

OSM Datenformate für (Consumer-)Anwendungen

Der Weg zu verlustfreien Vektor-Tiles

FOSSGIS 2017 – Passau – 23.3.2017

- Dr. Arndt Brenschede -

Was für Anwendungen?

- | | |
|---------------------|--------------------|
| • Rendering | Karten-Darstellung |
| • Routing | Weg-Berechnung |
| • Guiding | Weg-Führung |
| • Geocoding | Adress-Suche |
| • reverse Geocoding | Adress-Bestimmung |
| • POI-Search | Orte von Interesse |

... Travelling salesman, Erreichbarkeits-Analyse, Geo-Caching, Map-Matching, Transit-Routing, Indoor-Routing, Verkehrs-Simulation, maxspeed-warning, hazard-warning, Standort-Suche für Pokemons/Windkraft-Anlagen/Drohnen-Notlandeplätze/E-Auto-Ladesäulen...

Was für (Consumer-) Software ?

GPS-Handhelds

<Garmin>

Smartphone-Apps

Oruxmaps
c:geo
Locus Map
OsmAnd
Maps.me
Cruiser
MapFactor
Navit
Maps 3D Pro
Magic Earth
Naviki
Komoot

Desktop
Anwendungen

Basecamp
QMapShack
Route Converter
Cruiser
(Mapsforge-
Tileserver)
(BRouter/Local)

Backend / Server

Mapnik
OSRM
Valhalla
Nominatim
(Overpass)

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".IMG"

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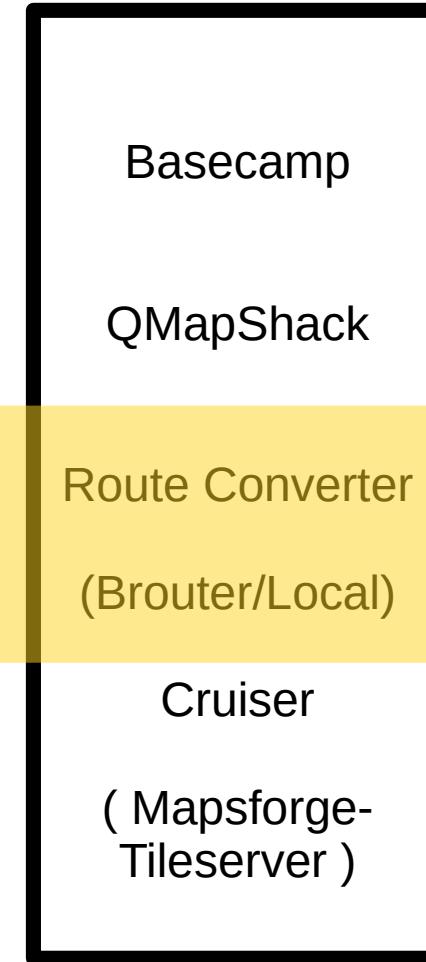
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BRouter
„RD5“



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Ausgewählte Supply-Chains für Vektor-Daten

(Zahlen bezogen auf Deutschland)

	Format	Download-	Resident-	Features	Update-	Extract-	Extrakt-
		Size	Size		Intervall	Schema	Überlapp
		(MB)	(MB)		(Wochen)		
OSM-Extrakt (Geofabrik)	OSM.PBF	3000	3000	-	1	National	moderat
Mapsforge / Freizeitkarte	MAP	2800	3800	K	12	Gross-Regionen	gross
Mapsforge / OpenAndroMaps	MAP	2000	2900	K	4	National	moderat
BRouter	RD5	250 *	250 *	R	1	Quadrat	-
OsmAnd	OBF	3000	5400	K+R+A+P	4	Bundesländer	moderat
MapsMe	MWM	2500	2500	K X R+A+P	?	Klein-Regionen	-

(* deutscher Anteil, realer Quadrat-Download = 445 MB)

