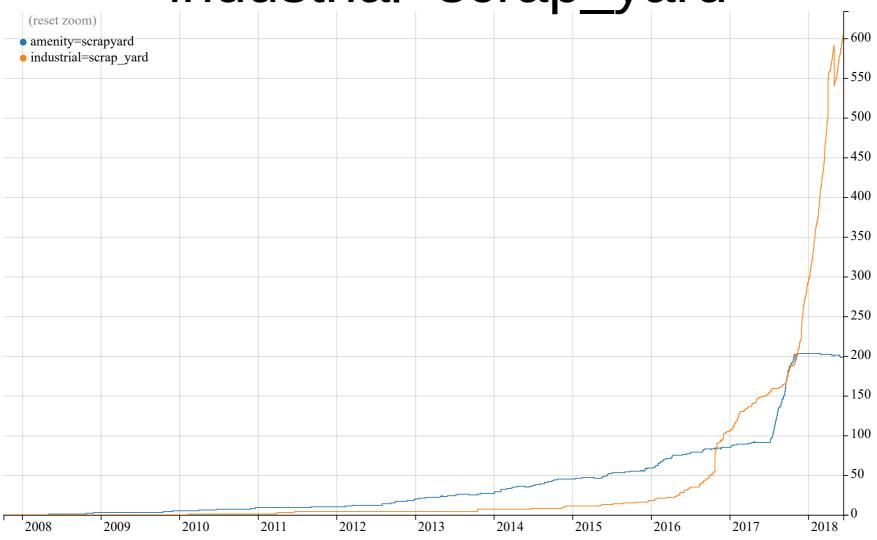
sculpter vs sculptor



sweep vs. chimney_sweeper



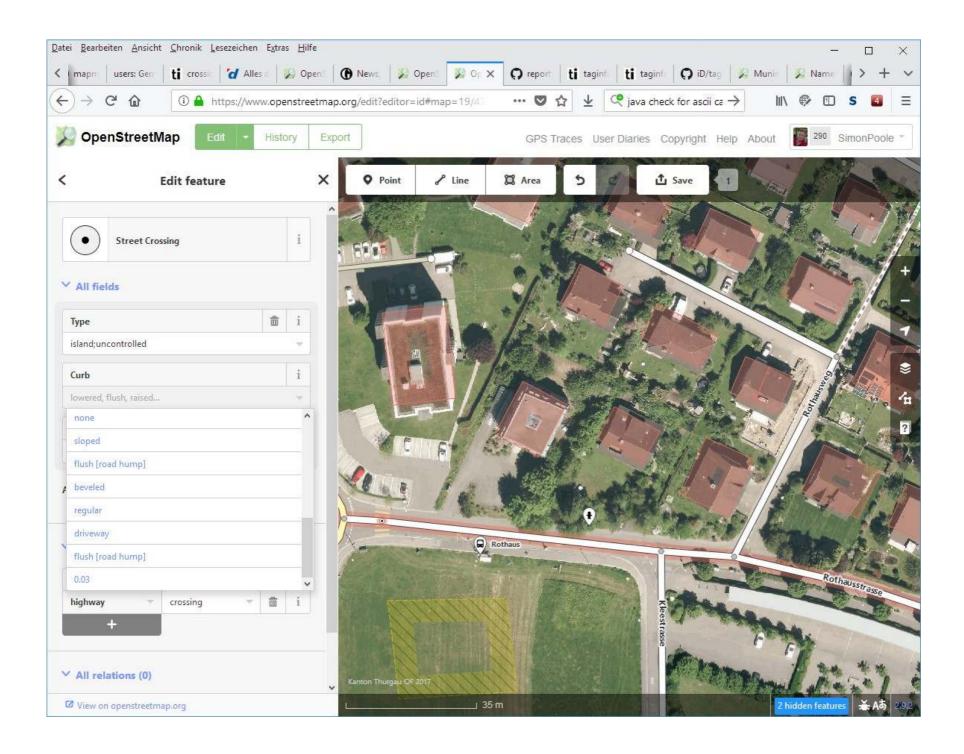
amenity=scrapyard vs. industrial=scrap_yard



