Datasets from Maps: Extraction and Remix

Workshop on Spatiotemporal Knowledge PNC 2019 Annual Conference and Joint Meetings

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Joint work with Chih-Chuan Hsu and Huang-Sin Syu

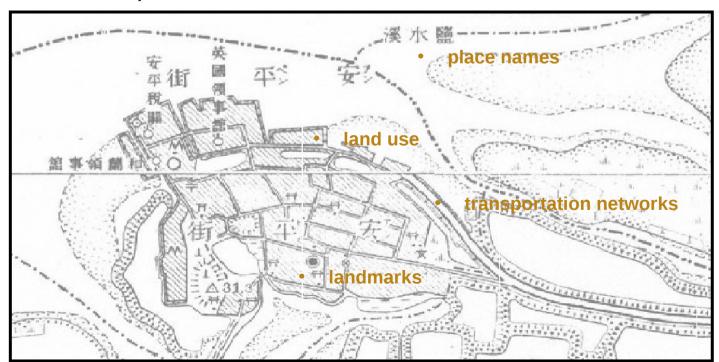
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Outline

- Taiwan Baotu (台灣堡圖)
- OpenStreetMap
- Taiwan Baotu Re-imagined in OpenStreetMap
- Data Extraction Workflow
- Reuse and Remix of Datasets

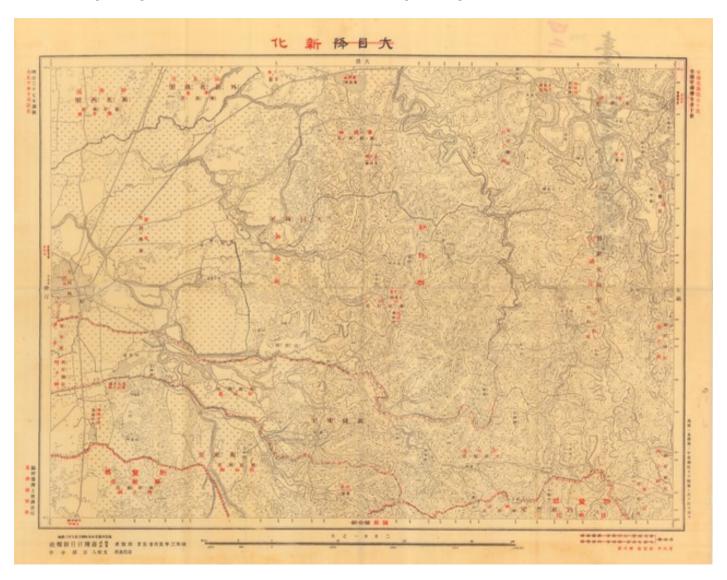
Taiwan Baotu

- Taiwan Baotu (台灣堡圖), 1904
 - a set of 457 topographic maps of Taiwan, produced from systematic land surveys when the island was ruled by Japan
 - including information about place names, land use, transportation networks, landmarks, and others
 - scale of the map: 1/20,000

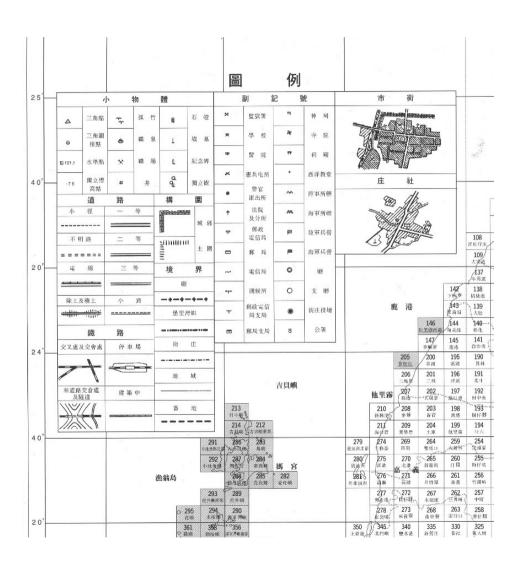


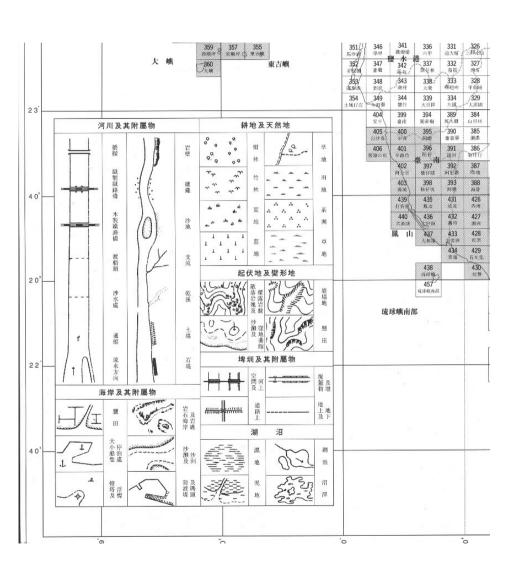
Sinhua 新化 大目降 (Tovacon in the Siraya language)

