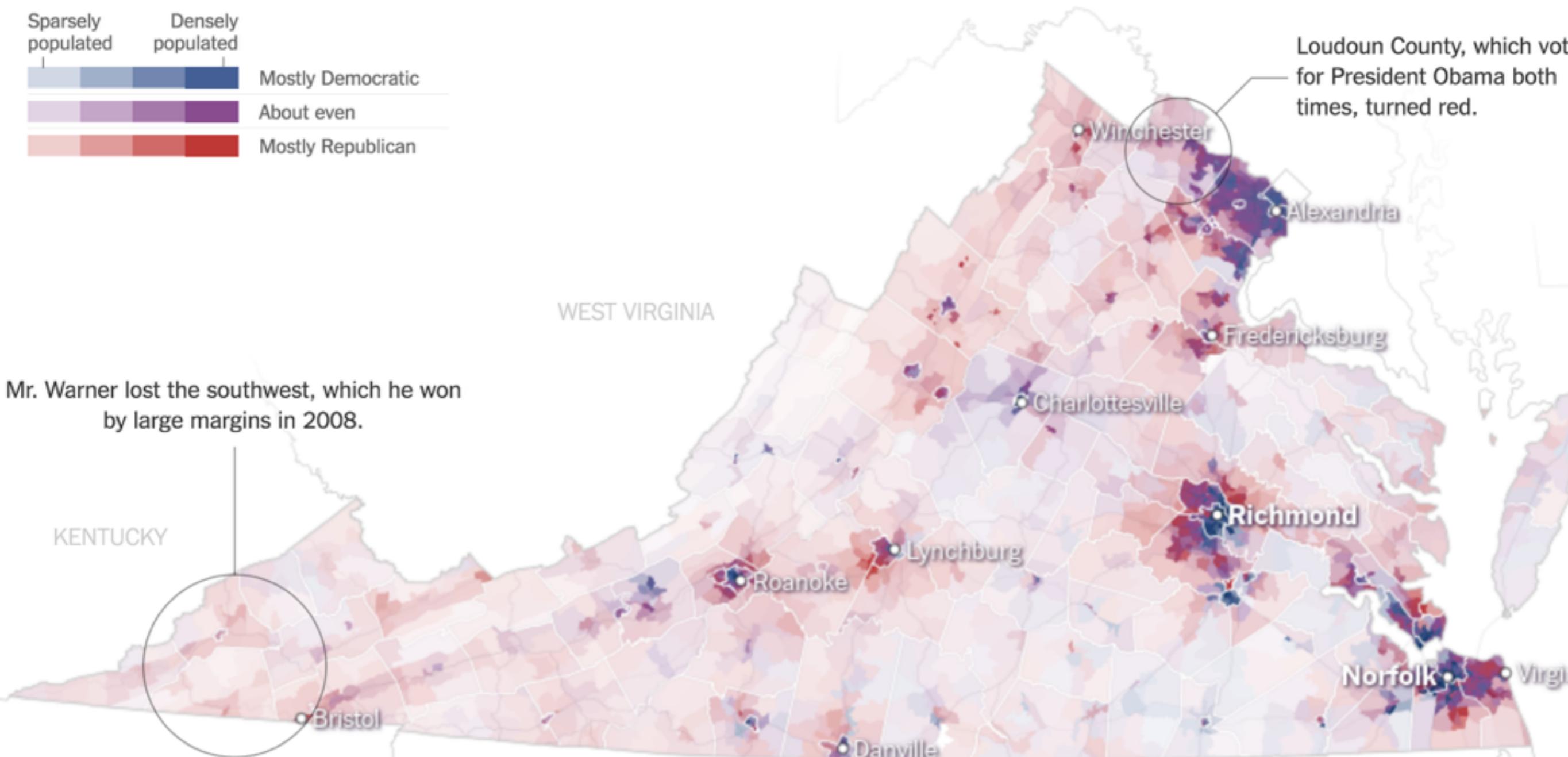


# Cartography

CS444

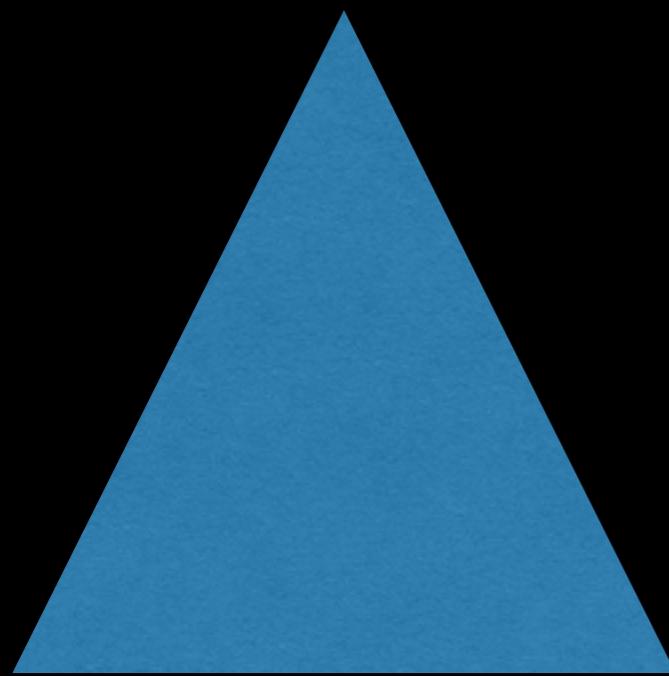
# Why draw a map?



# The world is not flat!

A dark gray world map showing political boundaries. The continents are outlined in white, and the national borders are also highlighted in white. The oceans are a solid dark gray. The map is centered on the Atlantic Ocean.

# What do the internal angles of a triangle sum to?



# The world is not flat!

A dark gray world map showing political boundaries. The continents are outlined in white, and the national borders are also highlighted in white. The oceans are a solid dark gray. The map is centered on the Atlantic Ocean.

If you walked  
your way out of  
Tucson, forever  
going east,  
would you be  
walking in a  
straight line?



# The world is not flat!

A dark gray world map showing political boundaries. The continents are outlined in white, and the national borders are also highlighted in white. The oceans are a solid dark gray. The map is centered on the Atlantic Ocean.

# Let's Make a Map

In this tutorial, I'll cover how to make a modest map from scratch using [D3](#) and [TopoJSON](#). I'll show you a few places where you can find free geographic data online, and how to convert it into a format that is both efficient and convenient for display. I won't cover [thematic mapping](#), but the map we'll make includes labels for populated places and you can extend this technique to geographic visualizations such as [graduated symbol maps](#) and [choropleths](#).

Without further ado, here's the map:



<https://bostocks.org/mike/map/>

# Map Projections

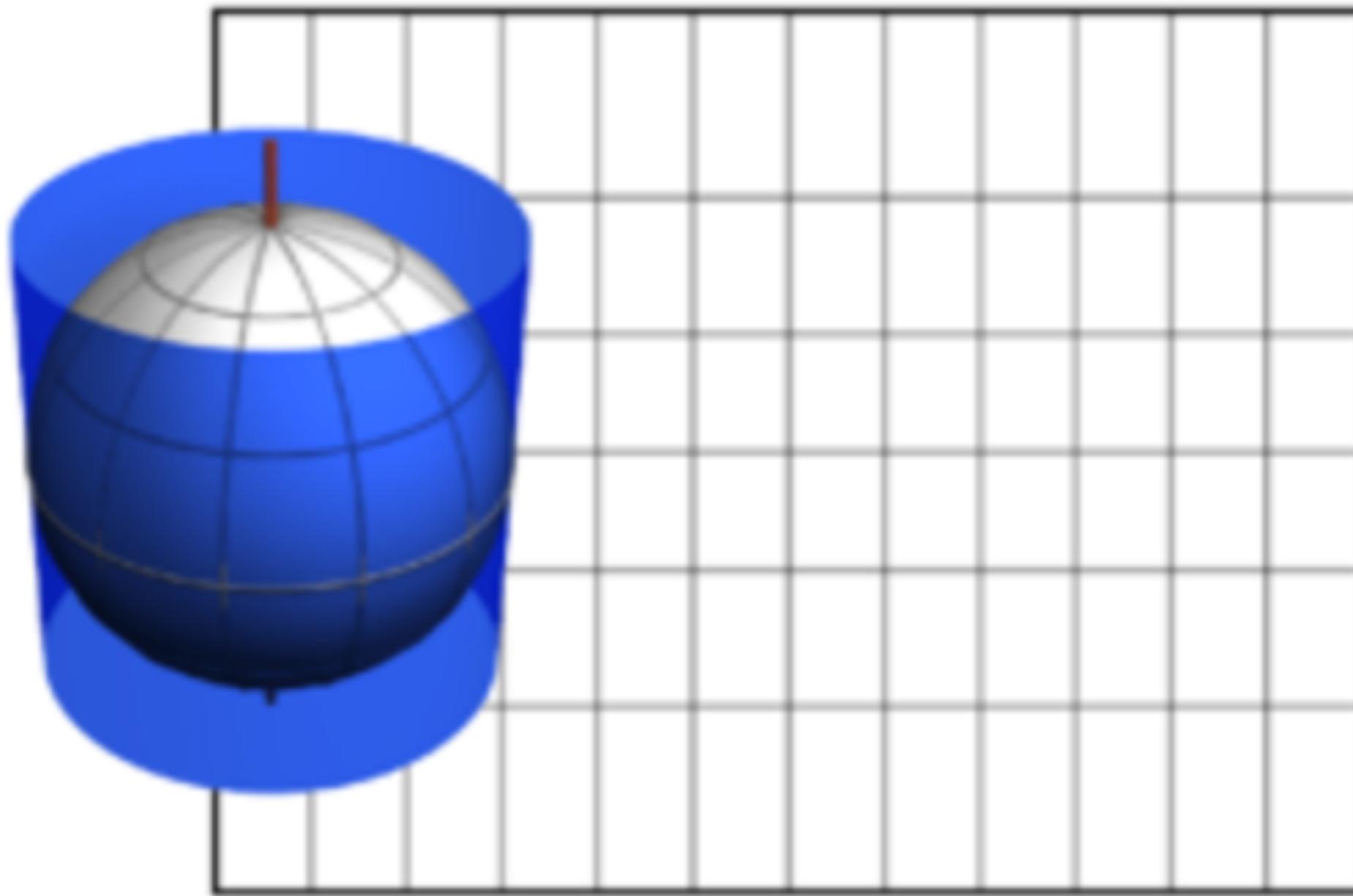
<https://www.jasondavies.com/maps/transition/>

