

OGC API-Tiles

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OGC API Tiles

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i. Abstract

The OGC has started a focused effort to extend their service standards into the Resource Oriented Architecture world. As part of this effort, this standard defines an API for Map Tiles.

The Map Tile API described in this standard builds on the Web Map Tile Service (WMTS) OGC standard. WMTS provides a scalable, high performance services for web based distribution of cartographic maps. WMTS, in turn, complements earlier efforts to develop services for the web based distribution of cartographic maps. In particular, it compliments the OGC Web Map Service (WMS). WMS focuses on rendering custom maps and is an ideal solution for dynamic data or custom styled maps (combined with the OGC Style Layer Descriptor (SLD) standard). WMTS trades the flexibility of custom map rendering for the scalability possible by serving of static data (base maps) where the bounding box and scales have been constrained to discrete tiles. Note that an API version of WMS is also under development.

ii. Keywords

The following are keywords to be used by search engines and document catalogues.

ogcdoc, OGC document, tiling, WMTS

iii. Preface

This document defines an OGC standard for a Web Map Tile API standard. A Map Tile enabled API can serve map tiles of spatially referenced data using tile images with predefined content, extent, and resolution. Suggested additions, changes and comments on this standard are welcome and encouraged. Such suggestions may be submitted using the online change request form on OGC web site: http://portal.opengeospatial.org/public_ogc/change_request.php

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The following organizations submitted this Document to the Open Geospatial Consortium (OGC):

Organization name(s)

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Name Affiliation

Chapter 1. Scope

This International Standard specifies how to access maps and tiles in a manner independent of the underlying data store through [OpenAPI](<https://www.openapis.org/> [https://www.openapis.org/]). This standard specifies discovery and query operations.

1.1. Current scope:

- Discovery operations allow the API to be interrogated to determine its capabilities and retrieve information (metadata) about this distribution of tiles and maps. This includes the API definition as well as metadata about the feature collections provided through the API and the TileMatrixSets supported by this service.
- Retrieve of maps as defined by the WMS 1.3
- Retrieve of tiles as defined by the WMTS 1.0
- Query about a point in a map or a tile (GetFeatureInfo)
- Retrieve multiple tiles in a single request.

Chapter 2. Conformance

This standard defines **TBD** requirements / conformance classes.

The standardization targets of all conformance classes are "web services".

The main requirements class is:

- **Core.**

The *Core* specifies requirements that all Map Tile APIs have to implement.

TBD requirements classes depend on the *Core* and <enter their purpose here>:

Capture additional requirements classes here

Conformance with this standard shall be checked using all the relevant tests specified in Annex A (normative) of this document. The framework, concepts, and methodology for testing, and the criteria to be achieved to claim conformance are specified in the OGC Compliance Testing Policies and Procedures and the OGC Compliance Testing web site.

In order to conform to this OGC® interface standard, a software implementation shall choose to implement: * Any one of the conformance levels specified in Annex A (normative). * Any one of the Distributed Computing Platform profiles specified in Annexes TBD through TBD (normative).

All requirements-classes and conformance-classes described in this document are owned by the standard(s) identified.

Chapter 3. References

The following normative documents contain provisions that, through reference in this text, constitute provisions of this document. For dated references, subsequent amendments to, or revisions of, any of these publications do not apply. For undated references, the latest edition of the normative document referred to applies.

OGC: OGC API (OAPI) Common Specification https://github.com/opengeospatial/oapi_common (in the process of elaboration)

OGC: OGC 17-083r2, OGC Two Dimensional Tile Matrix Set Standard (2019)

In addition, this standard is deeply inspired in concepts defined in the following documents. This standard offers an alternative interface to fulfill similar tasks included in these references.

OGC and ISO: OGC 06-042 1.3.0 OpenGIS Web Map Service (WMS) Implementation Specification

OGC: OGC 07-057, OpenGIS® Web Map Tile Service Implementation Standard (2010)

OGC: OGC 13-082, OGC® Web Map Tile Service (WMTS) Simple Profile (2016)

Chapter 4. Terms and Definitions

This document uses the terms defined in Sub-clause 5.3 of [OGC 06-121r8], which is based on the ISO/IEC Directives, Part 2, Rules for the structure and drafting of International Standards. In particular, the word “shall” (not “must”) is the verb form used to indicate a requirement to be strictly followed to conform to this standard.

For the purposes of this document, the following additional terms and definitions apply.

4.1. term name

text of the definition

Chapter 5. Conventions

This sections provides details and examples for any conventions used in the document. Examples of conventions are symbols, abbreviations, use of XML schema, or special notes regarding how to read the document.