Ausgewählte Supply-Chains für Vektor-Daten

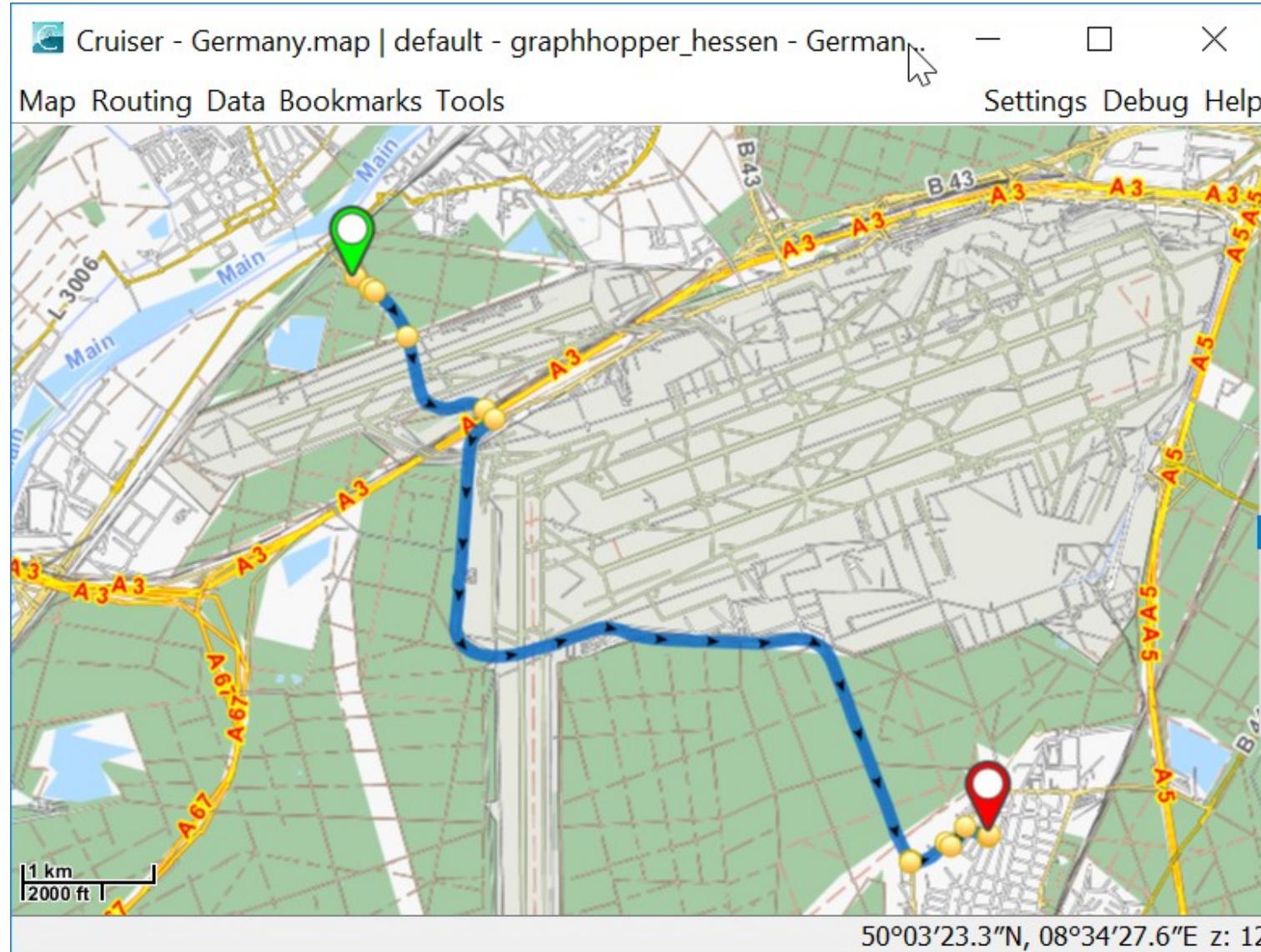
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OSM Consumer Data	xxx	1200	1200	K+R+A+P	1	Quadrat	-
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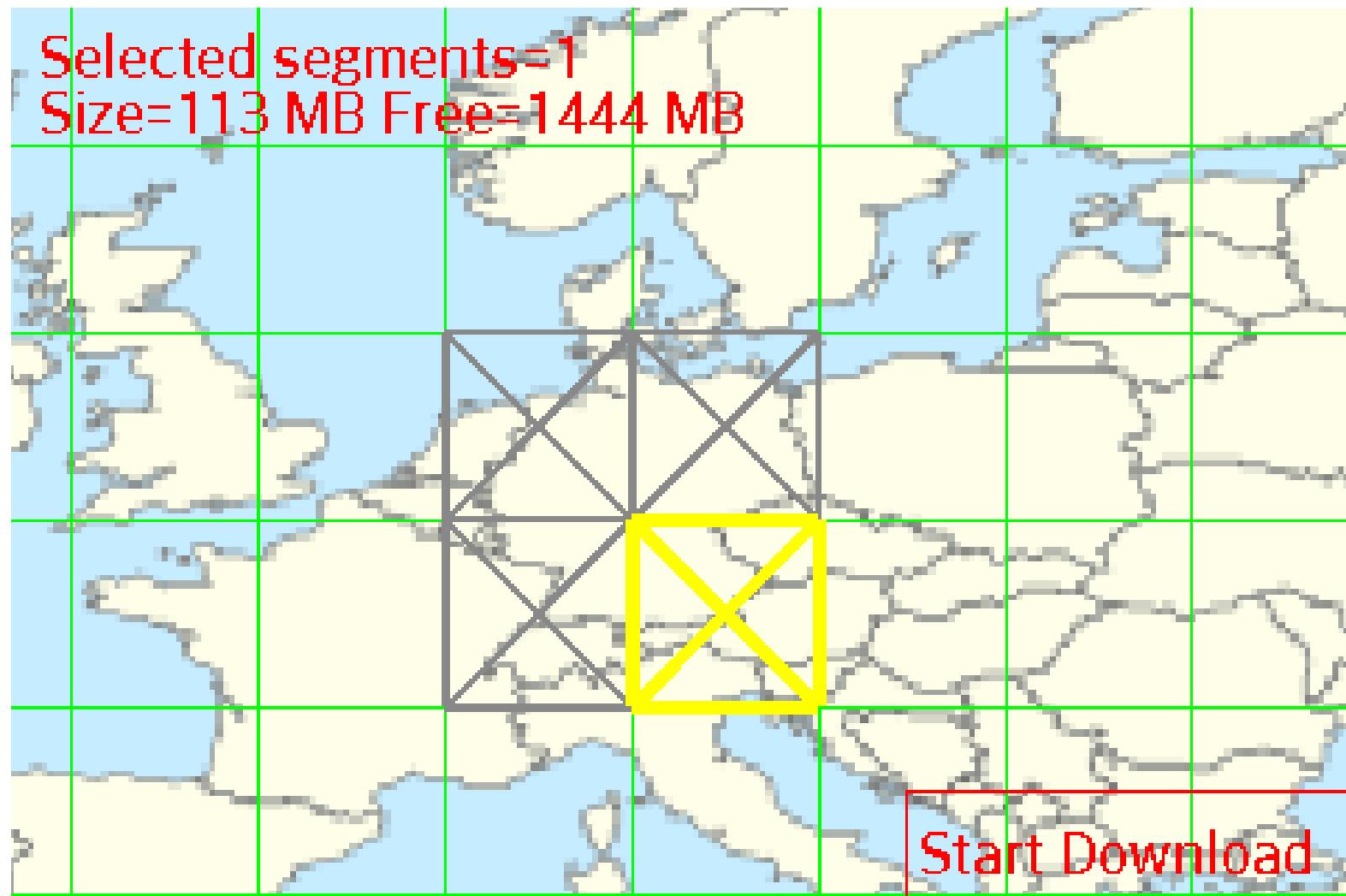
Offline-Desktop 1: Cruiser

Mapsforge + GraphHopper



BRouter Download Manager

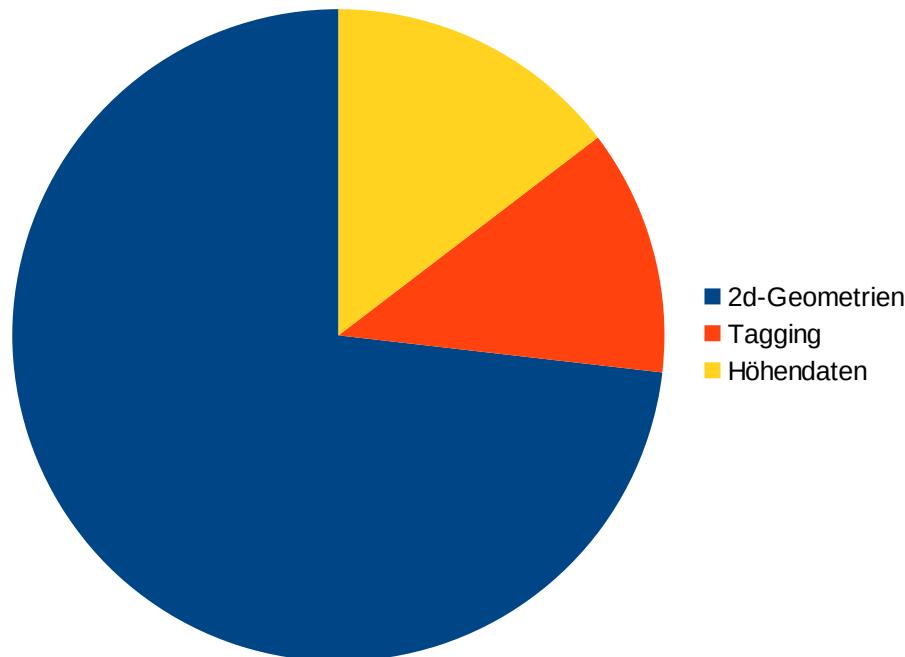
(Android App)



RD5 / Deutschland / Statistik

(per-tile statistical encoding)

- Nodes: 60 Mio / 260 Mio = 23 %
- Size: 250 MB / 3000 MB = 8,2% von „osm.pbf“
- davon für die 2d-Geometrien = 180 MB (= 3 Bytes / Node)



Verlustfrei <--> Verlustarm

- **Technischer Metadaten des OSM-Datenmodells teilweise auch in „osm.pbf“:**
technische Primärschlüssel (Node-ID, Way-ID, Relation-ID) zu jedem Objekt
Version, Benutzer+Zeitstempel der letzten Änderung zu jedem Objekt
- **Technische Daten auch im Tagging:** „created_by“, „source“, ...
- **Koordinaten-Genauigkeit in OSM:** ca. 1 cm

--> Design-Entscheidungen im Proof-of-Concept:

- keine technischen Primärschlüssel und keine technischen Metadaten
- aber alle Tags (auch technische)
- internes Koordinatensystem = Merkator
- Koordinaten-Genauigkeit ca. 8 cm

Mapsforge Format Specification

- Ausschnitt -

Way data

bytes	optional	name	description
variable		number of way coordinate blocks	The amount of following way coordinate blocks as <code>VBE-U INT</code> . An amount larger than 1 indicates a multipolygon with the first block representing the outer way coordinates and the following blocks the inner way coordinates.
variable		way coordinate block	for each way coordinate block: <ul style="list-style-type: none">• amount of way nodes of this way as <code>VBE-U INT</code>• geo coordinate difference to the top-left corner of the current tile as <code>VBE-S INT</code>, in the order lat-diff, lon-diff• geo coordinates of the remaining way nodes stored as differences to the previous way node in microdegrees as $2 \times VBE-S INT$ in the order lat-diff, lon-diff using either single or double delta encoding (see below).