http://publicdomain.tw/u/pd4pd/m/Xin-Hua/



Taiwan Baotu Keys and Symbols





OpenStreetMap

- OpenStreetMap (OSM), 2004
 - Open Source and Open Data: Free software (GNU GPLv2)
 with collaborative mapping data (ODC ODbL)
 - a flexible toolkit for mapping and other online services



- Why in OpenStreetMap?
 - Reusable common infrastructure and data format
 - Abundant tools for processing, styling, and layering maps
 - Customizable map styling

OSM Features in (Key, Value) Pair

Vegetation or surface related

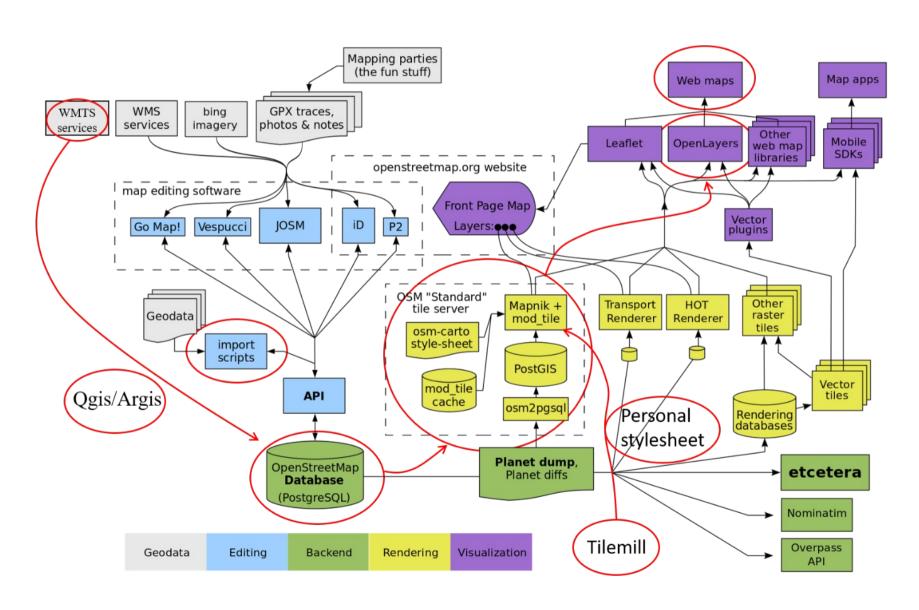
Key	Value	Element	Description	Image
natural	wood	•••	Tree-covered area (a 'forest' or 'wood')	
natural	tree_row	•	A line of trees	
natural	tree	0	A single tree	
natural	scrub	•••	Uncultivated land covered with bushes or stunted trees.	
natural	heath	-4	A dwarf-shrub habitat, characterised by open, low growing woody vegetation, often dominated by plants of the Ericaceae.	100
natural	moor	• •	Don't use, see wikipage	
natural	grassland	:	Natural areas where the vegetation is dominated by grasses (Poaceae) and other herbaceous (non-woody) plants.	ZV