# What properties do we want projections to preserve?

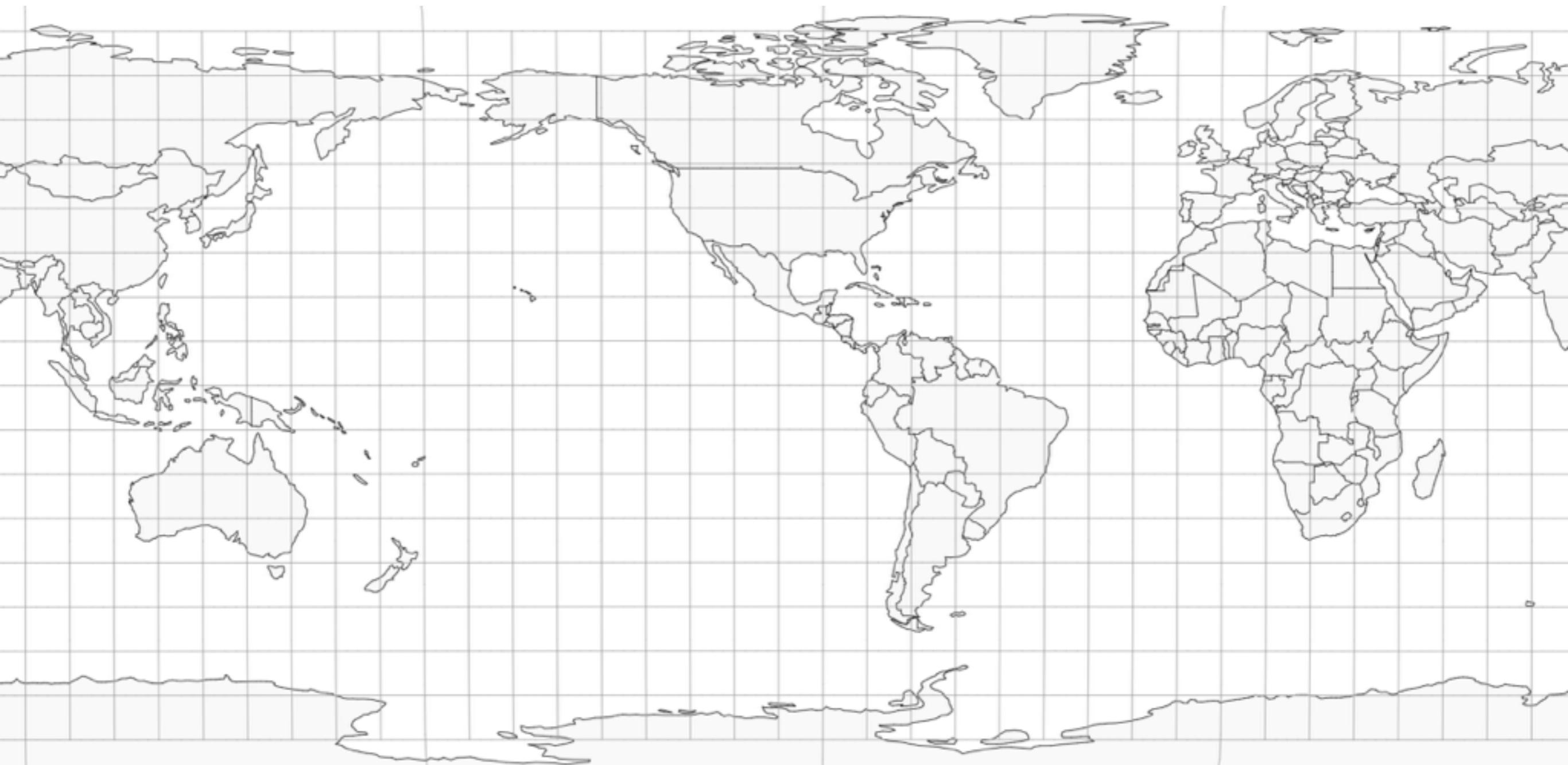
- Shape
- Bearing
- Area
- Distance

Can we preserve all of  
these at once?