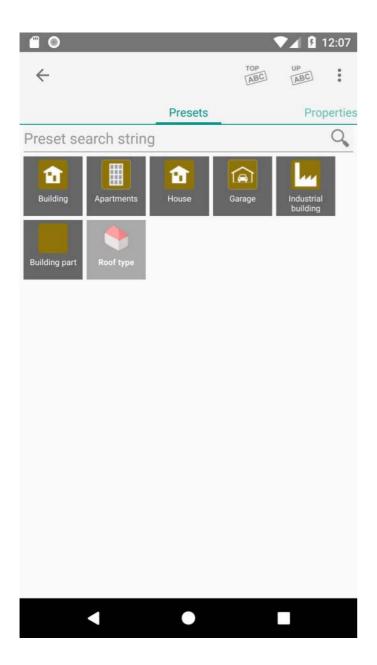
iD vs JOSM – fight!

 Convert iD presets to JOSM format (including taginfo queries)

•••



- Convert iD presets to JOSM format (including taginfo queries)
- Expand lists of values for top level "object" keys



<u></u>	•		▼ ⊿ 3	12:08
4				:
	Building			
Pres	Apartments			tails
12	Barn			
Buil	O Basilica			
Lev	Bungalow			
Hei	Cabin			
Mir	O Cathedral			
Max	Chapel			
Buil	Church			400
Buil	College			
Buil	Commercial			40
Roc	Construction			40
Roc	Cowshed			-
ROC	Detached			
	Oprmitory			
Roc	Farm			
Lev	Farm auxiliary			
Roc		0411051	01.545	
		CANCEL	CLEAR	

- Convert iD presets to JOSM format (including taginfo queries)
- Expand lists of values for top level "object" keys
- Expand 1st level sub-values lists (example natural=water, natural=...)

	iD	JOSM	JOSM 2007	Vespucci
Items	1'909	1'224	180	1'624
Unique keys	499	594	42	692
Unique values	2'339	1'718	222	2'102

A win for iD!!

.... well may be not....

	iD	ID n. TagInfo	JOSM	JOSM 2007	Vespucci
Items	1'909	945	1'224	180	1'624
Unique keys	499	244	594	42	692
Unique val.	2'339	985	1'718	222	2'102

Тад	<u>ā</u>	$_{ imes}$ iD no TagInfc	X JOSM	× Vespucci	Count	
advertising=billboard			Χ	Χ		20341
advertising=column	X	Χ	Χ	Χ		8289
aerialway=abandoned	X					30
aerialway=aerodrome	X					20
aerialway=cable_car	X	Χ	Χ	Χ		1303
aerialway=canopy	X					31
aerialway=chair_lift	X	Χ	Χ	Χ		8518
aerialway=construction	X					18
aerialway=disused	X					15
aerialway=drag_lift	X	Χ	Χ	Χ		4651
aerialway=gondola	X	Χ	Χ	Χ		1385
aerialway=goods	X	Χ	Χ	Χ		1855
aerialway=j-bar	X		Χ	Χ		178
aerialway=magic_carpet	X	Χ	Χ	Χ		1765
aerialway=mixed_lift	X	Χ	Χ	Χ		58
aerialway=no	X					271
aerialway=platter	X	Χ	Χ	Χ		3238
aerialway=proposed	X					19
aerialway=pylon	X	Χ	Χ	Χ		41773
aerialway=rope_tow	X	Χ	Χ	Χ		1053
aerialway=station	X	Χ	Χ	Χ		26533
aerialway=t-bar	X	Χ	Χ	Χ		2487
aerialway=taxilane	X					22
aerialway=unknown	X					60
aerialway=yes	X					451
aerialway=zip_line	X					472
aeroway=aerodrome	X	Χ	Χ	Χ		40608
aeroway=aerodrome / military=airfield			Χ			1847
aeroway=airstrip	X					4225
aeroway=approach_light	X					301
aeroway=apron	X	X	Χ	Χ		27841
aeroway=gate	X	X	Χ	Χ		13241
aeroway=hangar	X	Χ	Χ	Χ		24137

Idea: compare to a reference

Reference data generation (from taginfo):

- Iterate over "object" keys
- Generate tags for all values with more than 500 occurrences
- Iterate over subkeys and add tags for values with more than 100 occurrences
- Remove rubbish

From the "Collective Database" guideline:

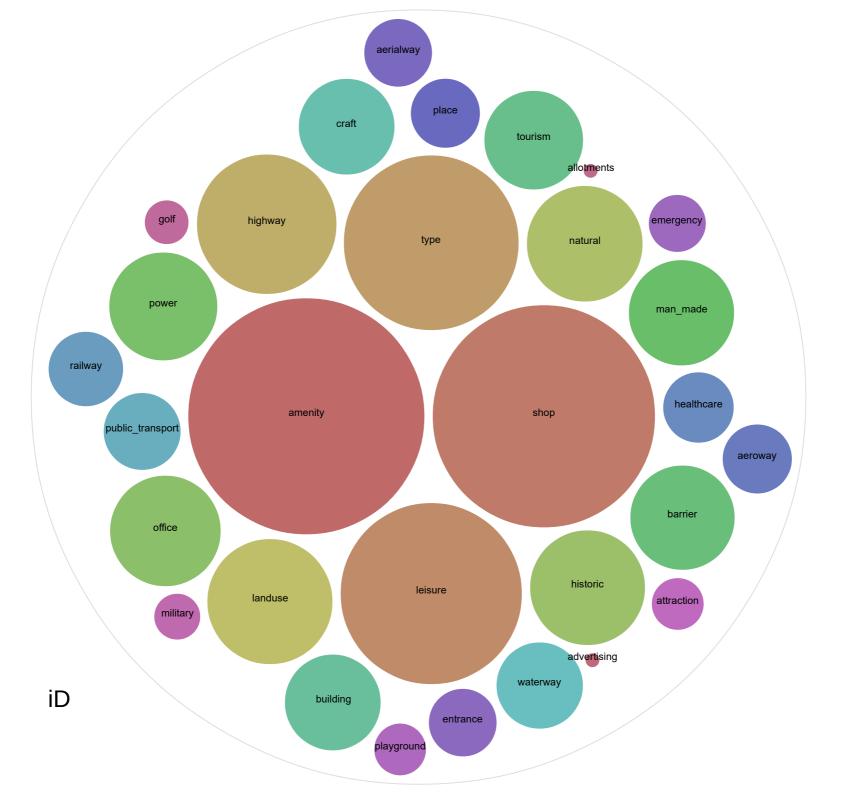
"Primary feature" means data from a key value pair, or combination thereof, but not inclusive of properties (e.g. colour, brand, operator, or width). For purposes of illustration, you may reference http://wiki.openstreetmap.org/wiki/Map_Features#Primary_features.

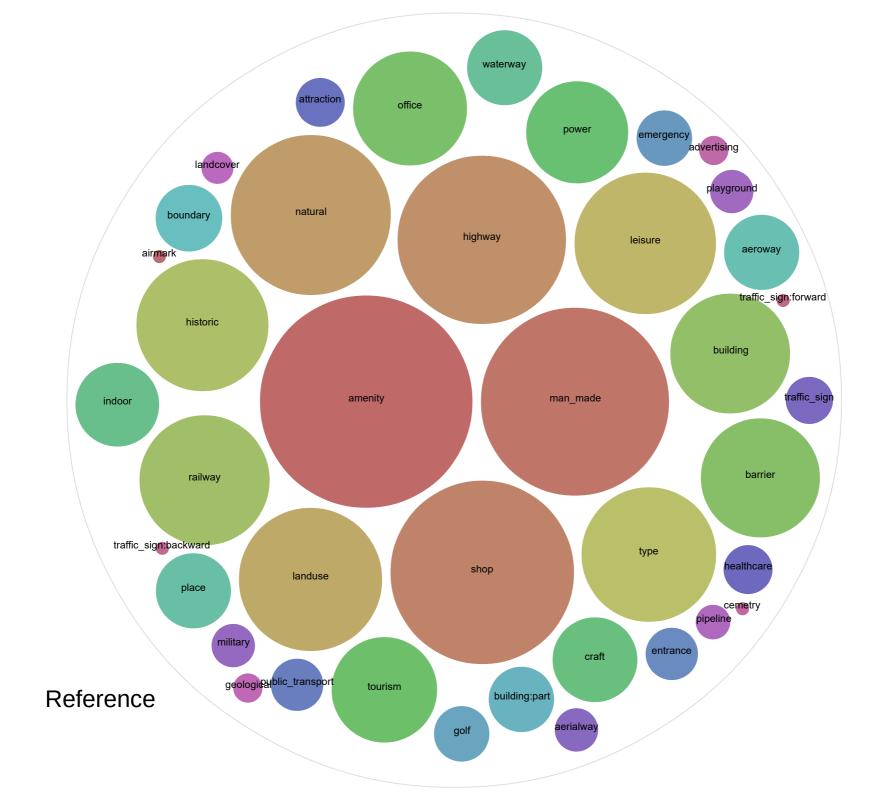
aerialway aeroway amenity barrier boundary building craft emergency geological highway historic landuse leisure man_made military natural office place power public_transport railway route shop sport (!) tourism waterway advertising (?) airmark attraction cemetry entrance golf healthcare indoor landcover pipeline playground traffic_sign traffic_sign:forward traffic_sign:backward