Taiwan Baotu Re-Imagined in OSM

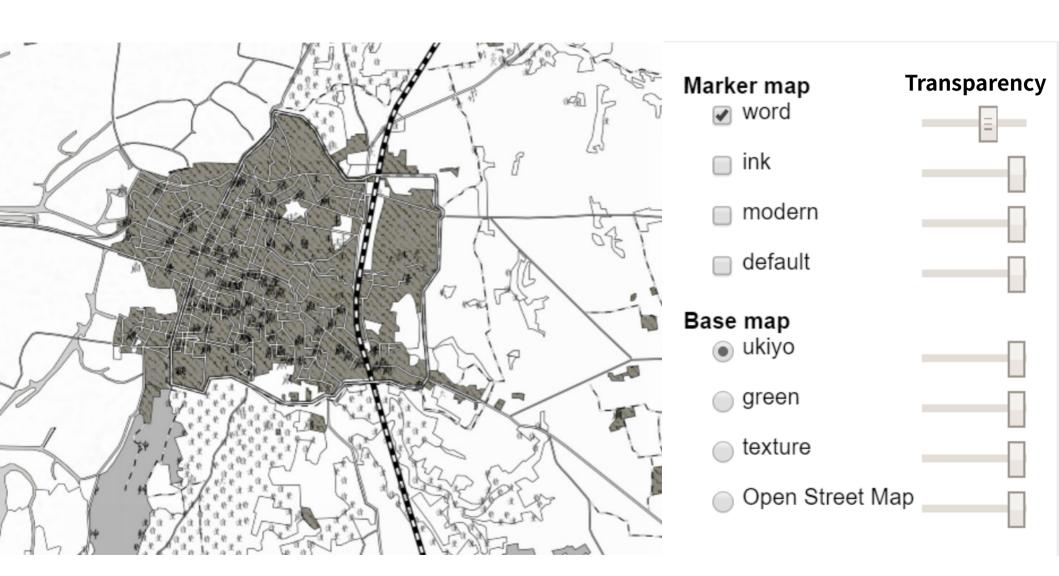
- Digitize map sheets and merge images (done by the Center for GIS, Academia Sinica)
- Extract and collect features from images (QGIS)
- Convert feature collections into OSM datasets
- Render datasets by self-hosted OSM tile servers
- Experiment with various map styles (Tilemill)

OSM Components (modifications in red)