# Cylindrical Projections

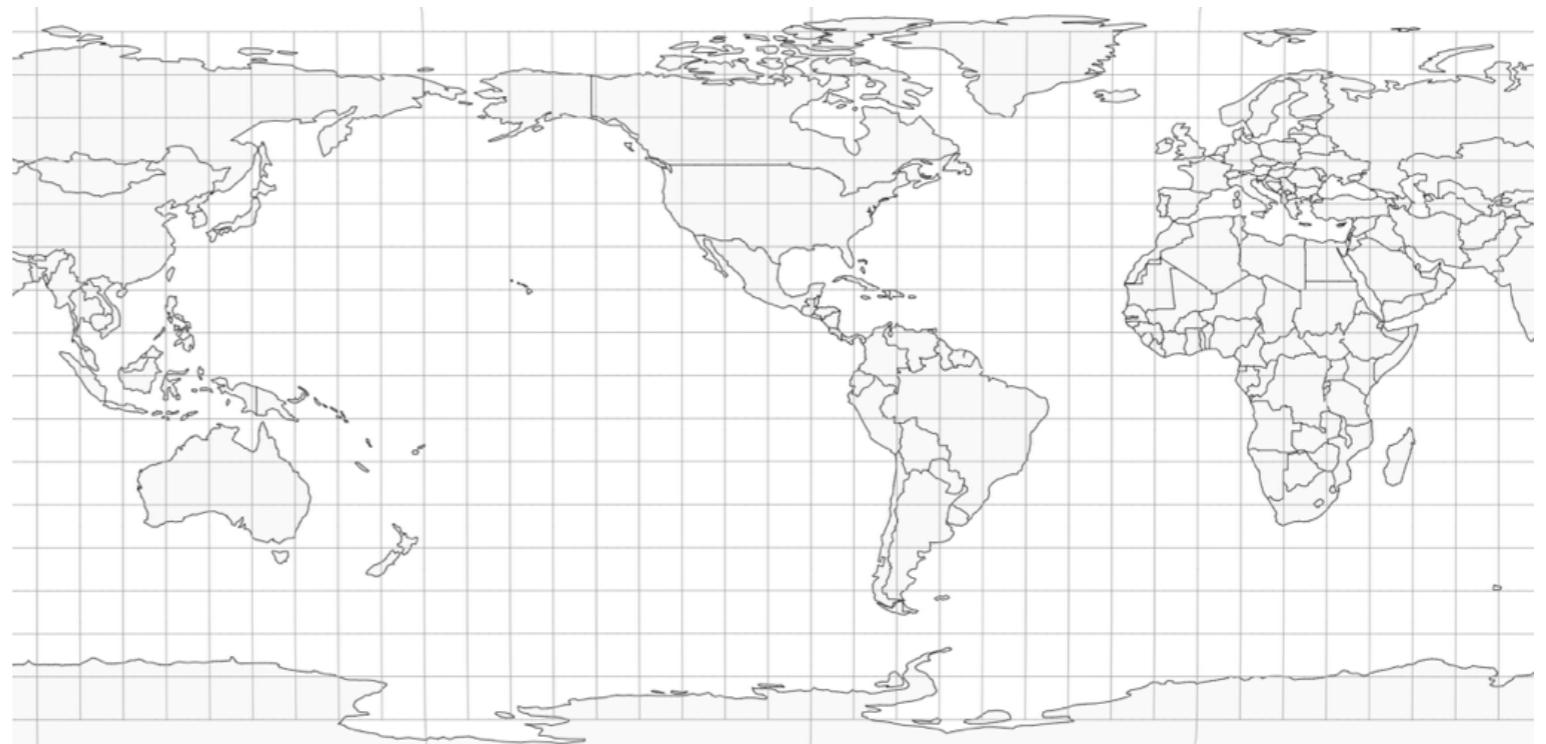


# Equirectangular Projection



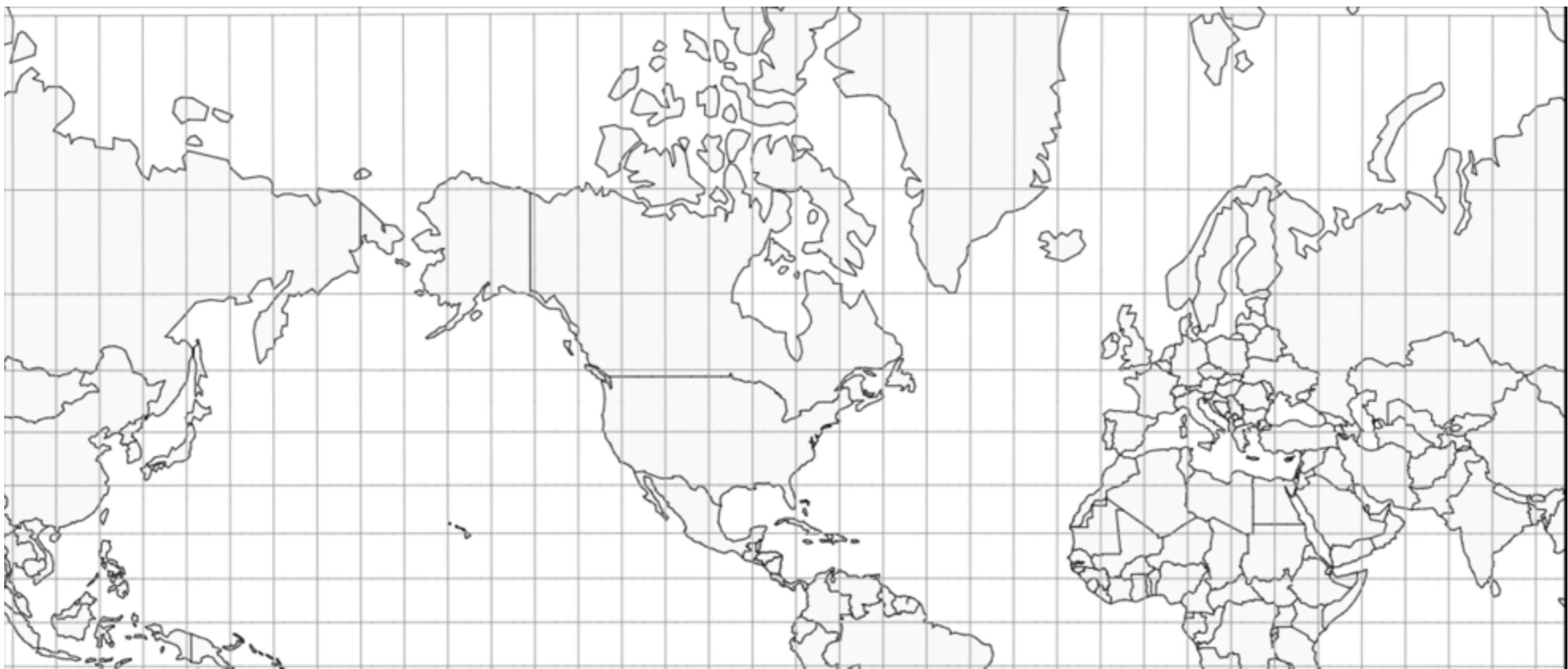
# Equirectangular Projection

- $y = \text{lat}$
- $x = \text{long}$
- Preserves lat and long

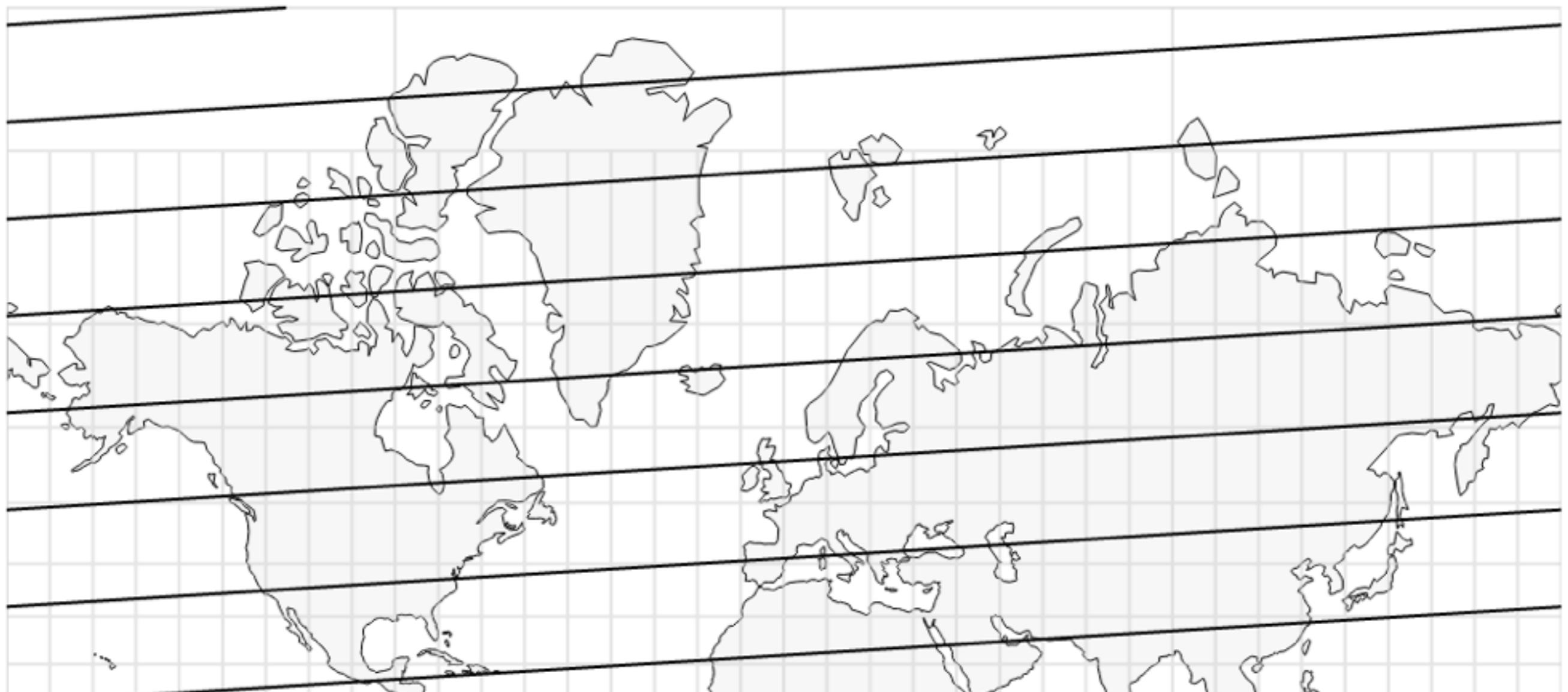


# Mercator Projection

- Preserves local shape
  - “conformal”: angles are preserved



- Bearing: following a compass direction makes a straight line in the Mercator projection