5.1. Identifiers

The normative provisions in this standard are denoted by the URI

<http://www.opengis.net/spec/{standard}/{m.n}>

All requirements and conformance tests that appear in this document are denoted by partial URIs which are relative to this base.

Chapter 6. Overview

6.1. Evolution from OGC Web Services

OGC Web Service (OWS) standards have historically implemented a Remote-Procedure-Call-over-HTTP architectural style using Extensible Markup Language (XML) for payloads. This was the state-of-the-art when some of the initial versions of OGC Web Services were originally designed in the late 1990s and early 2000s. This architectural style has now a competing RESTful API style that is proposed as an alternative to RPC pattern. A RESTful API style is resource-oriented instead of service-oriented. This OGC API - Maps and Tiles draft specification specifies an API that follows this Web architecture and in particular the W3C/OGC best practices for sharing Spatial Data on the Web as well as the W3C best practices for sharing Data on the Web.

The OGC API – Common draft specification specifies the common kernel of an API approach to services that follows current resource-oriented architecture practices. The draft OGC API - Common specification is the foundation upon which OGC APIs will be built. This common API is to be extended by resource-specific API standards. This draft specification extends OGC API - Common to support Map and Tile resources.

Beside the general alignment with the architecture of the Web (e.g., consistency with HTTP/HTTPS, hypermedia controls), another goal for OGC API standards is modularization. This goal has several facets:

- Clear separation between core requirements and more advanced capabilities. This OGC API – Maps and Tiles draft specification presents the requirements that are relevant for almost everyone who wants to share or use Tiled Map Data on a fine-grained level. Additional capabilities that several communities are using today will be specified as extensions to the Core API.
- Technologies that change more frequently are decoupled and specified in separate modules ("requirements classes" in OGC terminology). This enables, for example, the use/re-use of new encodings for spatial data or API descriptions.
- Modularization is not just about a single "service". OGC APIs will provide building blocks that can be reused in APIs in general. In other words, a server supporting the OGC API - Tiles should not be seen as a standalone service. Rather it should be viewed as a collection of API building blocks which together implement Map and Tile capabilities. A corollary for this is that it should be possible to implement an API that simultaneously conforms to conformance classes from the Feature, Coverage, Map, Tiles, and other future OGC Web API standards.

This approach intends to support two types of client developers:

- Those that have never heard about OGC. Developers should be able to create a client using the API definition without the need to adopt a specific OGC approach (they no longer need to read how to implement a GetCapabilities, allowing them to focus on the geospatial aspects).

- Those that want to write a "generic" client that can access OGC APIs. In other words, they are not specific for a particular API.

As a result of following a RESTful approach, OGC API implementations are not backwards compatible with OWS implementations per se. However, a design goal is to define OGC APIs in a way that an OGC API interface can be mapped to an OWS implementation (where appropriate). OGC APIs are intended to be simpler and more modern, but still an evolution from the previous versions and their implementations making the transition easy (e.g. by initially implementing facades in front of the current OWS services).

This document provides simple examples throughout the document. The examples are based on a dataset that contains buildings and the API provides access to the datasets via a single feature collection ("buildings") and two encodings: JSON and Hypertext Markup Language (HTML).

6.2. Tiles and maps

WMS and WMTS share the concept of a map and the capability to create and distribute maps at a limited resolution and size. In WMS the number of rows and columns can be selected by the user within limits and in WMTS the number of rows and columns of the response is predefined in the tile matrix set.

With time, the concept of a tile has been generalized to other data models such as feature data (some vendors use the expression *vector tiles*) and even to coverage data. This draft specification presents an approach to tiles that can be applied to almost every resource type that returns data representations. If applied in conjunction with the OGC API - Features standard and on top of a feature collection, the expected result is tiled feature data. If applied in conjunction with the OGC API - Maps draft specification and on top of a collection that is transformed into a map by applying a style, the result should be map tiles (usually in PNG or JPEG format).

In this draft specification the OGC API - Tiles is almost fully described. It includes the a core and extensions for defining tile matrix sets, tiles from more that one collection, multi-tiles and multitiles from more than one collection. And info extension is foreseen but not fully developed. In contrast, OGC API - Maps is only partially described based on Testbed-15 requirements. The Maps API is described only to the extent to allow for map tiles to be created on top of a map created by selecting a collection with style or multiple collections with styles. This draft specification contains a section for retrieving a map of an arbitrary number of rows and columns but is not fully formulated. Other extensions for maps are also foreseen. In the future, the WMS SWG could take this document and complete the missing capabilities.