https://wiki.openstreetmap.org/wiki/Component_overview

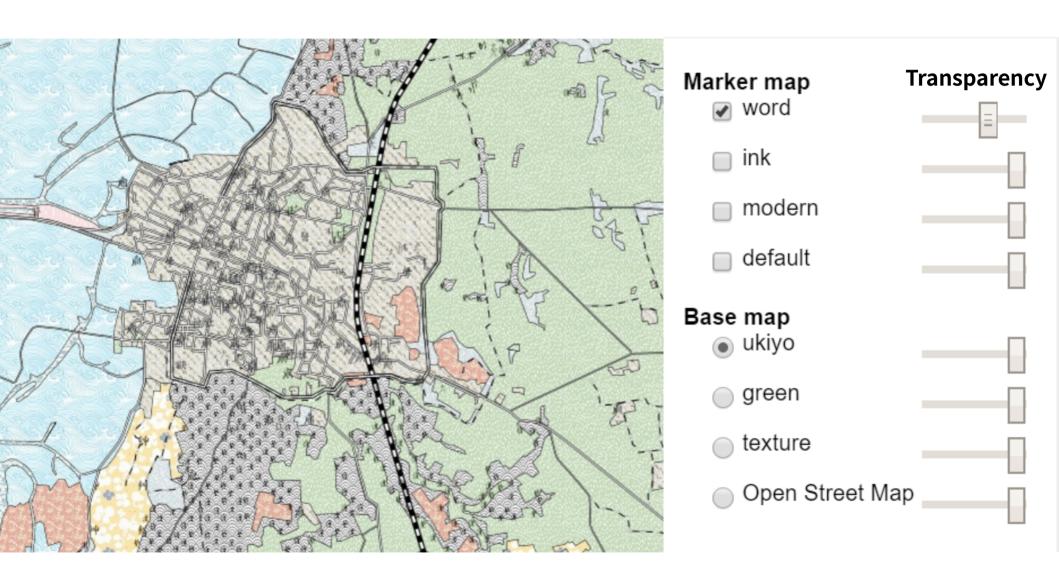


Re-styled Taiwan Baotu in OSM



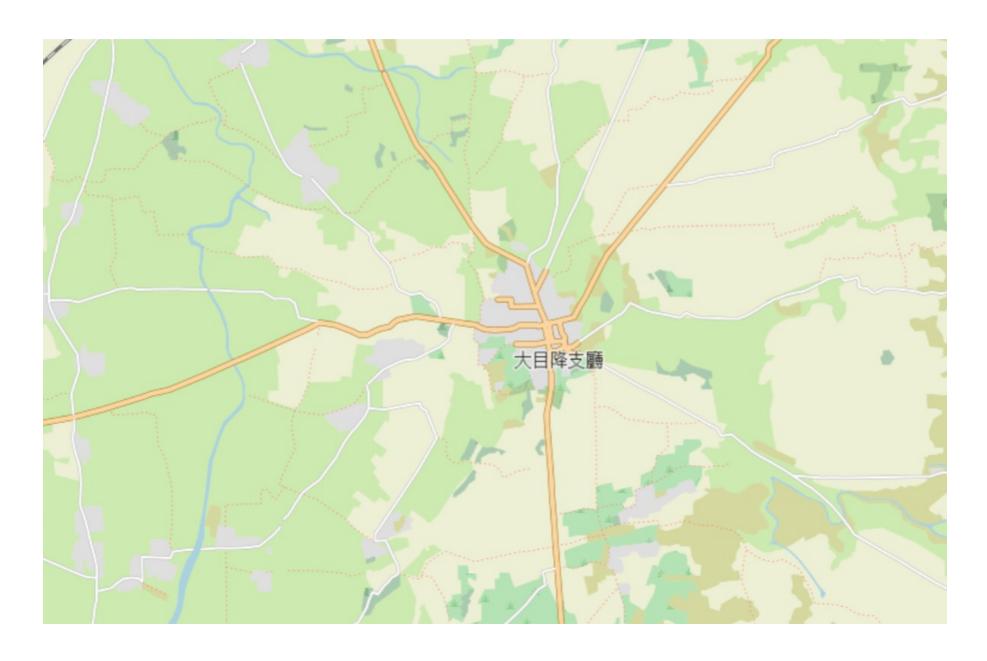
https://bcfuture.github.io/tileserver/Switch.html