Reference tag list

- Contains 1176 "top-level" tags
- 2'300 tag combinations with sub-tags

	iD	ID n. TagInfo	JOSM	JOSM 2007	Vespucci
Items	1'909	945	1'224	180	1'624
Unique keys	499	244	594	42	692
Unique val.	2'339	985	1'718	222	2'102
Reference	52%	32%	38%	6%	43%





service:bicycle:repair=yes

"classical" OSM tagging

```
top_level_key=value
value=sub_value(s)
```

shop=clothes
clothes=women; men

"new" OSM tagging

```
top_level_key=value
value:sub_value=yes/no/?
```

shop=clothes

clothes:women=yes

clothes:men=yes

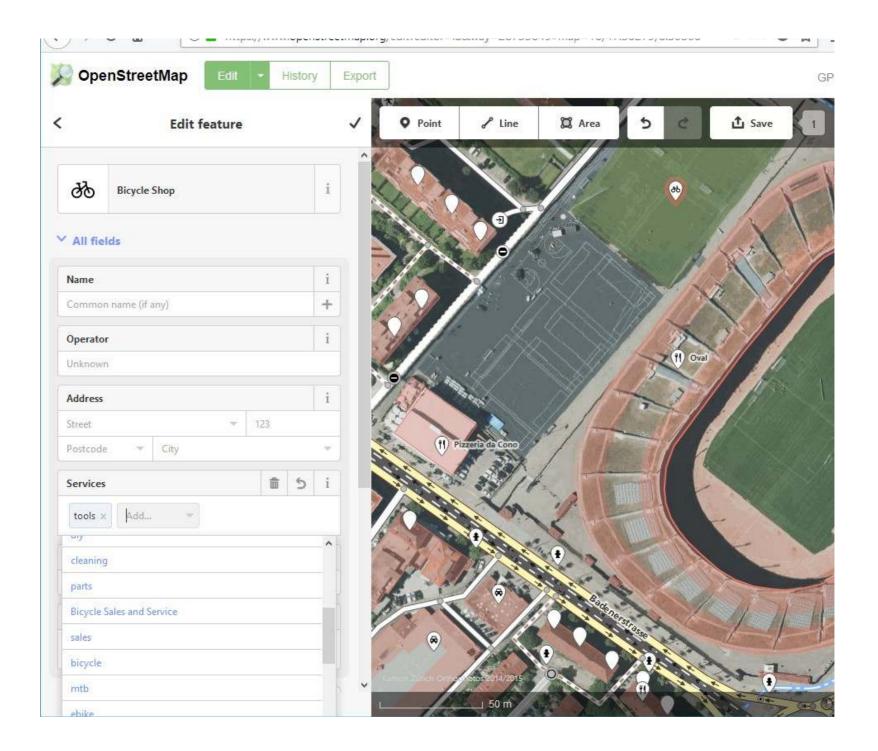
"newer" OSM tagging

```
top_level_key=value
detail:value:sub_value(:...)=?
```