Coordinates in a way data block are encoded in either 'single-delta' or 'double-delta' format according to the flag in the way properties. The encoder chooses the most efficient format on a way-by-way basis so most maps will contain examples of both types.

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~~Relationen~~

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~~Relationen~~

Way data

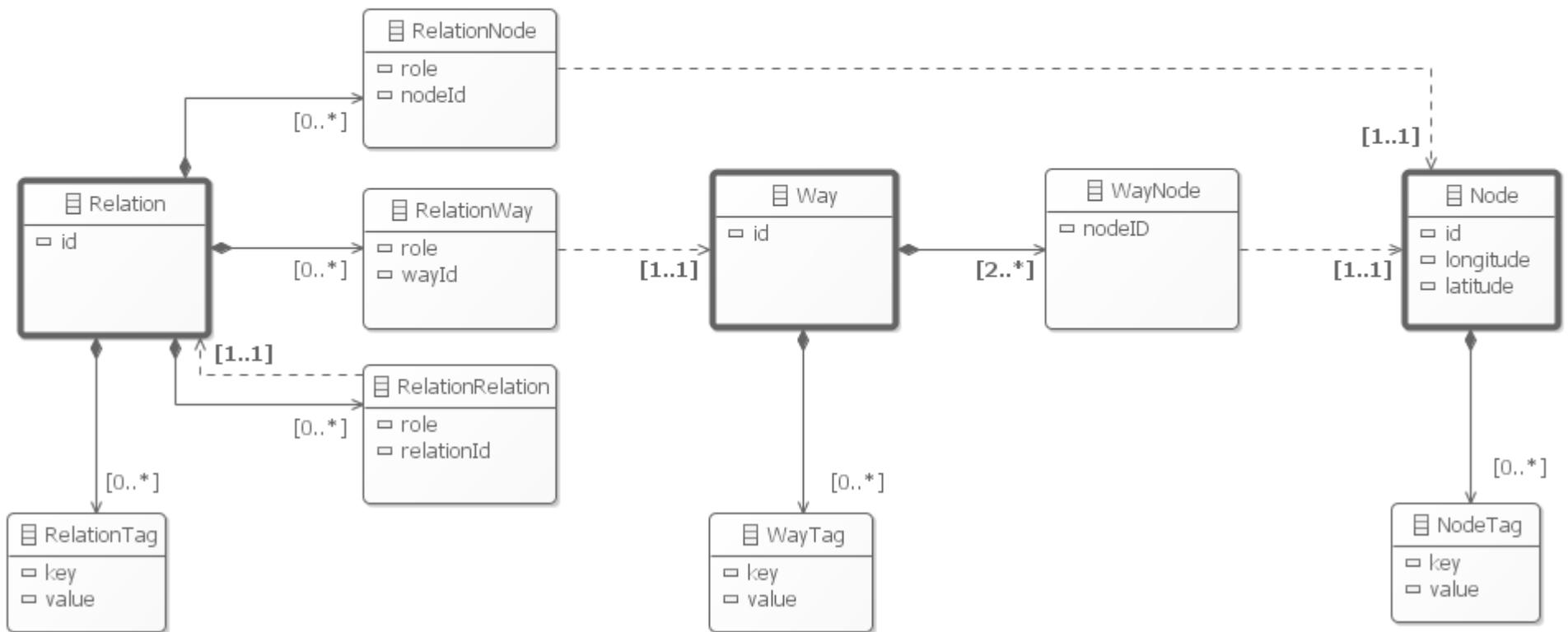
bytes	optional	name	description
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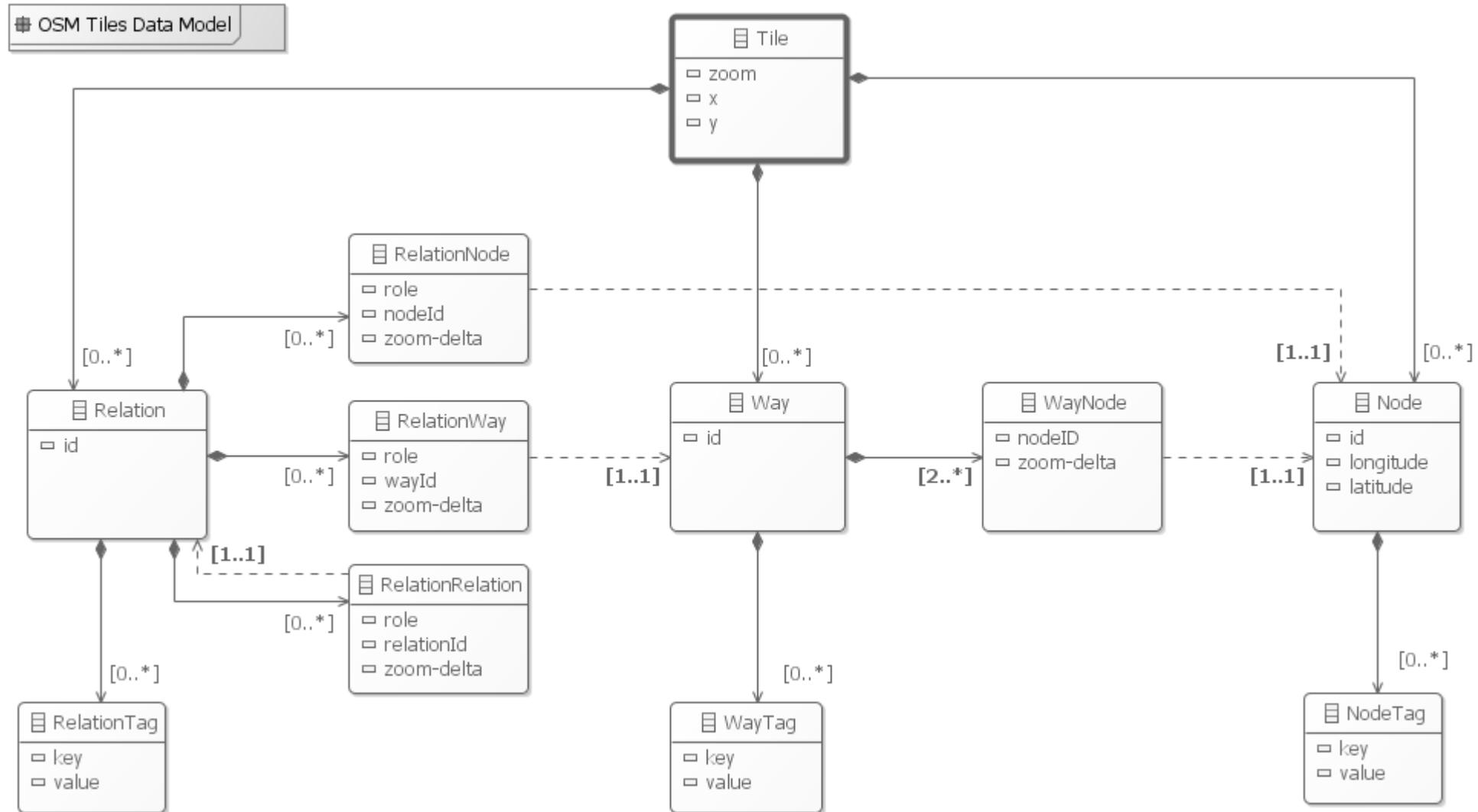
~~Knoten-Identität~~