Re-styled Taiwan Baotu in OSM

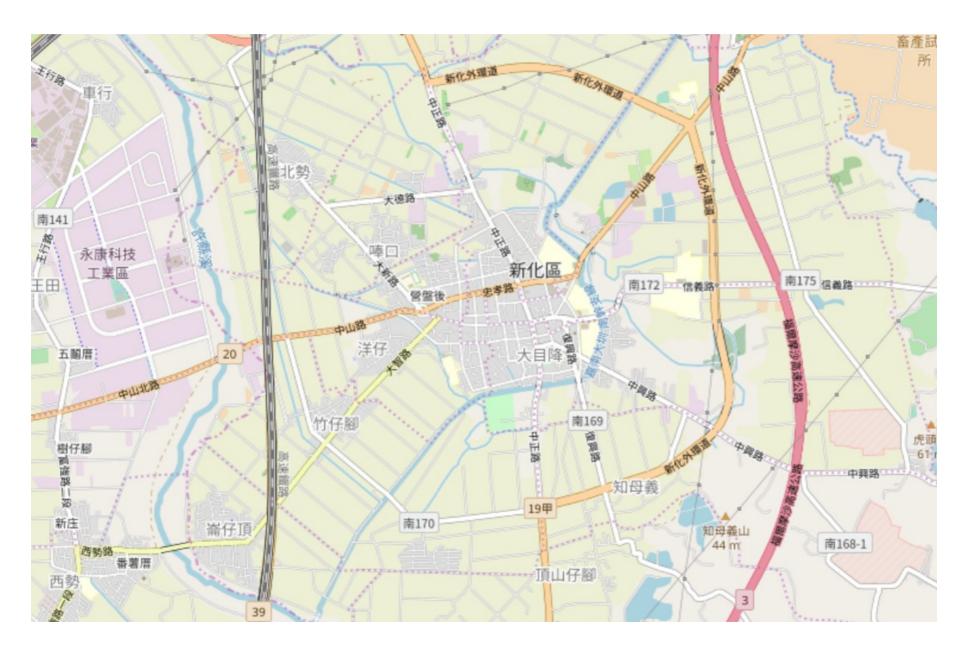


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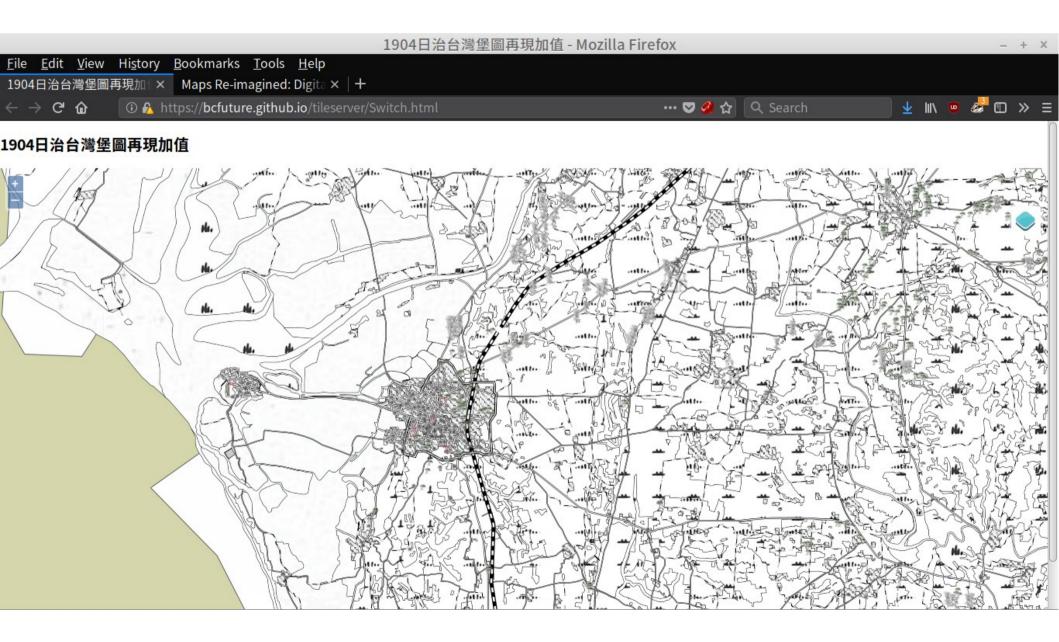
Sinhua in 1904, rendered in OSM



