

(b) The topographic map used in our case study. There are 13,238 area objects. The map is for scale 1:10,000.

$2\mathrm{km}$	(a) Start map; 13,238 parcels; at scale 1:10,000 from input
(b) Goal map; 1 parcel; at scale 1:1,150,565; from our greedy algorithm; type code: 14010	
10310: Highway (not for fast traffic)	10780: Parking space, carpool, or P + R 12400: Watercourse (6–12 meters)
10310: Highway (not for fast traffic; on fixed part of bridge)	12500: Lake, pond 13000: Small building
10410: Regional road (not for fast traffic) 10411: Regional road (not for fast traffic; on fixed part of bridge) 10510: Local road 10600: Street 10700: Other road (bus traffic) 10710: Other road (mixed traffic; paved or unknown) 10720: Other road (mixed traffic; half paved) 10730: Other road (mixed traffic; unpaved) 10740: Other road (cyclists, moped riders) 10741: Other road (cyclists, moped riders; on fixed part of bridge) 10750: Other road (pedestrians; not other traffic area)	14010: Arable land 14030: Built-up area 14040: Orchard 14050: Tree nursery 14060: Forest: mixed forest 14080: Forest: deciduous forest 14090: Forest: coniferous forest
	14120: Fruit farm 14130: Grassland 14140: Heathland 14160: Other terrain (on fixed part of bridge)
10760: Other road (pedestrians; other traffic area)	14170: Poplars 14180: Track of railroad
(c) The 33 land-cover types a	ppearing on the start map