OSM Datenmodell

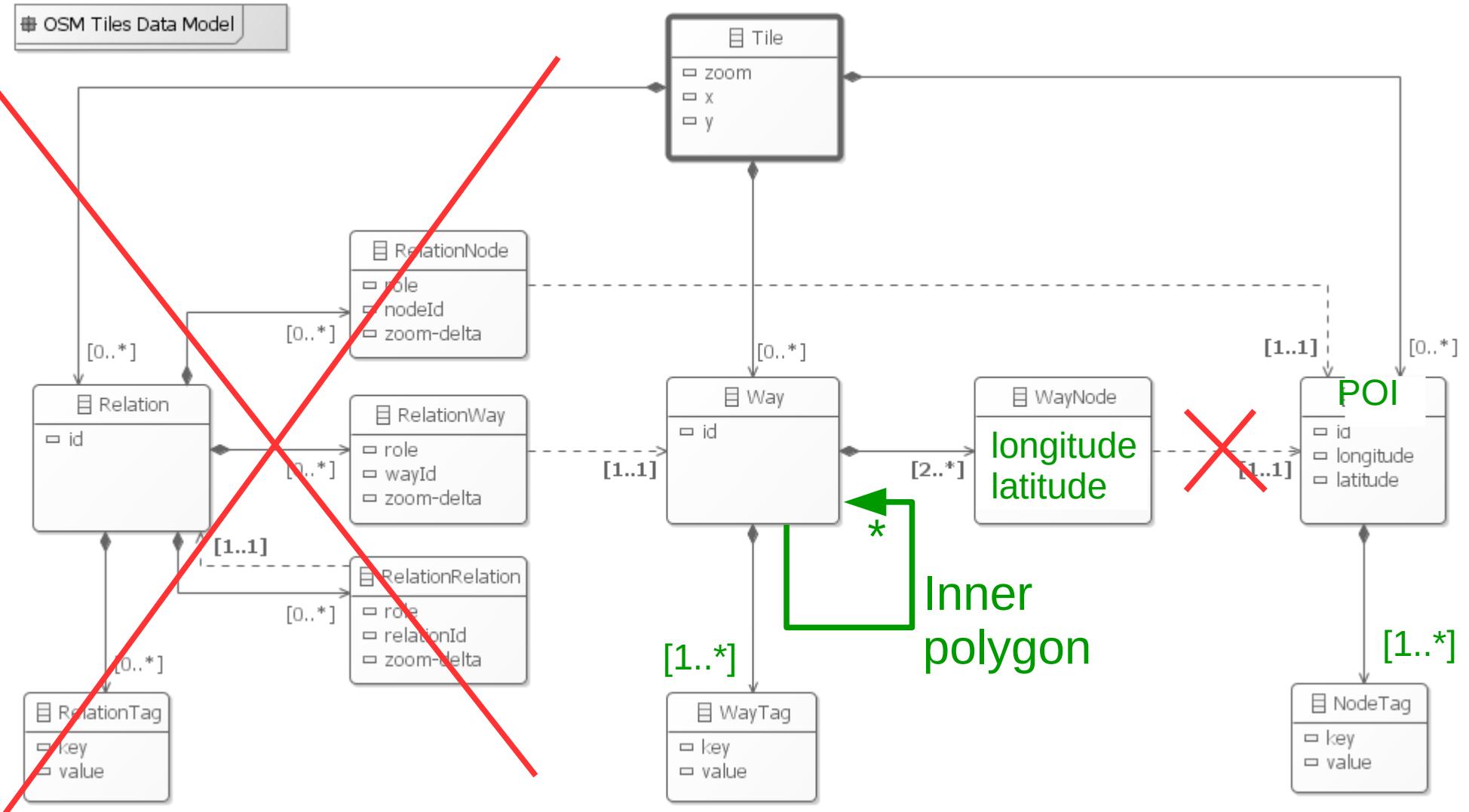
OSM Data Model



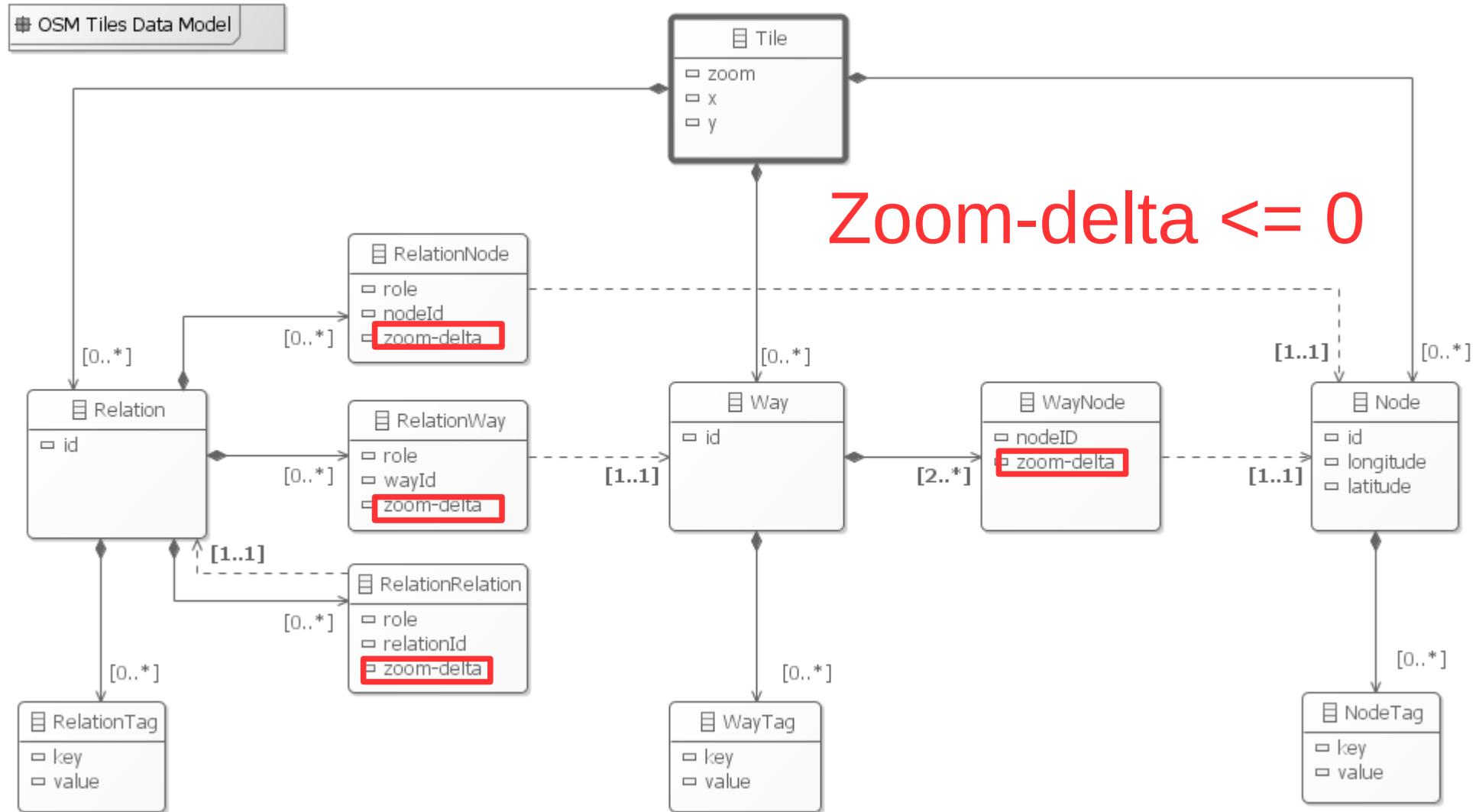
OSM Datenmodell mit Kachelstruktur