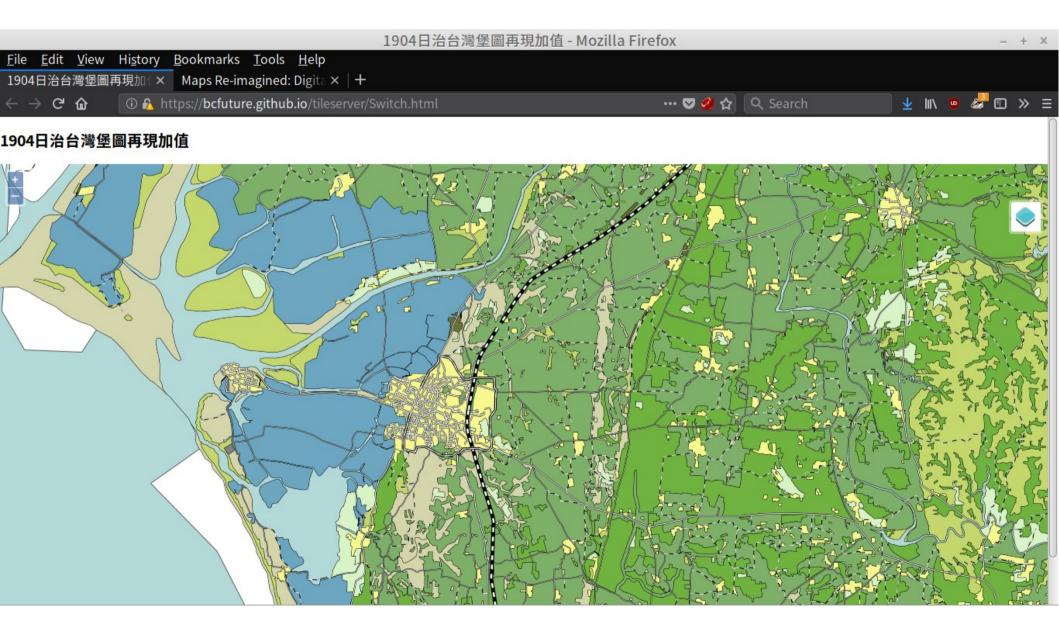
Current Sinhua in OSM



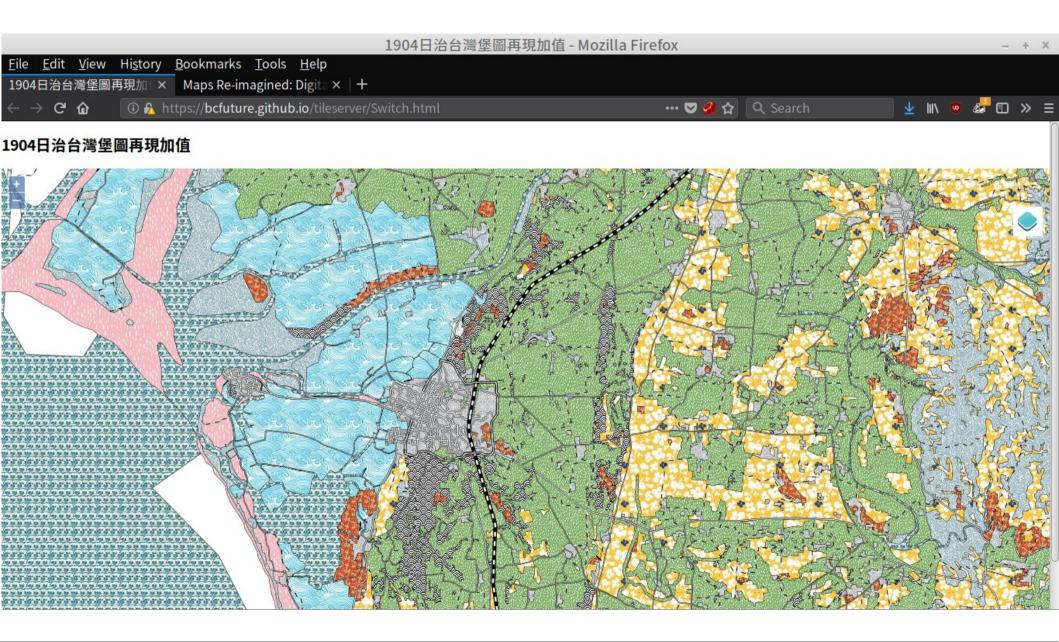
Tainan & Anping (Ink Marker)



Tainan & Anping (Green Basemap)



Tainan & Anping (Ukiyo Basemap)

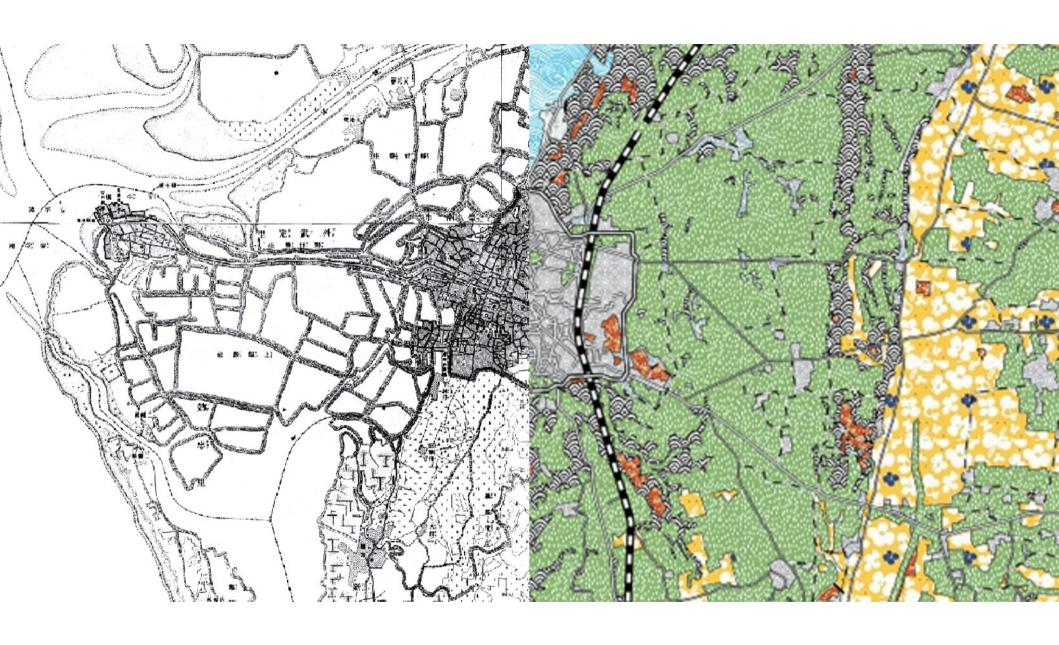


Data Workflow Reconsidered

- Task components per image
 - georectification
 - geometric feature tracing (points/lines/polygon)
 - feature type assignment (c.f. map legend)
 - text transcription, feature association, annotation
- Task components per collection
 - image alignment and merging
 - feature stitching and merging
- Task components related to collection management
 - metadata development; format conversion; making Web services
- Tasks performed in sequence or parallel; manually, automatically, and/or crowdsourced; issues of dataset revision and version control

Datasets Reuse and Remix

- Historical maps distilled as datasets for reuse
- Comparing and linking multiple datasets by
 - spatial relation
 - temporal variation
 - feature composition
 - text label matching
- Remix and reuse with external and communal resources
 - gazetteers, newspaper archives, OpenStreetMap, Wikidata
- Retooling the entire digitalization workflow for reuse and remix



Thank You!