Arctic Ocean

Arctic Ocean

# Sizes?



<http://thetruesize.com/>

Arctic Ocean

Arctic Ocean

# Sizes?

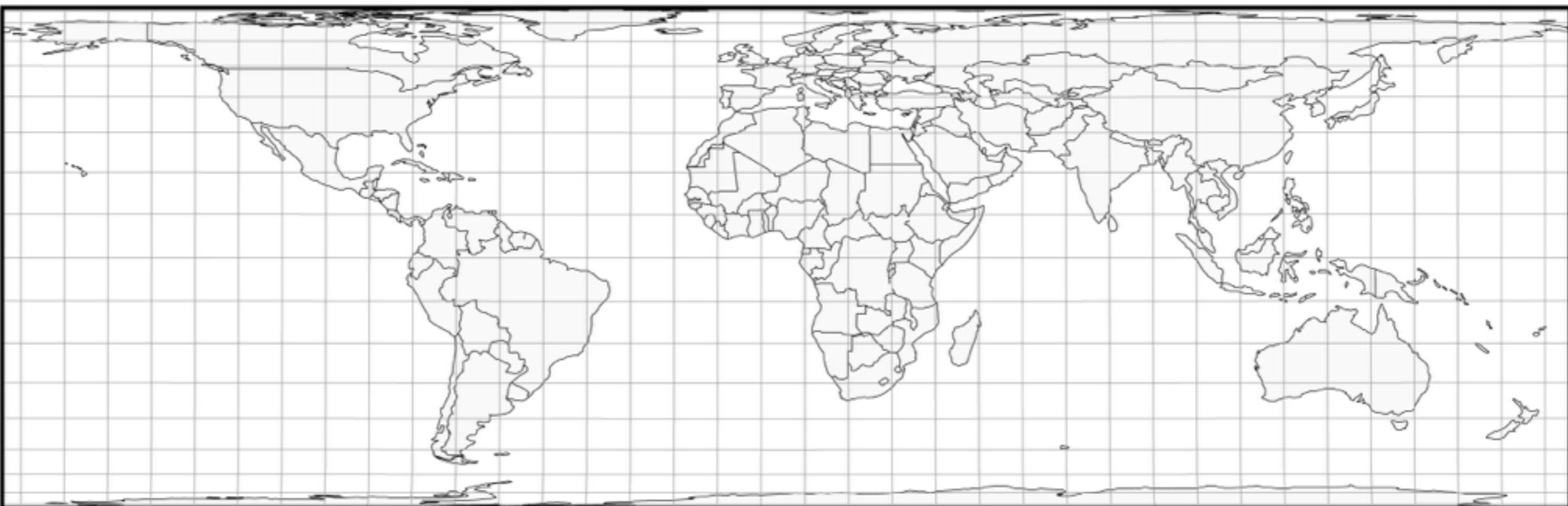


# Mercator Projection

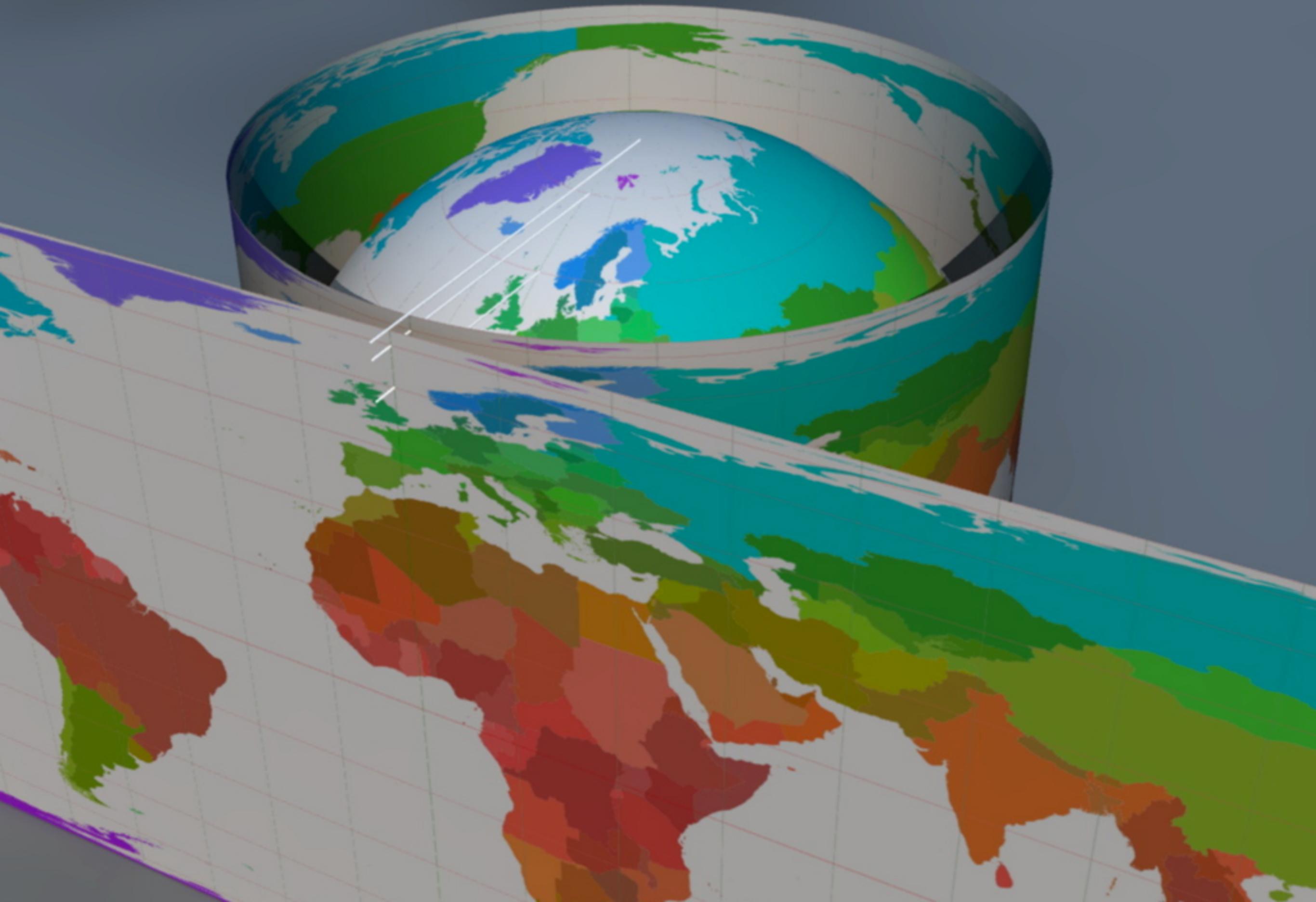
- $y = \log (\tan (45 + \text{lat}/2))$
- $x = \text{long}$



# Lambert's Cylindrical Equal-Area Projection



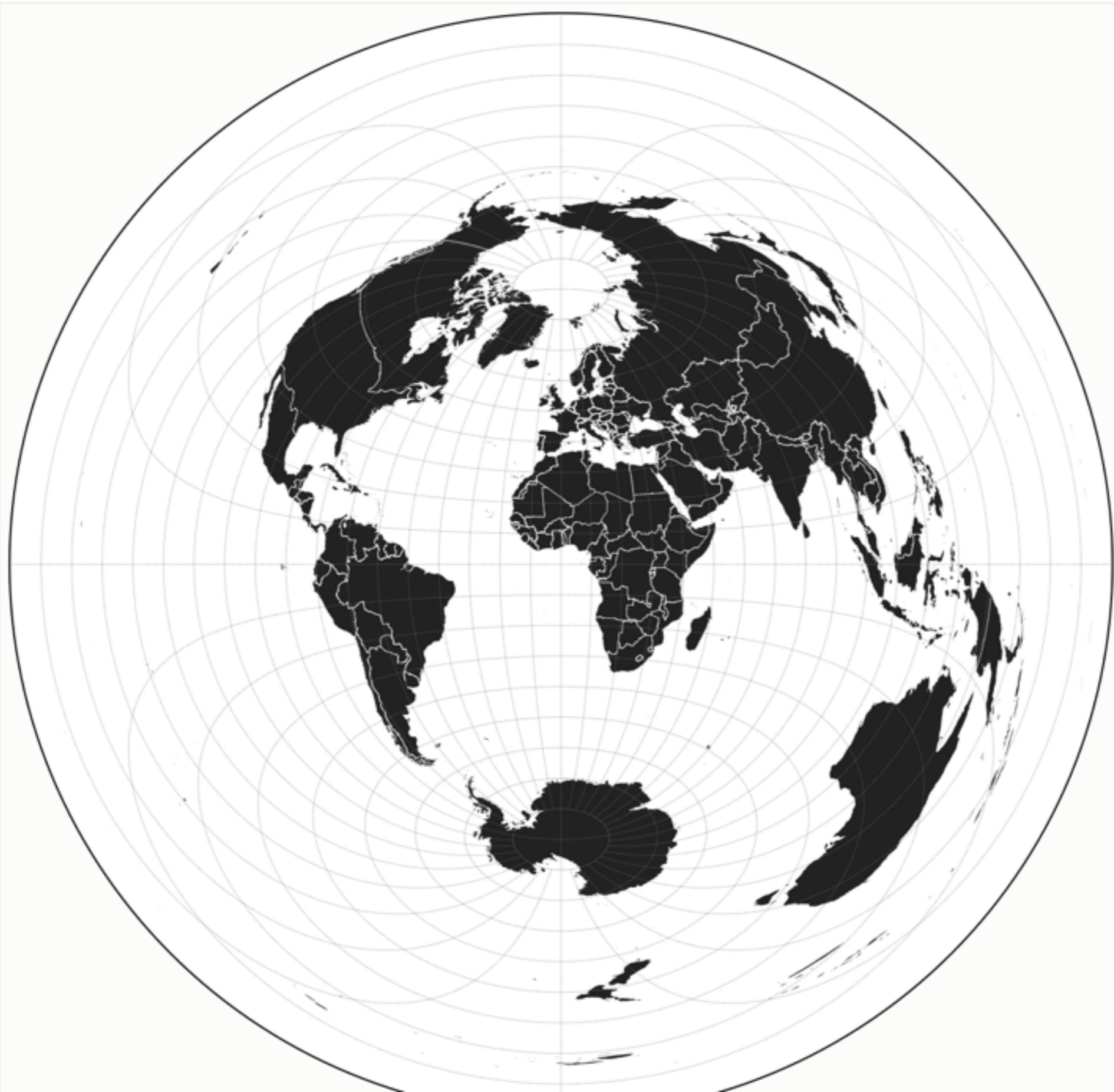
- $y = \sin(\text{lat})$
- $x = \text{long}$



