

Imposm

OpenStreetMap in PostGIS

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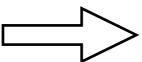


Imposm

.osm

.osm.bz2

.pbf



PostGIS



Ziele

- Anpassbares DB Schema
- Schnelles Rendering
- Niedriger Speicherverbauch



Datenbank Schema



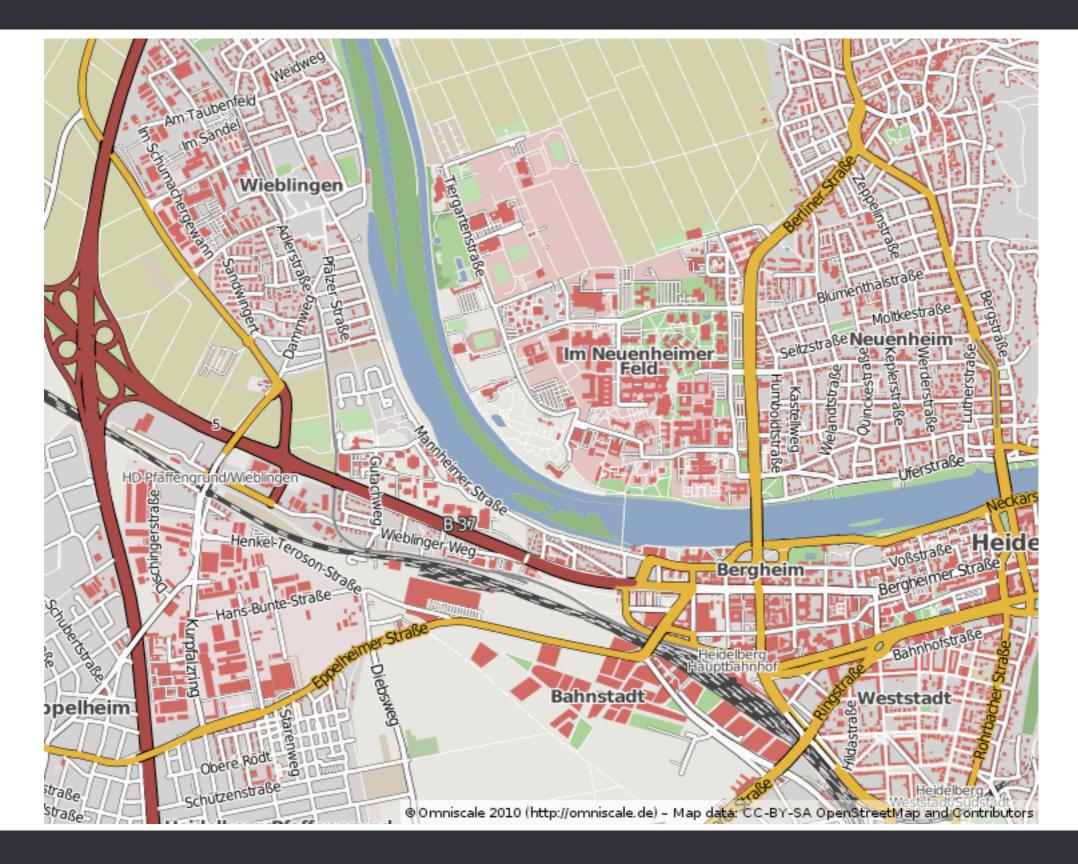
```
Points(
name = 'towers',
mapping = {
  'man_made': (
    'tower',
    'water_tower',
fields = (
  ('height', Integer()),
```



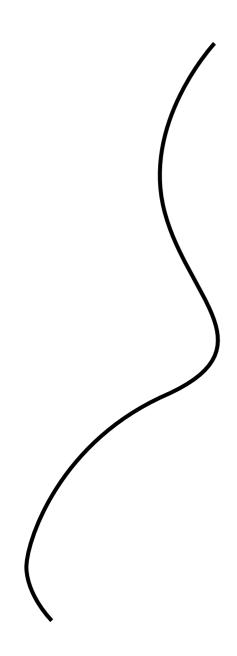
Standardmapping

places, admin, motorways, mainroads, buildings, minorroads, transport_points, railways, waterways, waterareas, aeroways, transport_areas, landusages, amenities