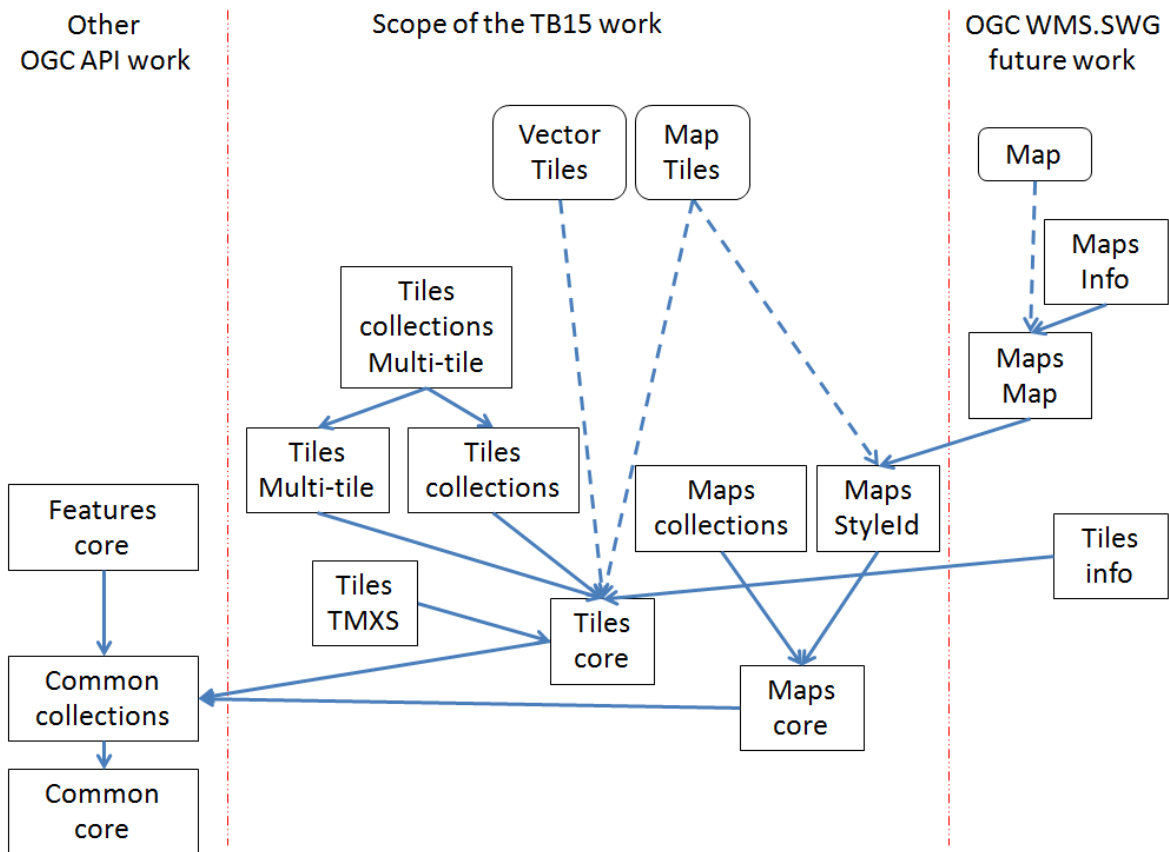


Figure 1. Modular approach in the Maps and Tiles draft specification

6.3. How to approach an OGC API

There are two ways to approach an OGC API.

- Read the landing page, look for links, follow them and discover new links until the desired resource is found
- Read an API definition document that will specify a list of paths to resources.

For the first approach, many resources in the API include links with rel properties to know the reason for this relation. The following figure illustrates does links.