# Azimuthal Projections ("Directional" Projections)

**Directions from center point are preserved**

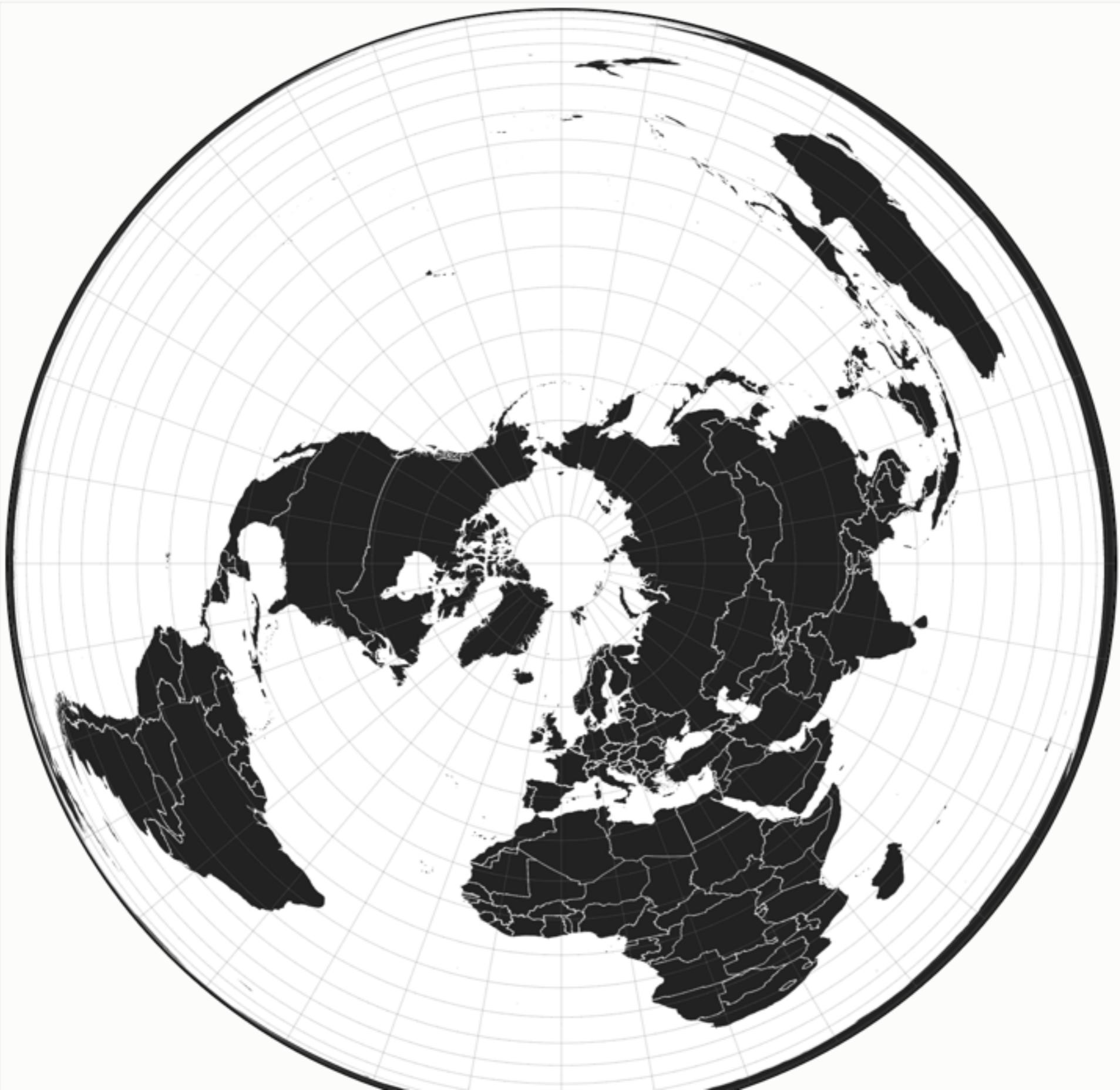
# Azimuthal Equidistant



# Lambert Azimuthal Equal-Area



# Polar Azimuthal Equal-area



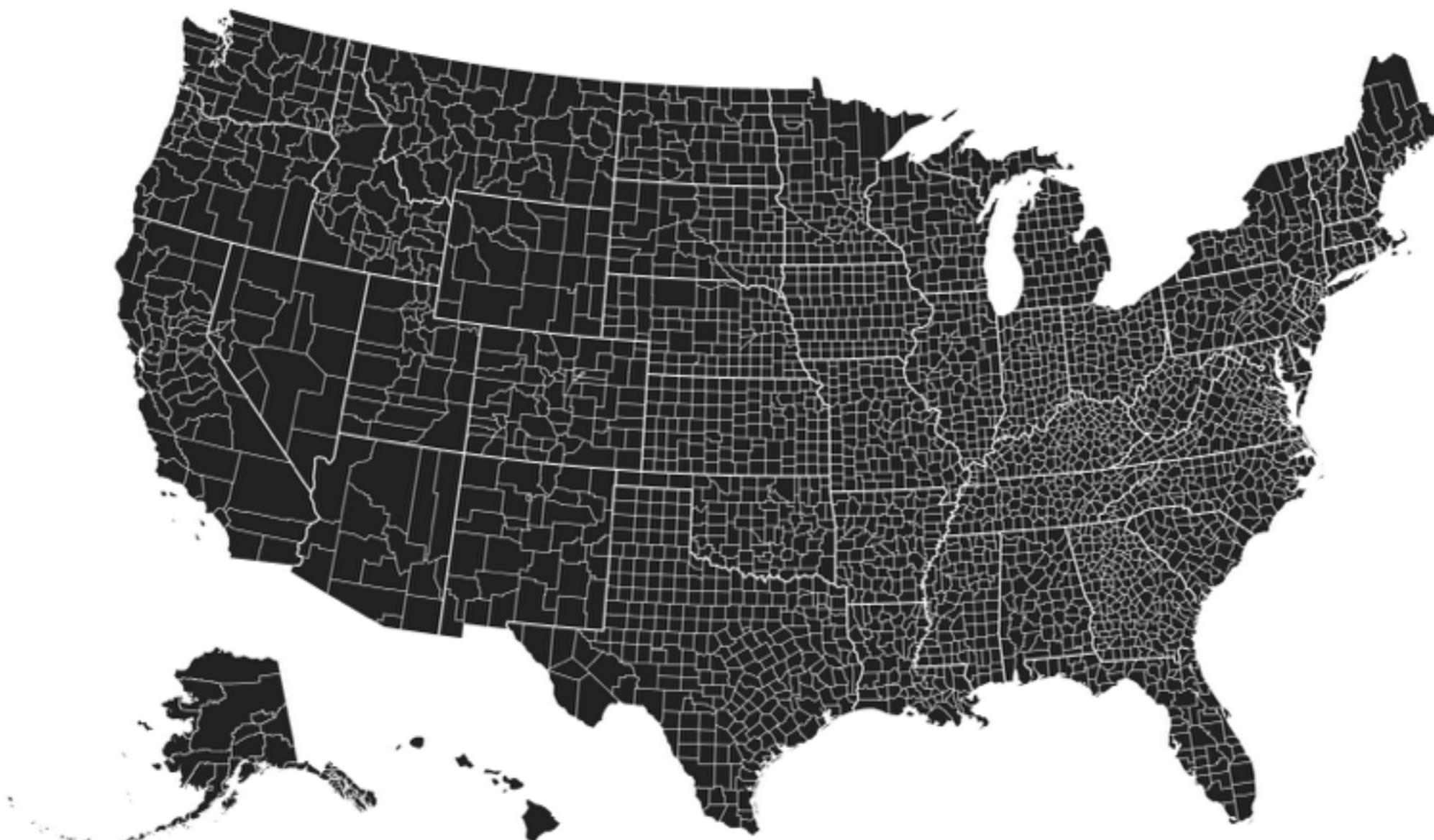
# More complex projections

Albers: Conic, equal-area



# More complex projections

Composite Albers projection  
used by the USGS and Census Bureau



# More complex projections

Hammer

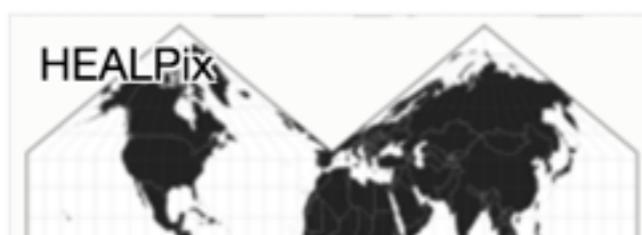


# More complex projections

Winkel-  
Tripel



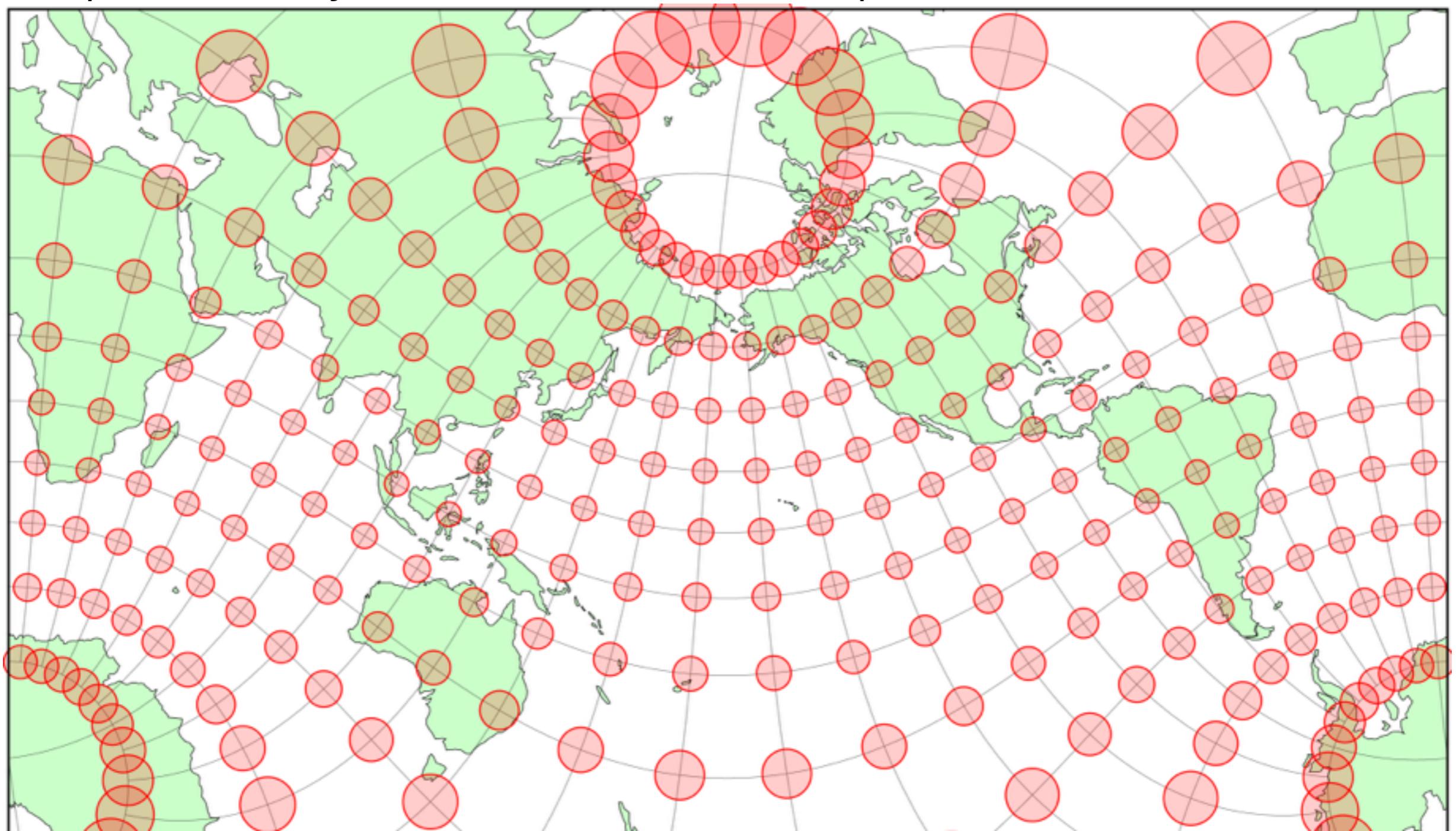
# Many, many, many more...