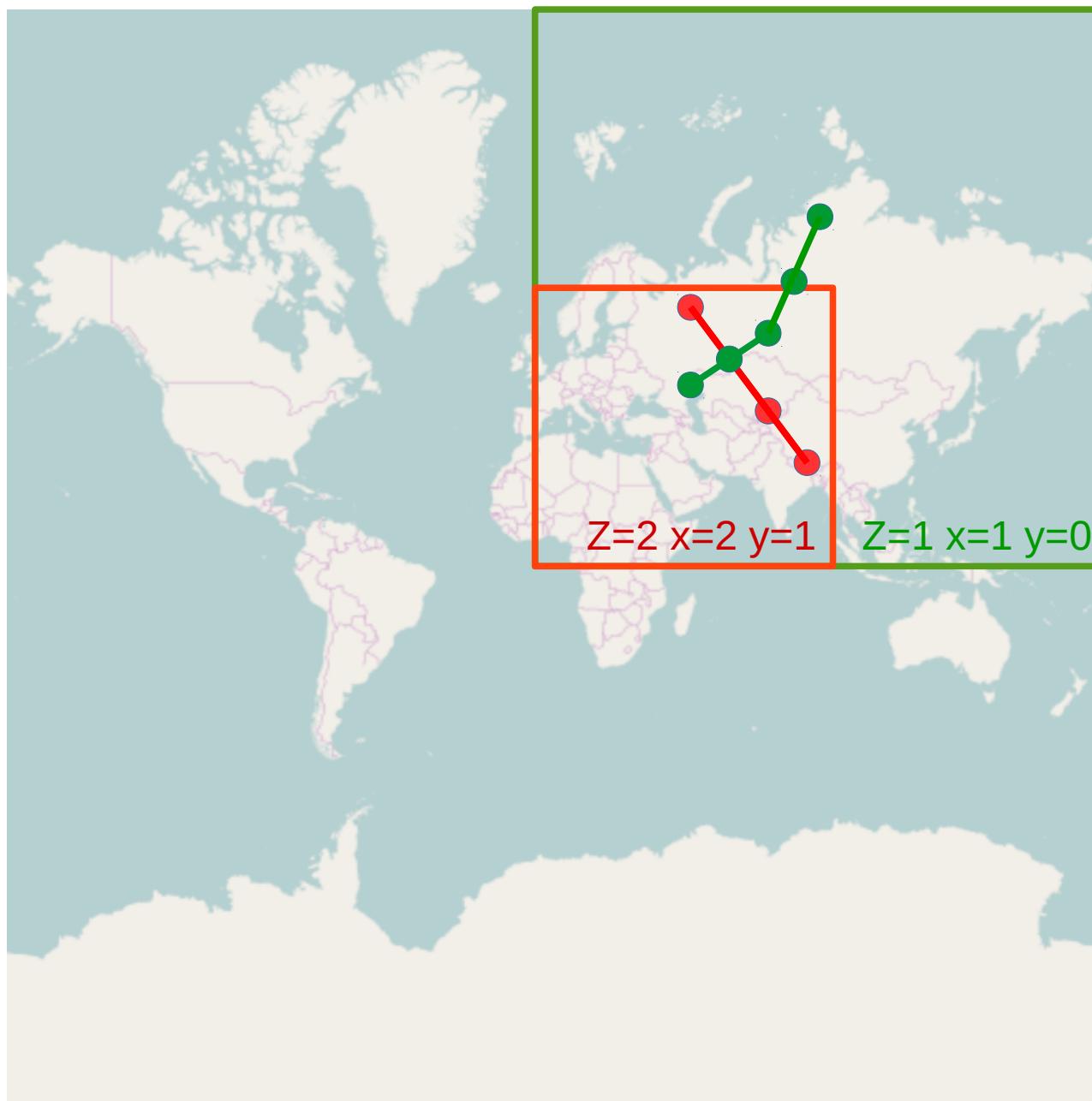
Mapsforge Datenmodell



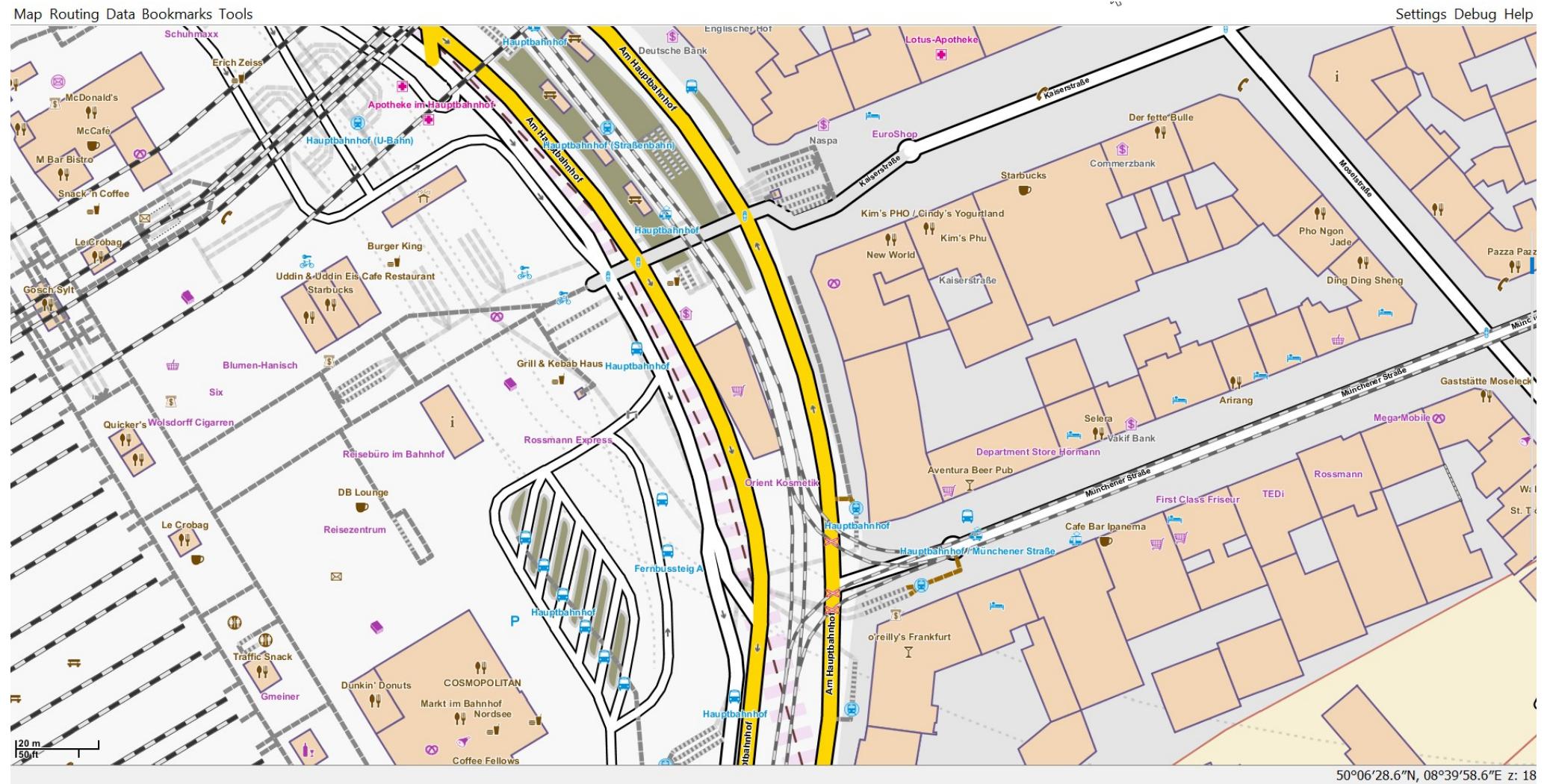
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