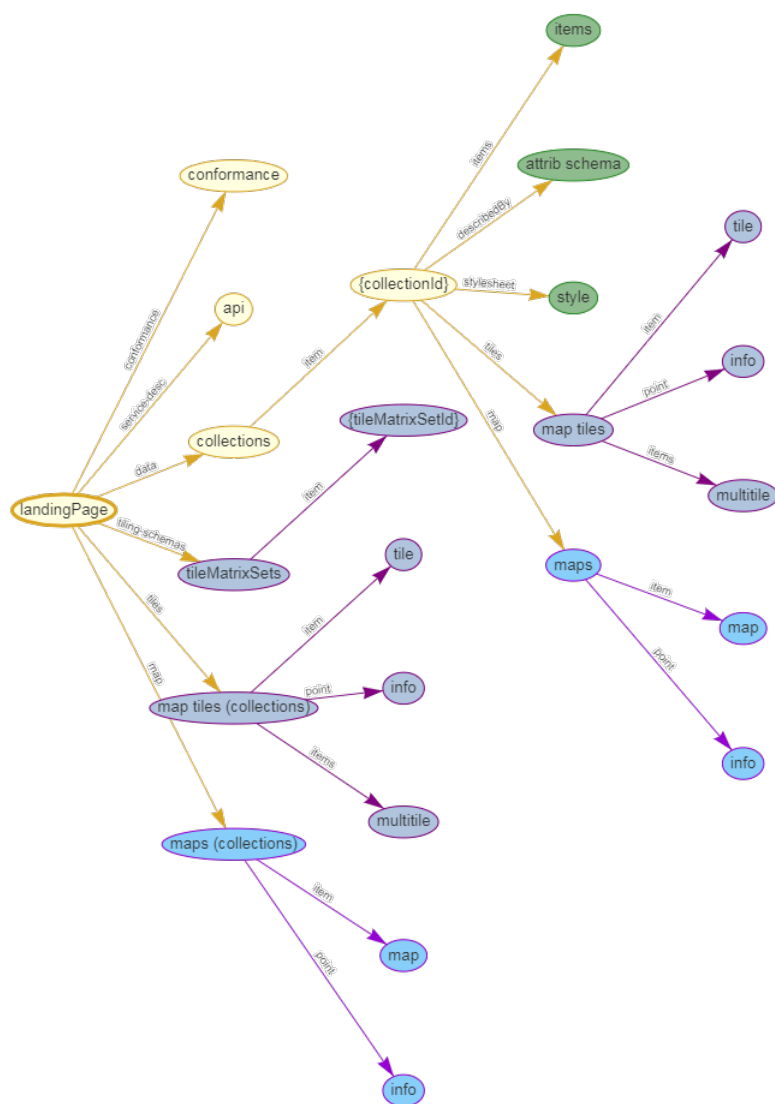


Figure 2. Resources and relations to them via links

For the second approach, the section [\[OpenAPIExamples\]](#) will provide some examples of OpenAPI definition documents that enumerate the paths to get to the necessary resources directly.

Resource name	Common path
Landing page	/
Conformance declaration	/conformance
Collections	/collections
Collection	/collections/{collectionId}
Tiling Schemas	/tileMatrixSets
Tiling Schema	/tileMatrixSets/{tileMatrixSetId}
Tiles	
Vector Tiles description	/collections/{collectionId}/tiles

Resource name	Common path
Vector Tiles description from collections	/tiles
Vector Tile	/collections/{collectionId}/tiles/{tileMatrixSetId}/{tileMatrix}/{tileRow}/{tileCol}
Vector tile collections ¹	/map/tiles/{tileMatrixSetId}/{tileMatrix}/{tileRow}/{tileCol}
Vector Multi-tiles	/collections/{collectionId}/tiles/{tileMatrixSetId}
Vector Multi-tiles collections ¹	/tiles/{tileMatrixSetId}
Map tiles	
Map tiles description	/collections/{collectionId}/map/
Map tiles description collections ¹	/map/tiles
Map tile	/collections/{collectionId}/map/{styleId}/tiles/{tileMatrixSetId}/{tileMatrix}/{tileRow}/{tileCol}
Map tile collections ¹	/map/tiles/{tileMatrixSetId}/{tileMatrix}/{tileRow}/{tileCol}
Map tile multi-tiles	/collections/{collectionId}/map/{styleId}/tiles/{tileMatrixSetId}
Map tile multi-tiles collections ¹	/map/tiles/{tileMatrixSetId}
Maps	
Maps description	/collections/{collectionId}/map
Maps description collections ¹	/map

Table 1. Overview of resources and common direct links defined in the API

¹: In first column of the table, the word "collections" means "from more than one collection"

Chapter 7. Requirement Class "Tiles Info"

7.1. Overview

NOTE

This section should be elaborated by a SWG and only some hints are provided in this Engineering Report

WARNING

Some subsections are intentionally left blank.

Requirements Class	
http://www.opengis.net/spec/ogcapi-tiles-1/1.0/req/info	
Target type	Web API
Dependency	http://www.opengis.net/spec/ogcapi-tiles-1/1.0/req/core

This requirements class makes data contained in tiles a little more informative than just "nice pictures" by allowing clients to implement a click user event. By clicking on a pixel in the screen that shows a tile, the user will receive some textual information describing what is shown in that pixel. For example, by clicking on a tile containing elevation data the user will get the elevation value.