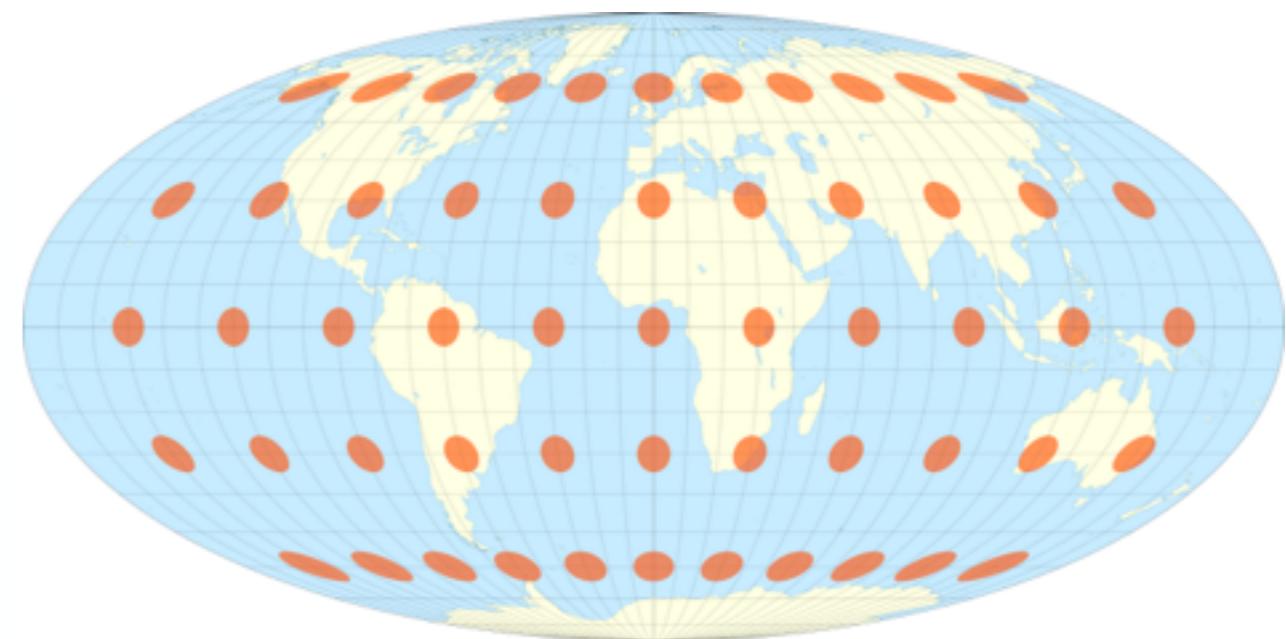
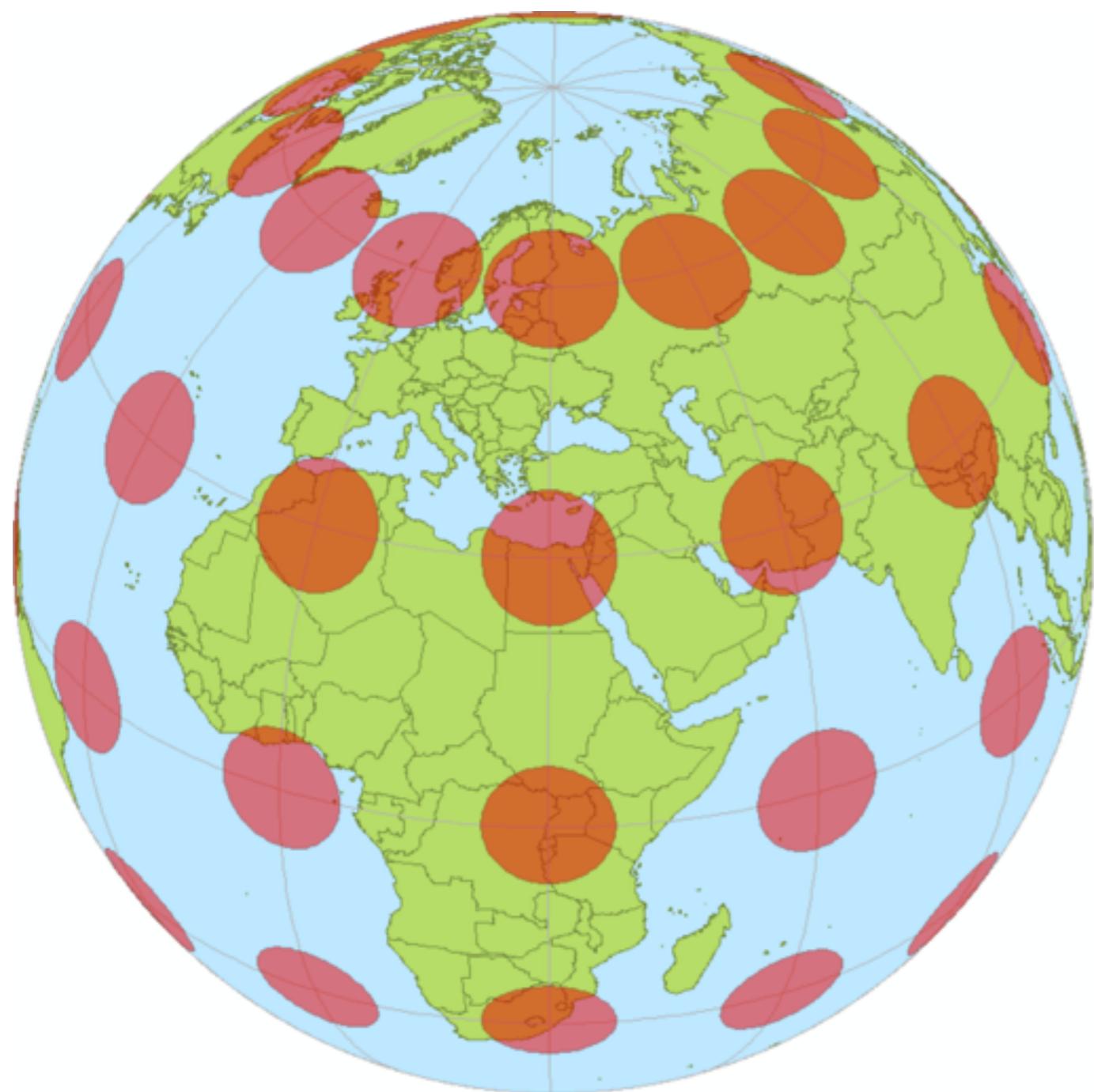
How do we compare  
projections?