shop=bicycle

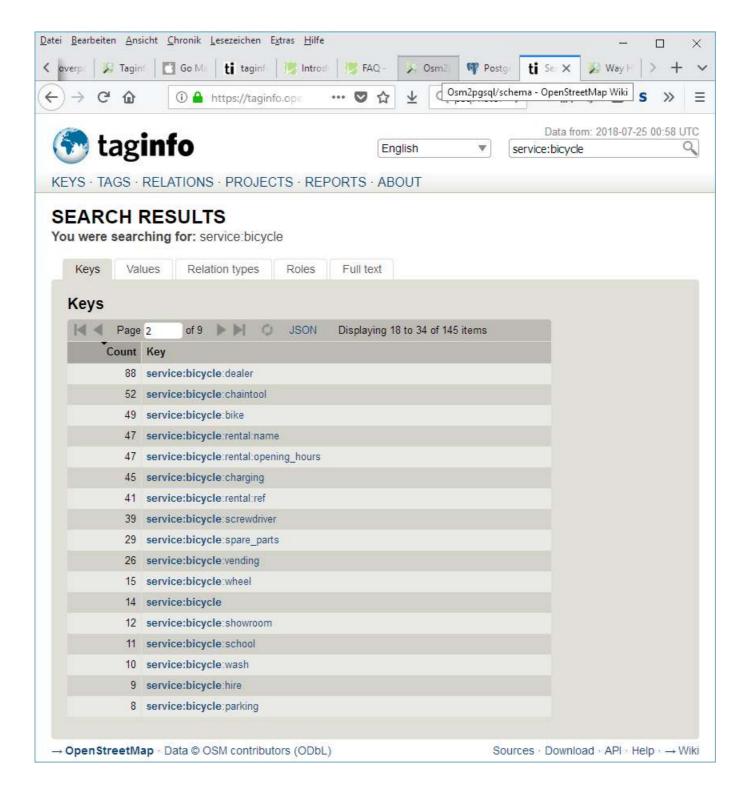
service:bicycle:cleaning=yes

service:bicycle:parts=yes



But what about

```
shop=bicycle
service:bicycle:opening_hours=?
service:bicycle:parts:opening_hours=?
service:bicycle:parts:brand=?
service:bicycle:tools:opening_hours=?
service:bicycle:tools:brand=?
```



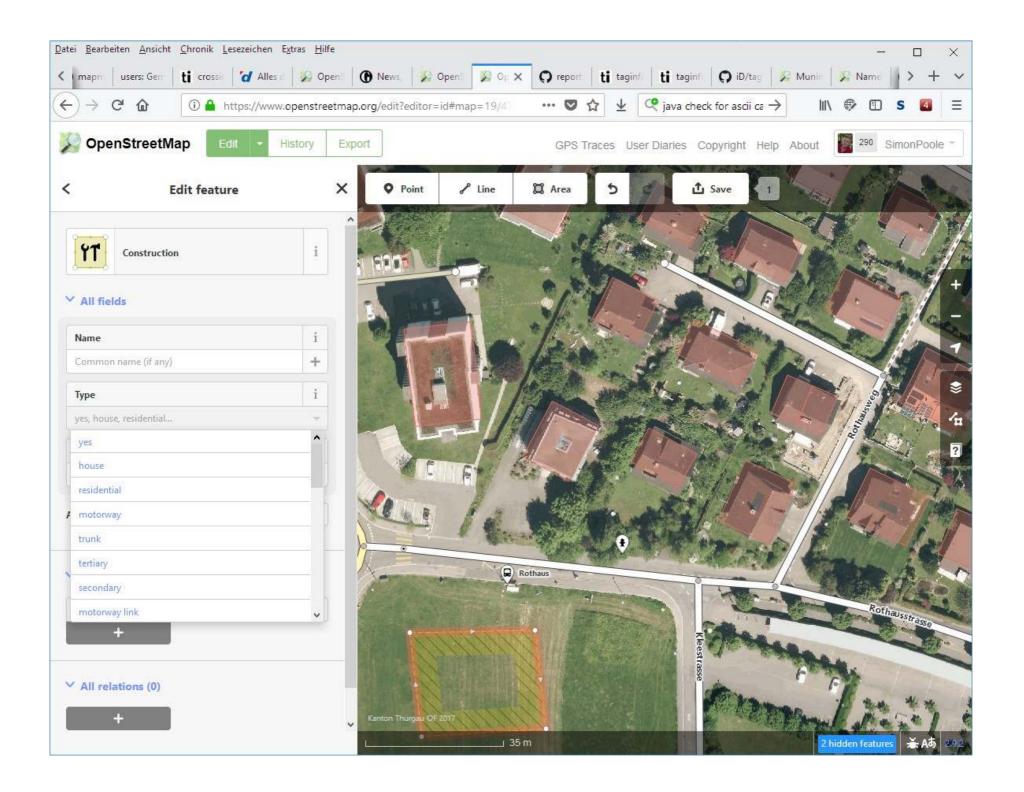


Good:

- reflects actual use
- reduces work and maintenance for developers
- discover keys that you don't know about

Problematic:

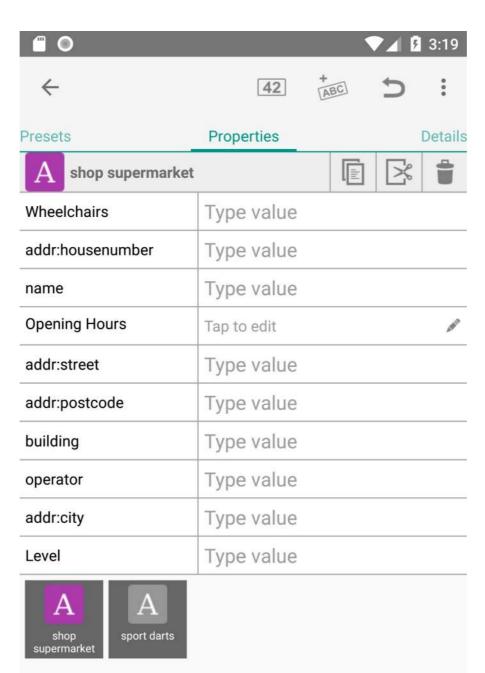
- breaks the "curated" assumption
- taginfo currently only supports limited context for value queries with combinations
- no semantic information on keys

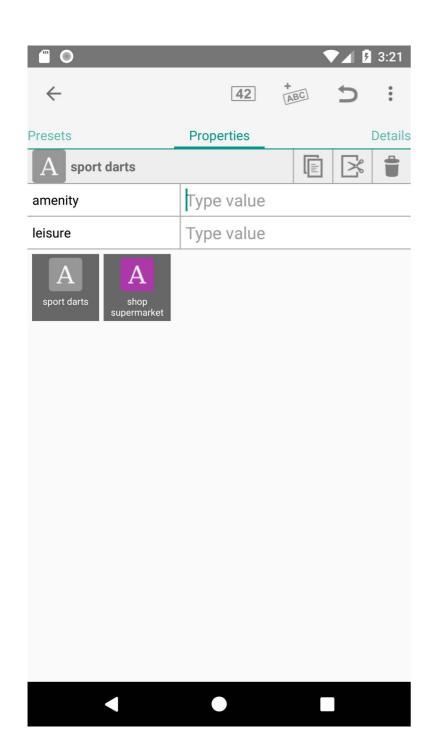


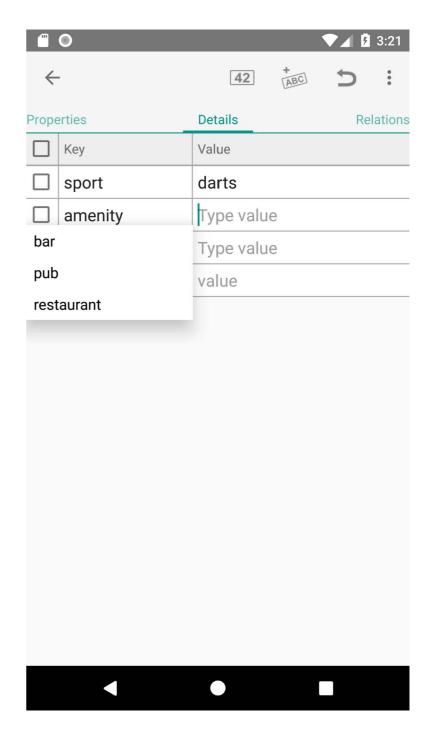
What about generating presets "completely" from taginfo?

Vespucci "Auto-Presets"

- taginfo keyword search, returns aka tags
- Remove tags for which we already have a preset
- Retrieve taginfo wiki-page information for remaining tags, if none, discard
- Create basic preset
- Retrieve combination tags from wiki and taginfo (if any)
- Massage combination tags
- Add some hard-wired tags







Points not touched on

- Naming and translation of presets
- Depth (how detailed is the tagging?)
- Diversity

- Thanks to Jochen Topf, Martin Raiffer and Roland Olbricht for their indispensable tools
- And to Tom Hughes for bearing with me while I overloaded taginfo