NOTE

The use of **pixel in the screen** can create the wrong impression that this operation is restricted to "raster based tiles". This is not necessarily true. The Two Dimensional Tile Matrix Set standard (OGC 17-083r2) discusses how tile matrices are created for an optimum resolution in the screen, even if they might be entirely feature based.

When fully completed, the new OGC API architecture should be able to integrate several representations of the same resource. This way a digital elevation model could be accessible as a tile and also as a coverage. The coverage part should be able to provide elevation values to the client. When that day arrives, this info requirements class will no longer be needed as the coverage functionality will provide the client with enough data to emulate this extension and some other extra interactions such as the capability to create vertical profiles.

7.2. Overview

TBD

7.3. Declaration of conformance classes

7.3.1. Response

The conformance page mainly consists of a list of links. OGC API - Common already requires some links.

In the conformance page (typically in JSON format) the links follow the link schema defined in the OGC API - Common. The following is an example fragment of the response to an OGC API - Tiles conformance information page.

Example 1. Conformance Information Page fragment

```
{
  "conformsTo": [
    "http://www.opengis.net/spec/ogcapi-common-1/1.0/req/core",
    "http://www.opengis.net/spec/ogcapi-common-1/1.0/req/collections",
    "http://www.opengis.net/spec/ogcapi-tiles-1/1.0/req/core"
    "http://www.opengis.net/spec/ogcapi-tiles-1/1.0/req/info"
  ]
}
```

7.4. Collection

This draft specification includes dependencies on OGC API - Common collection. The response to the operation is extended with the necessary information to formulate a tile response for this collection.

7.4.1. Collection Links

```
links:
[
  {
    "href":
"http://data.example.com/collections/buildings/tiles/WorldMercatorWGS84
Quad/0/0/0",
    "rel": "tiles",
    "type": "image/png",
  },
  {
    "href":
"http://data.example.com/collections/buildings/tiles/WorldMercatorWGS84
Quad/0/0/0/info",
    "rel": "attributes",
    "type": "text/html",
  }
]
```

7.5. FeatureInfo

Implementations of the OGC API – Maps and Tiles draft specification may support requests for information about the features present at a particular pixel location in the screen on a map tile. Requests for feature information will specify the tile along with a pixel location on that tile. The server will provide information on the features present at or near the location specified by the client request. The server may choose what information to provide about the nearby features.

7.5.1. FeatureInfo document

A FeatureInfo document is the resource representation of a FeatureInfo resource in resource oriented architectural style. The FeatureInfo document SHALL be in the format specified in the request when that format has been advertised in the **ServiceMetadata document** as available for that FeatureInfo resource.

For better interoperability between servers and clients, the Simple Features Profile of the Geography Markup Language (GML) [06-049r1] as a supported document format for FeatureInfo resources is recommended. The Simple Features Profile of GML defines three levels of content in three profiles with different degrees of constraints to the GML flexibility. Support for the most constrained one (level 0) that results in a simpler GML document is strongly recommended. In the context of that profile only simple XML types can be used as thematic properties and cardinality greater than one is not allowed. Servers and clients SHALL specify the MIME type "application/gml+xml; version=3.1" as an InfoFormat value and the GML application schema of

the response SHOULD conform to GML Simple Features profile level 0 when that GML profile is used. In most cases, only thematic attributes of the features are intended to be included in a FeatureInfo document but the Simple Features profiles were evidently intended to include the geometric information of the features in the GML objects. However, an application schema can be generated that does not include feature geometry and only describes non-geometric feature attribute types. This can be very useful to avoid unnecessarily requesting long sequences of position values in line or polygon layers.

Also, to allow easy presentation of the data, support for the HTML format (represented by an InfoFormat MIME type of "text/html") is also recommended.

Annex A: Conformance Class Abstract Test Suite (Normative)

NOTE

Ensure that there is a conformance class for each requirements class and a test for each requirement (identified by requirement name and number)

A.1. Conformance Class A

A.1.1. Requirement 1

Test id:	/conf/conf-class-a/req-name-1
Requirement:	/req/req-class-a/req-name-1
Test purpose:	Verify that...
Test method:	Inspect...

A.1.2. Requirement 2

Annex B: Revision History

Date	Release	Editor	Primary clauses modified	Description
2019-03-21	Template	C. Heazel	all	initial template

Annex C: Bibliography

- W3C/OGC: Spatial Data on the Web Best Practices, W3C Working Group Note 28 September 2017, <https://www.w3.org/TR/sdw-bp/>
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- IANA: Link Relation Types, <https://www.iana.org/assignments/link-relations/link-relations.xml>