

Area Workshop @ FOSSGIS 2017



Jochen Topf

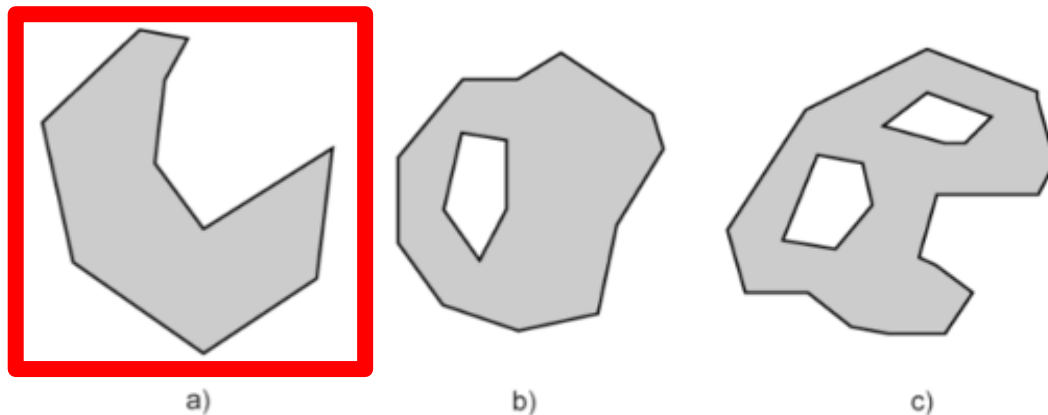
Hintergrund

Was ist ein **Polygon**?

Was ist ein **Multipolygon**?

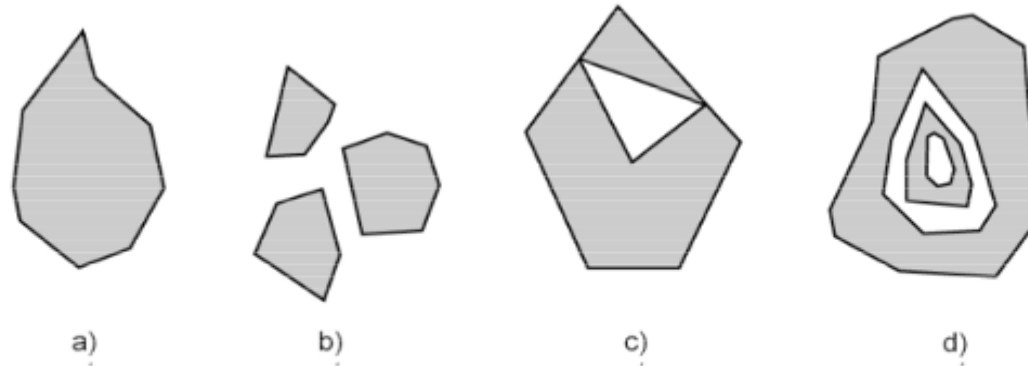
(Simple Features Definition)

Polygon



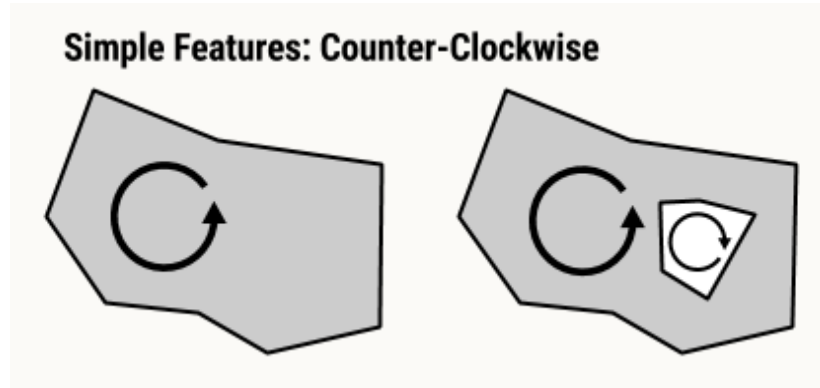
**Figure 11: Examples of Polygons
with 1 (a), 2 (b) and 3 (c) Rings, respectively**