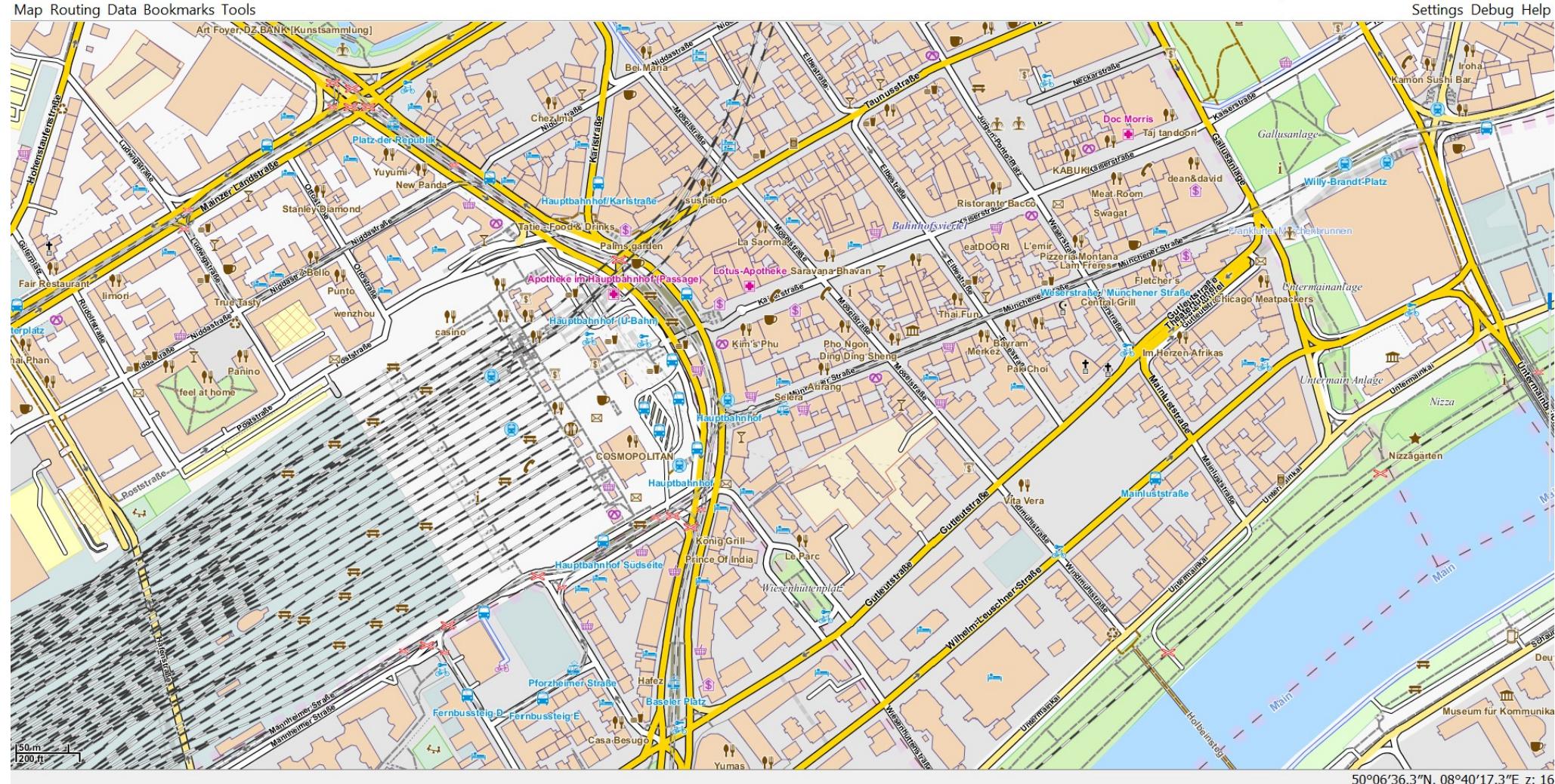
Beispiel: Weg in z=2 hat Knoten in z=1



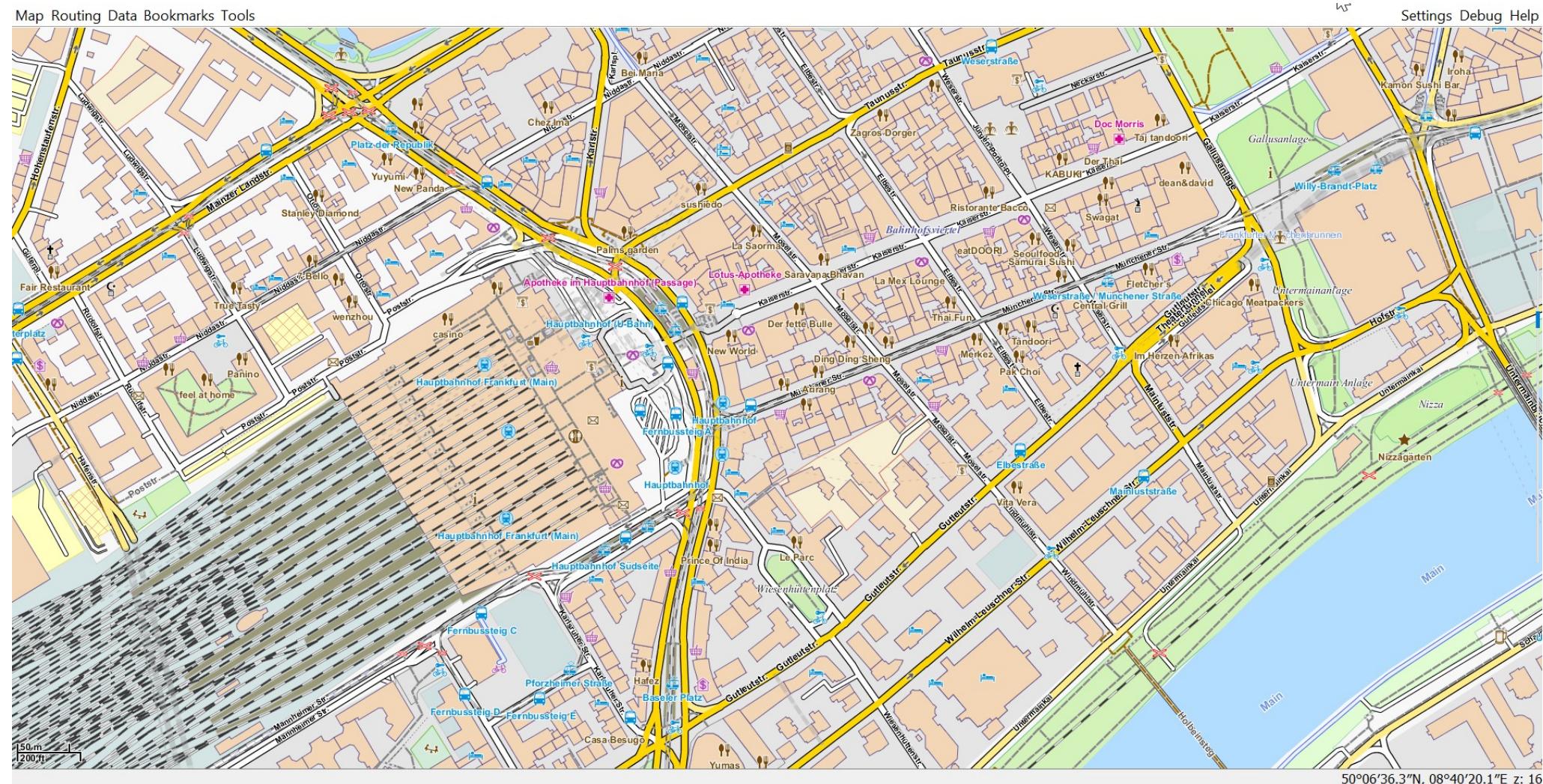
POC-Daten in Mapsfforge/Cruiser: Zoom 18



