# mapview



# Tim Appelhans

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# Who am I historically?



Since 2019: Director Data Science at METER Group https://www.metergroup.com/

2017 - 2018: Geodata Scientist at GfK

2010 - 2016: Lecturer at Environmental Informatics, University of Marburg

2005 - 2010: PhD Geography, University of Canterbury



1998 - 2005: Dipl. Geography, FAU University Erlangen-Nürnberg



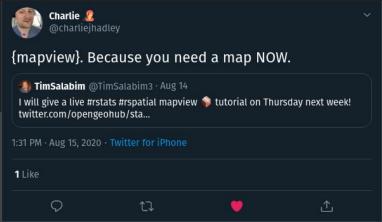








# Why mapview?





https://twitter.com/charliejhadley/status/1294597569105068032

- Because R has no built-in interactive plotting functionality
- Because I was annoyed by having to switch between R & QGIS
- Because RStudio released {leaflet}
- Because {leaflet} is too verbose
- Because we need to be able to visualise things quickly and conveniently
- Because background maps can be a great visual aid
- Because creating plotting packages is fun!

## mapview then

2015 - Immediately after UseR! Conference Aalborg:

First commit of a mapview-esque function:

https://github.com/environmentalinformatic s-marburg/Rsenal/commit/58422a3a217cf 0adaebe2c6634b0ecedf4e23a16#diff-7aa 7de3809372fb3a13719a428a2c274

#### [R-sig-Geo] mapView: basic interactive viewing of spatial data in R

Tim Appelhans tim.appelhans at gmail.com Fri Jul 24 11:39:46 CEST 2015

- · Previous message: [R-sig-Geo] Split polygon by line
- Next message: [R-sig-Geo] mapView: basic interactive viewing of spatial data in R
- Messages sorted by: [date] [thread] [subject] [author]



I would like to draw your attention to a little 'project' I've been working on over the past few weeks.

Using leaflet for R, I have defined some methods for spatial data (e.g. Raster\*, Spatial\* objects) to quickly visualise them in either the RStudio Viewer pan or the default web browser. The function I created for this is called mapView().

Think of it as an interactive version of spplot()/plot() for spatial data (though less versatile). It enables zooming, paning and basic layer queries (i.e. printing of the attributes in the @data slot of Spatial\* objects + the x/y location of the feature). For Raster\* objects queries are currently not available as leaflet translates the data into RGB values for display. Furthermore, background maps can be defined and multiple different spatial object layers can be overlaid. At the moment mapView() lives in our Rsenal package on github (https://github.com/environmentalinformatics-marburg/Rsenal) but this is likely going to change at some point in the not too distant future. This also depends on whether there is active interest in developping this sort of thing further to provide more than the current admittedly rather limited functionality. This, however, would involve JavaScript coding which I do not have any experience with.

A guick (non-interactive) intorduction can be found here:

#### https://metvurst.wordpress.com/

The full introductory article including interactive examples is published here:

http://environmentalinformatics-marburg.github.io/web-presentations/20150723 mapView.html

I hope this may prove useful for some of you. Also, if anyone is keen to get involved in taking this further, please let me know and we will see how to best proceed.

Best,

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2020 - a full-blown package with lots of dependencies (probably too many).

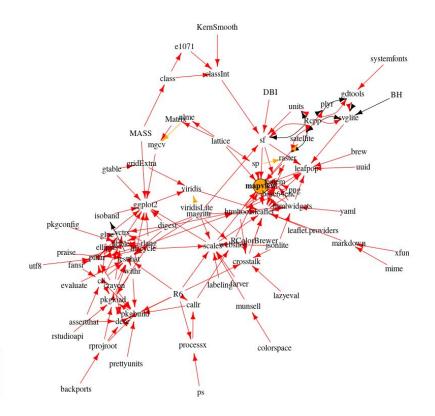
Imports

→ Depends→ LinkingTo

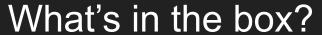
#### Most important:

- \* leafem
- \* leafpop
- \* leafgl
- \* (leaflet)

#### mapview

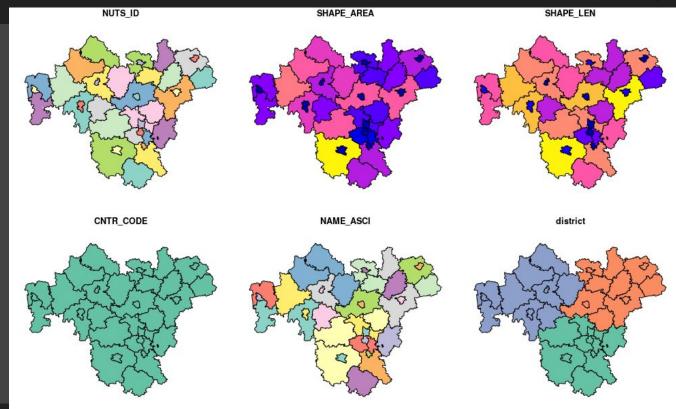








plot(franconia)

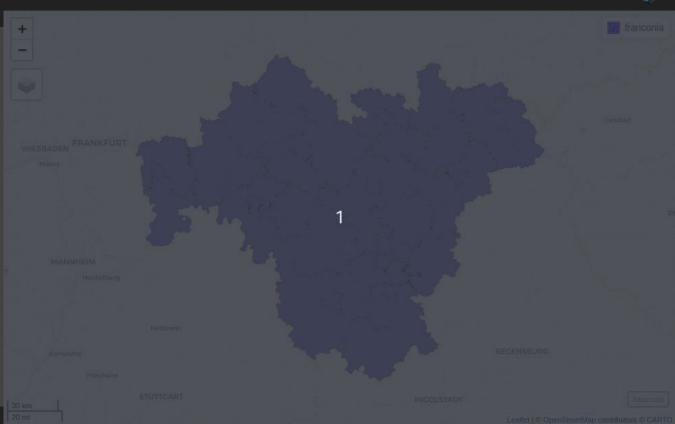




## What's in the box?

mapview(franconia)

Should be able to throw pretty much anything at mapview...

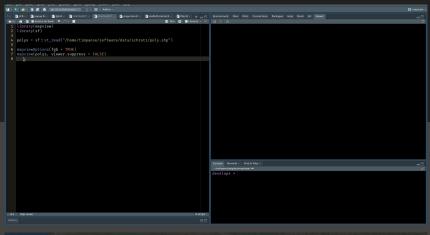


### What's in the box?

- Data-driven leaflet API
- One liner, yet customisable
- Add layers/maps with + operator
- Supports many spatial data types
- Customisable via global options

#### More recent developments:

- Data streaming (using flatgeobuf)
- Scalability (leafgl & mapdeck)
- Support for large rasters (still in alpha)
- Compare maps with | operator





### What next?

- JavaScript!!
  - flatgeobuf colors (chroma.js)
  - stars adaptive rendering (more layers, pass JS functions)
  - o make leafgl work together with flatgeobuf
  - o iron out issues related to data attachments
  - popupTables!
- Drop raster dependency -> convert internal code to stars
- General speed up -> @ davecooley has some awesome stuff in the pipeline!!
- Enhance automagic renderer (browseURL -> servr::httw)
- leaftime integration for space-time data?
- Clean code base <a href="https://xkcd.com/1695/">https://xkcd.com/1695/</a>
- Write more tests (testthat -> tinytest)
- Update pkgdown site



# Thank you!