# Tissot's Indicatrix

<https://www.jasondavies.com/maps/tissot/>



# Tissot's Indicatrix



[https://en.wikipedia.org/wiki/  
Mollweide\\_projection](https://en.wikipedia.org/wiki/Mollweide_projection)

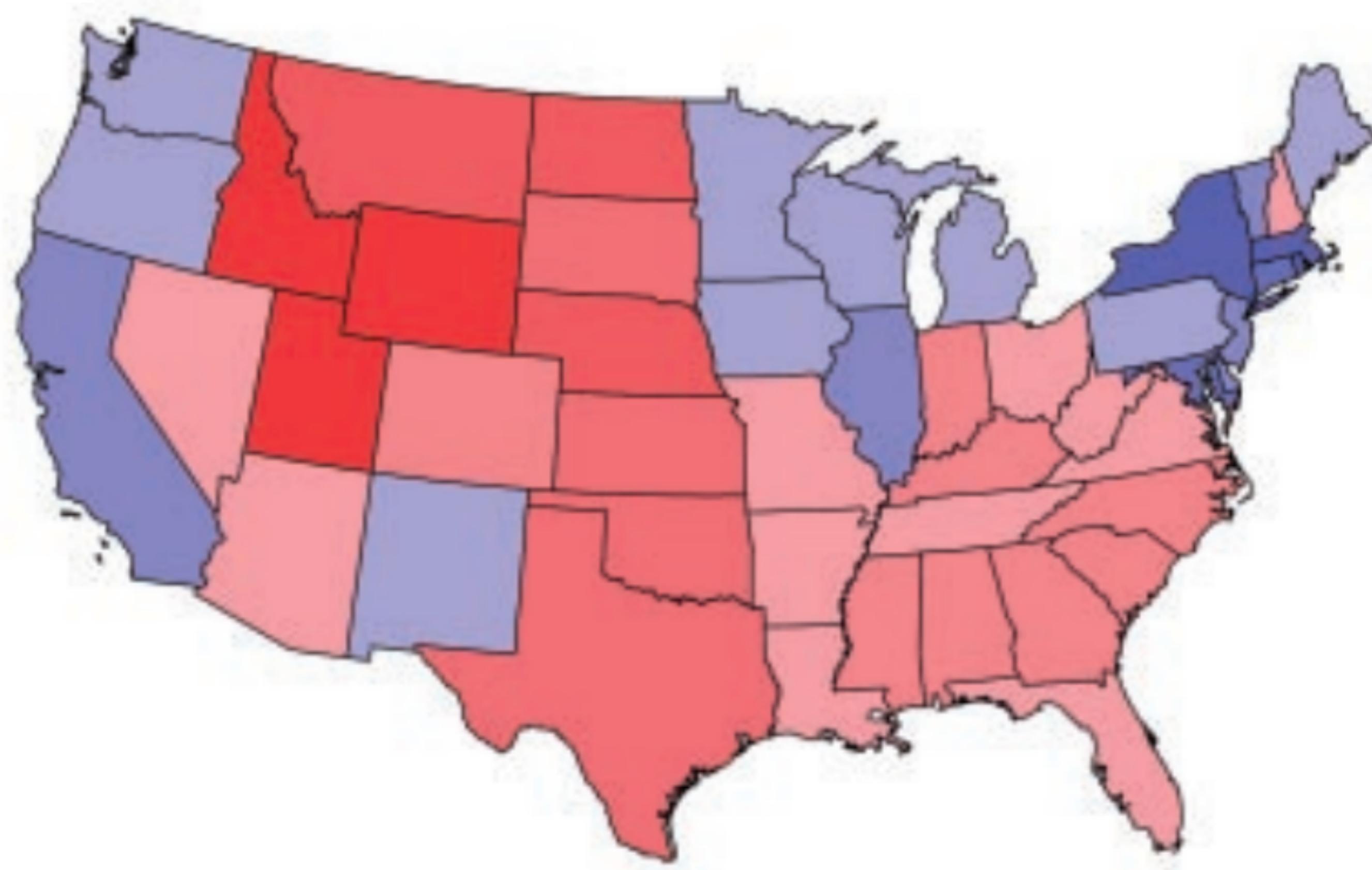
# Cartograms

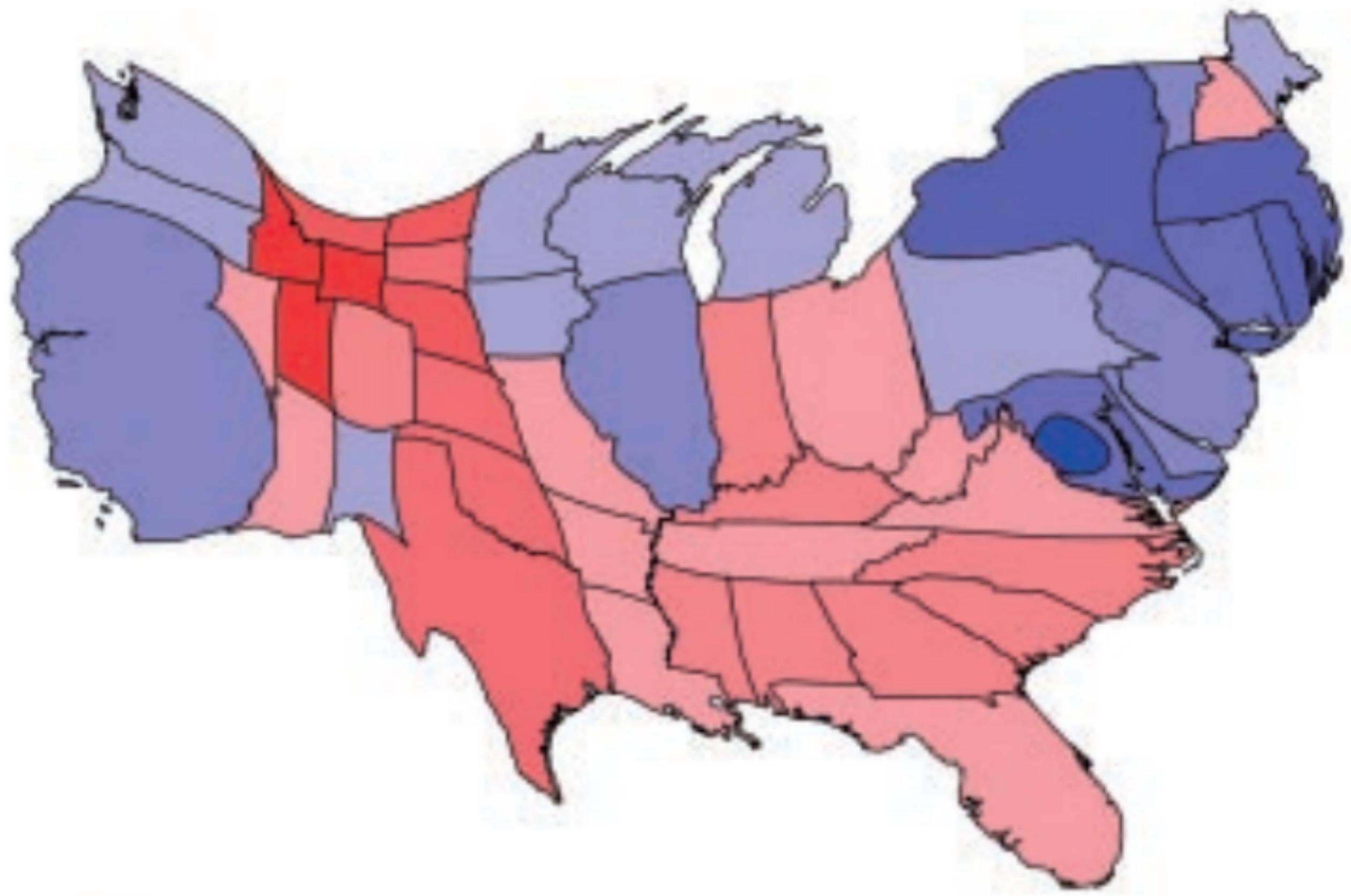
Distort maps explicitly  
to use area as channel