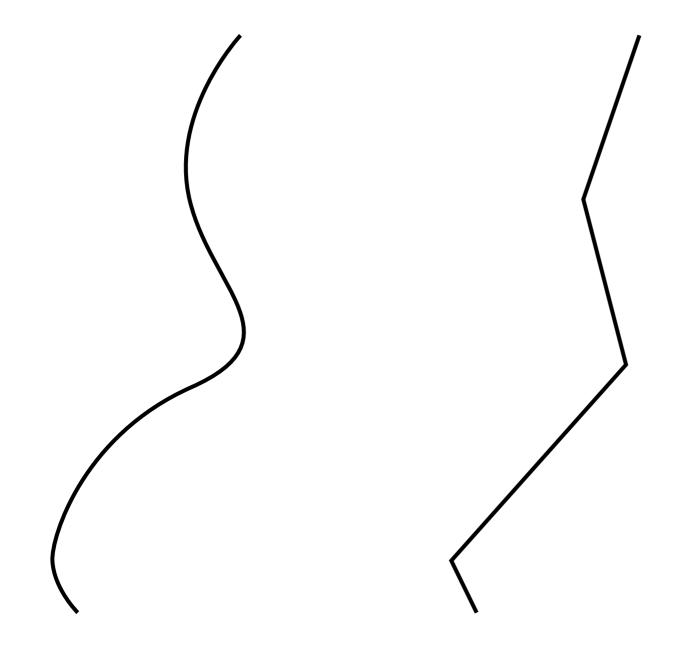






osm_roads

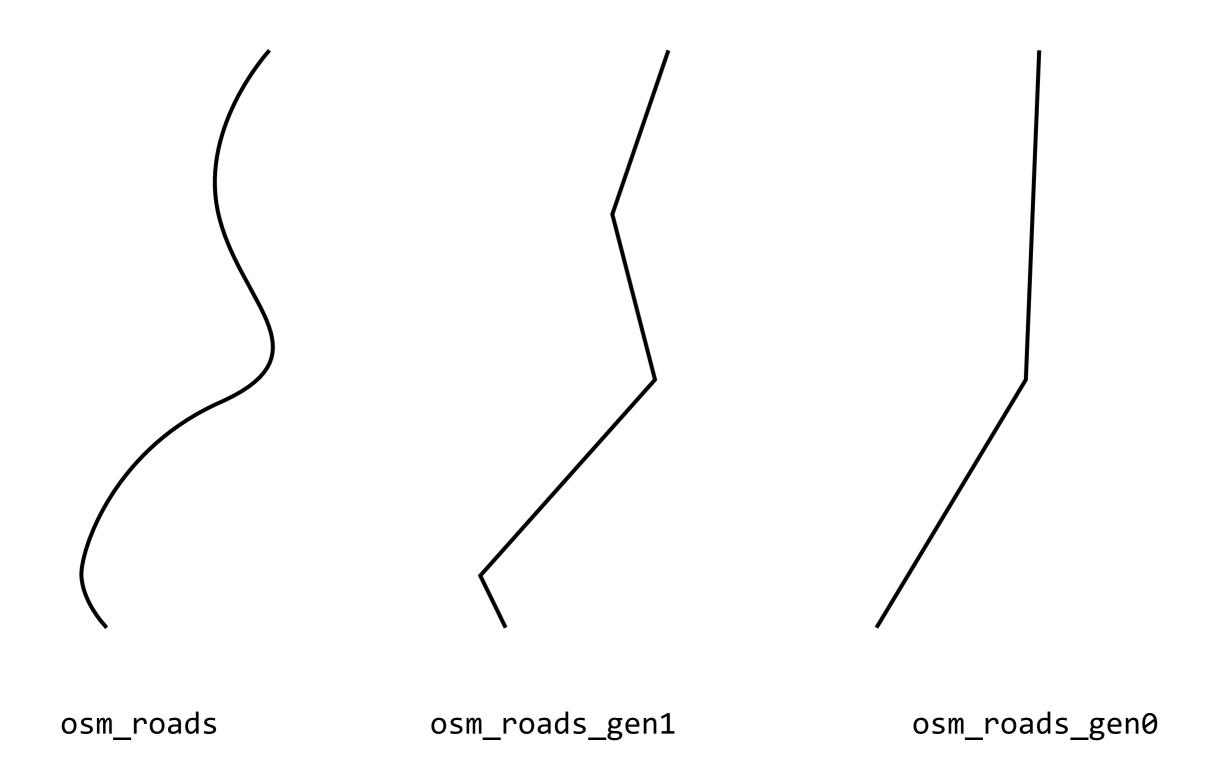




osm_roads

osm_roads_gen1









Importdauer

- Deutschland
 - 40 min (8GB)
 - 25 min (12GB + SSD)
- Europa
 - 4 Stunden (I2GB + SSD)



Level 5







Seed bis Level 14 mit 150 tiles/s Quad Core (i7@2.6GHz, SSD, 12GB RAM)

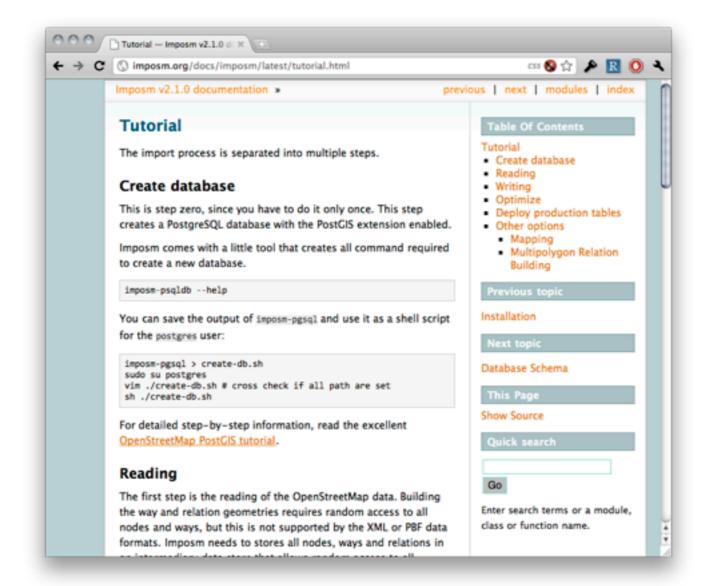


Bullet Points

- Unix (Linux, Max OS X, ...)
- OpenSource (Apache Software License)



imposm.org





imposm.parser

- OSM XML/PBF Parser
- Unabhängige Bibliothek (Python)
- http://pypi.python.org/pypi/imposm.parser



Fragen?

- http://imposm.org
- Oliver Tonnhofer
 - tonnhofer@omniscale.de
 - MapProxy Projektstand
- imposm@googlegroups.com