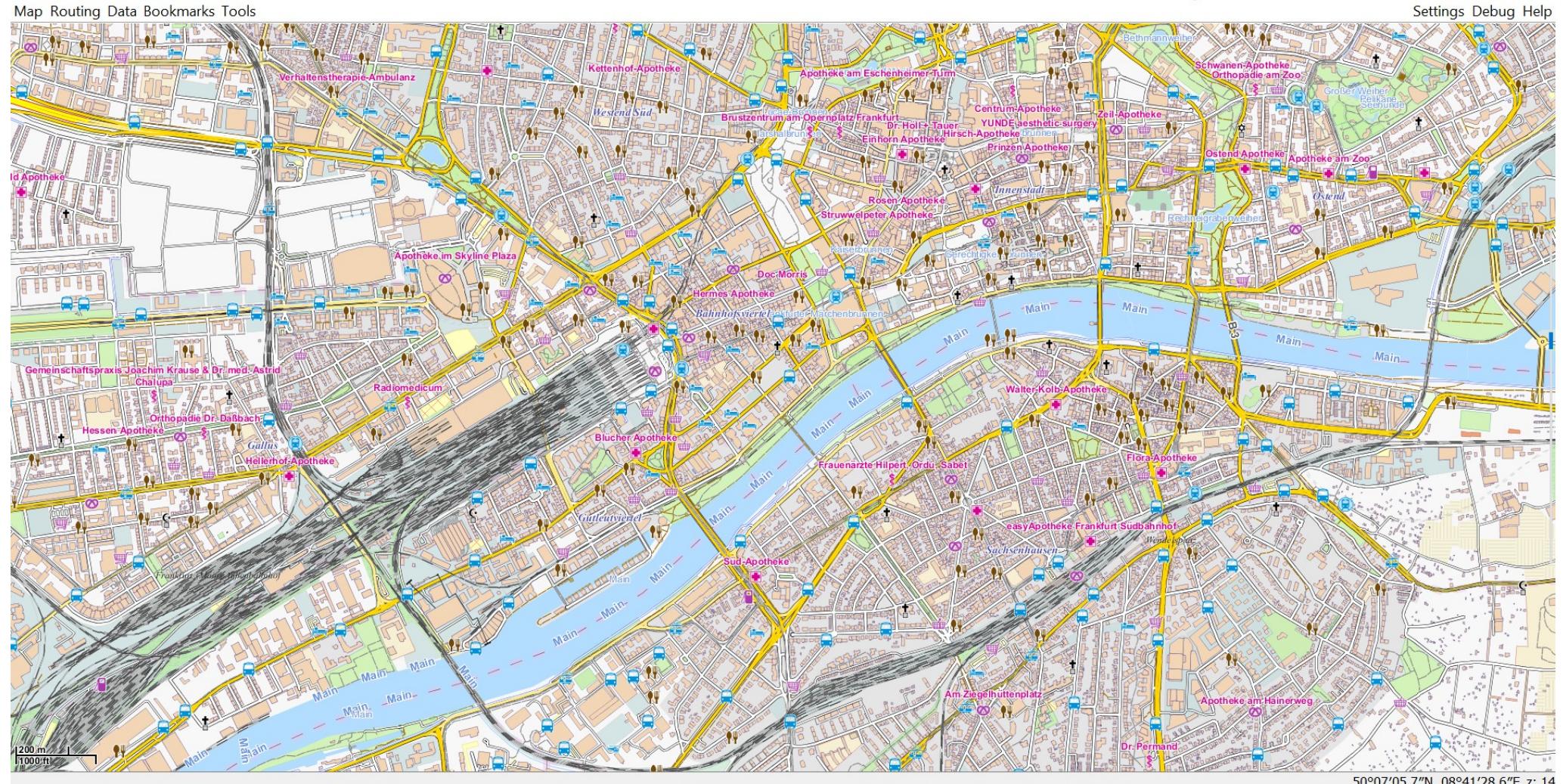
POC-Daten in Mapsfforge/Cruiser: Zoom 16