NUMBER OF PERSONS 65 YEARS OF AGE AND OVER: 1970

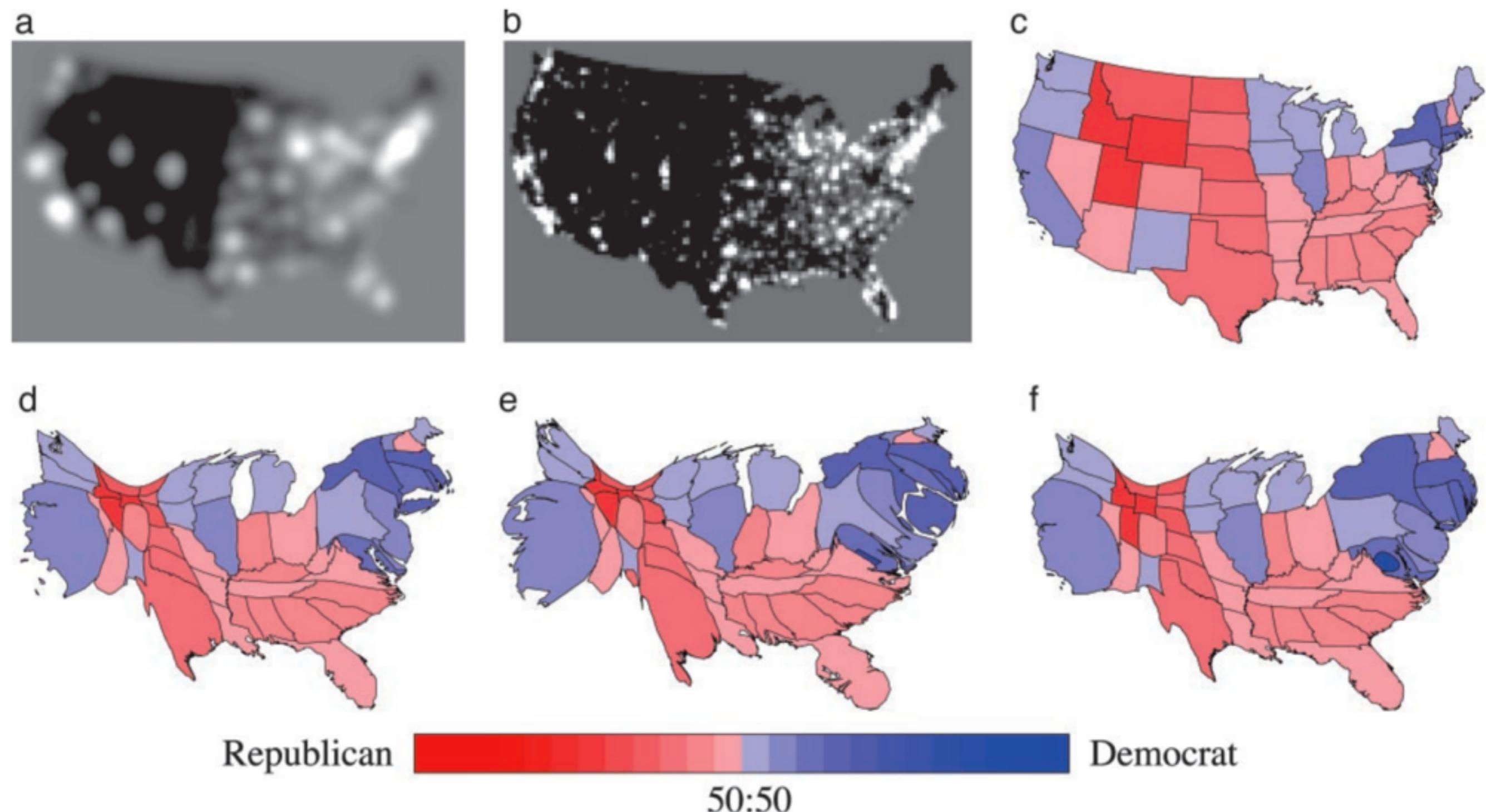


Source: U.S. Bureau of the Census

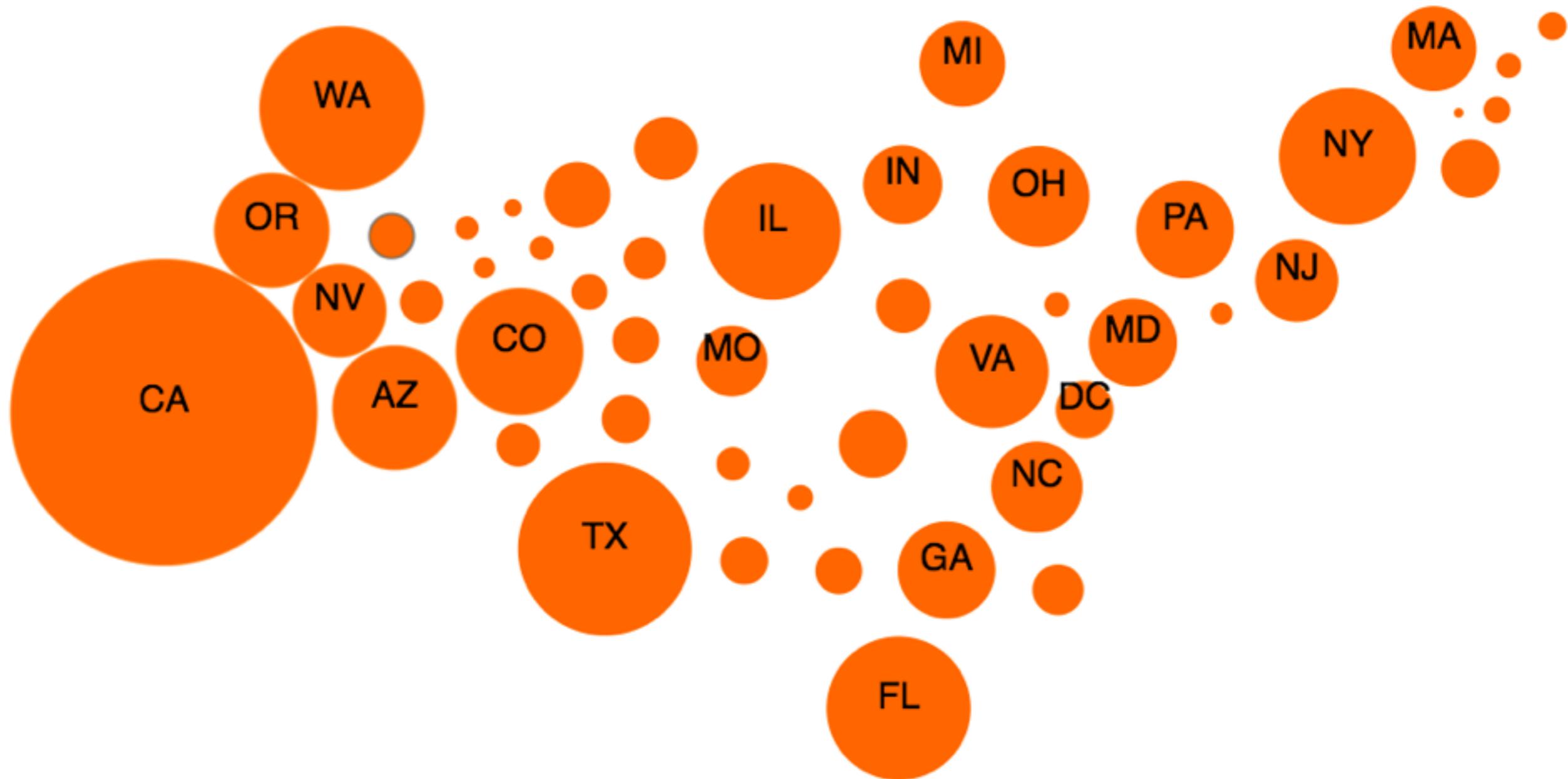




# Gastner & Newman: Diffusion-based method for producing density-equalizing maps



# Dorling Cartograms: Turn shapes into Circles



# Starbucks per state in the US

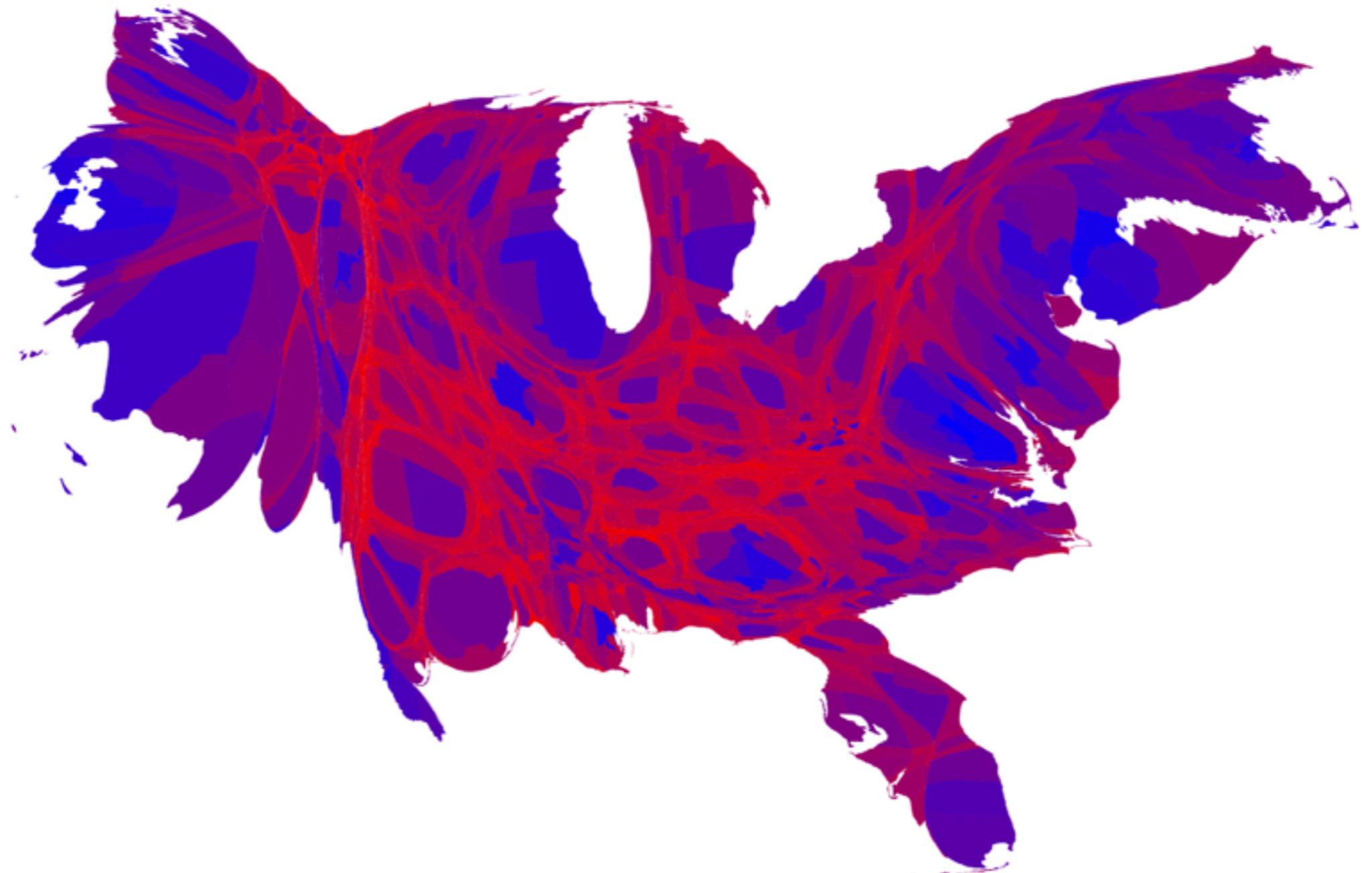
Let's implement  
Dorling Cartograms



# Limitations

- What can we encode with area?
- What do we want to preserve?
  - What happens with extreme distortions?

# Limitations



# Limitations