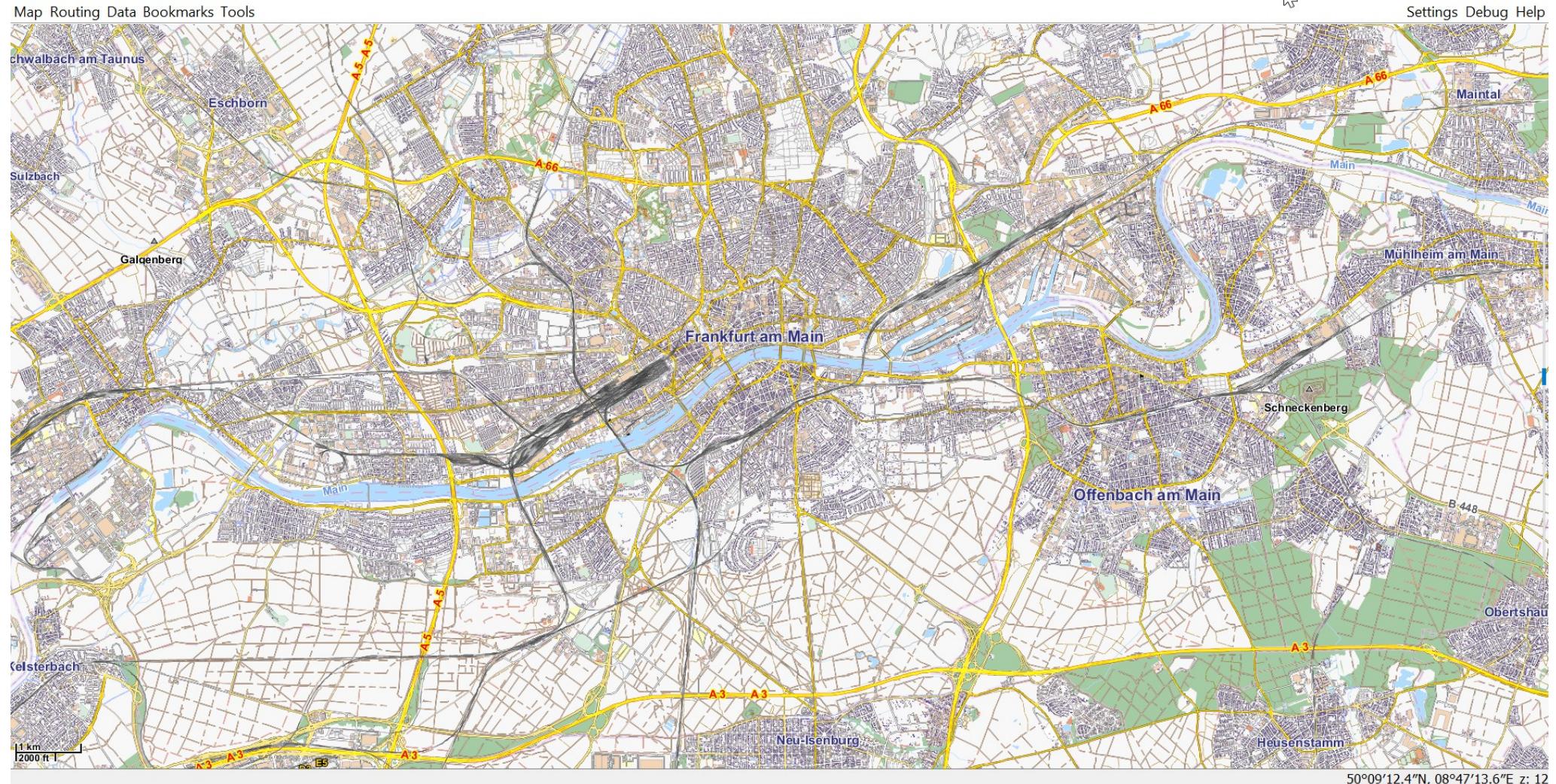
Mapsforge in Mapsforge/Cruiser: Zoom 16



POC-Daten in Mapsfforge/Cruiser: Zoom 14



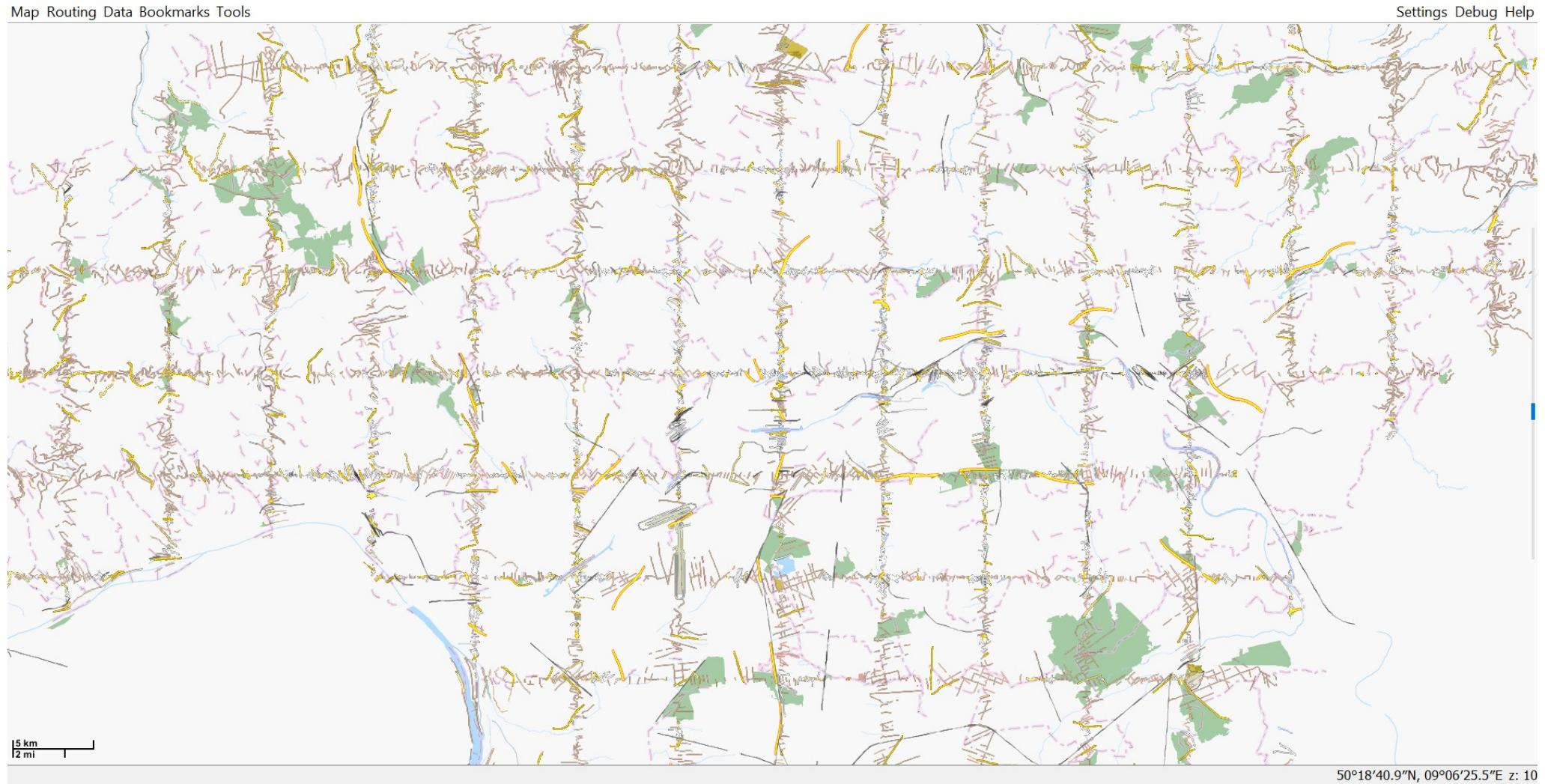
POC-Daten in Mapsporge/Cruiser: Zoom 12



Mapsforge in Mapsforge/Cruiser: Zoom 12



POC-Daten in Mapsporge/Cruiser: Zoom 10



Ziel

standardisierte Data-Supply Chain für anwendungs-unabhängige Vektordaten

... inkl. Höhendaten (als Raster)

... Datenvolumen <= 40% von osm.pbf

... dokumentiertes Datenformat (keine API !)

anwendungsspezifische Features nur bei hohem Leidensdruck (Coastline?)

planeten-taugliche Kachel-Mühle mit moderatem Resourcen-Bedarf

Milestones

vollständige Mapsforge-Demo

Proof-of-concept Geocoding

BRouter Decoder Demo

Fazit

Universelle, kompakte, verlustarme OSM-Vektor-Tiles funktionieren!

Daten-Format-Zoo im Consumer-Bereich ist Innovations-Hemmnis

Integration im Consumer-Bereich entscheidender Erfolgsfaktor