Multipolygon



**Figure 17: Examples of MultiPolygons
with 1 (a), 3 (b) , 2 (c) and 2 (d) Polygon elements**

Drehrichtung / Winding order



bei OSM nicht verwendet

Ungültige Polygone

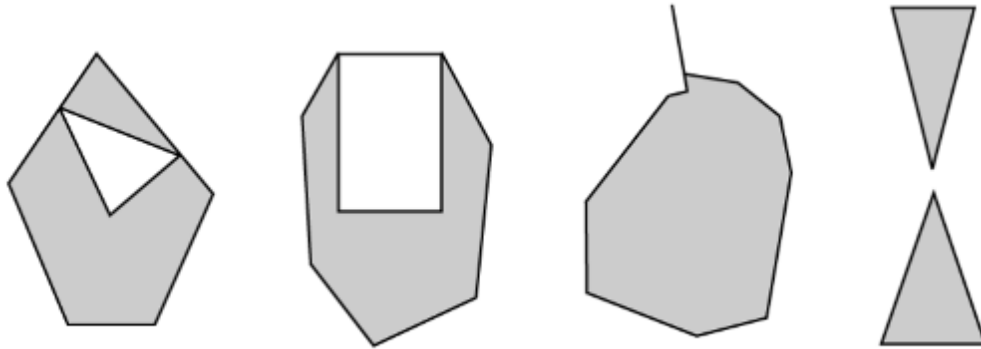


Figure 12: Examples of objects not representable as a single instance of Polygon

Ungültige Multipolygone

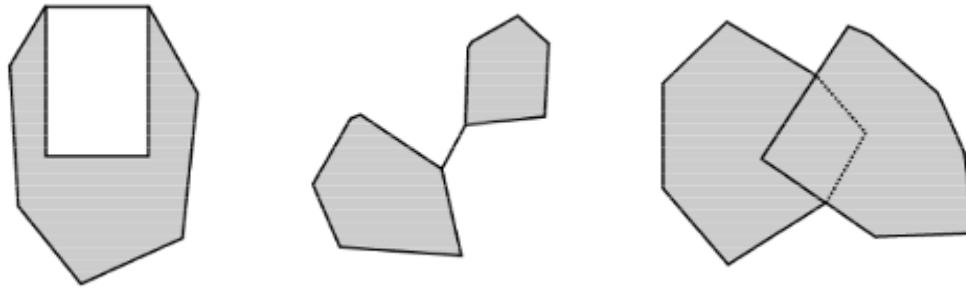
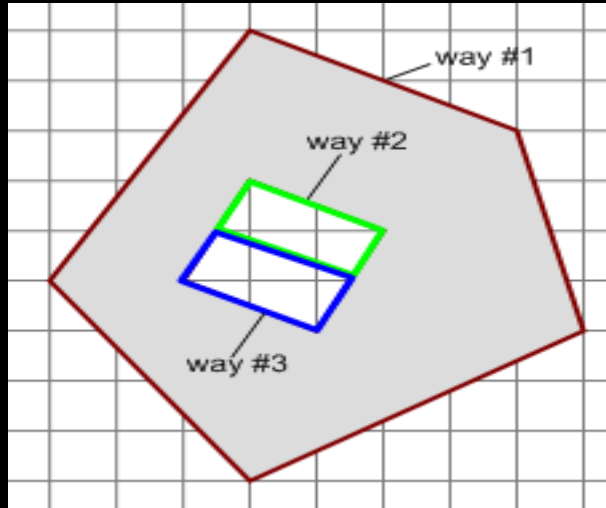


Figure 18: Geometric objects not representable as a single instance of a MultiPolygon

Spezialfall: Berührende innere Ringe



Über welche Objekt-Typen reden wir?

1. Geschlossene Ways

(**area=yes**)

2. Relationen mit Tags

type=multipolygon

or

type=boundary

Zahlen

2,500,000 Relationen mit `type=multipolygon`

400,000 Relationen mit `type=boundary`

270 Millionen geschlossene Ways
220 Millionen davon sind Gebäude

3/4 aller Nodes sind für Polygone!

Typische Probleme

mit

Multipolygonen

Grundlegende Geometrie-Probleme

Zwei Nodes an der selben Stelle

Ways ohne Nodes

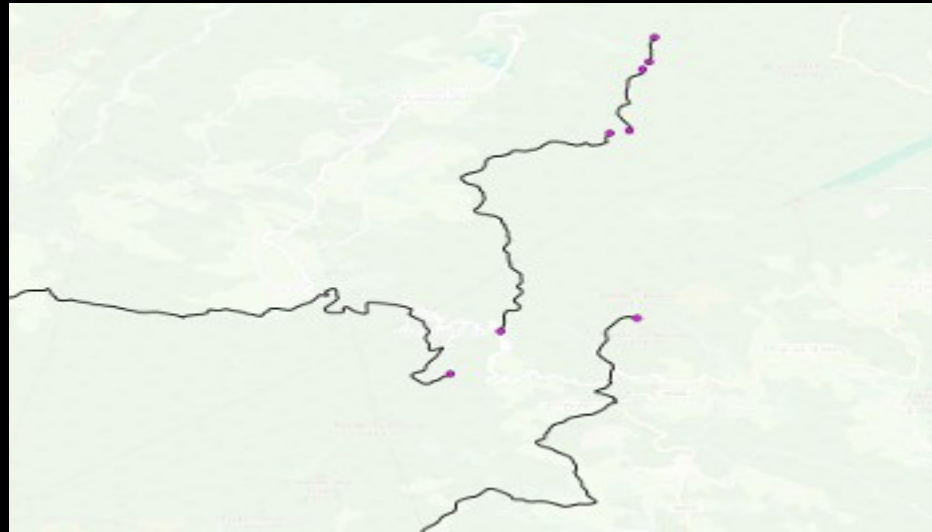
Ways mit einem einzelnen Node

Duplizierte Nodes in Ways

Duplizierte Segmente



Offene Ringe



Berührende Ringe



Probleme mit Roles

outer

inner

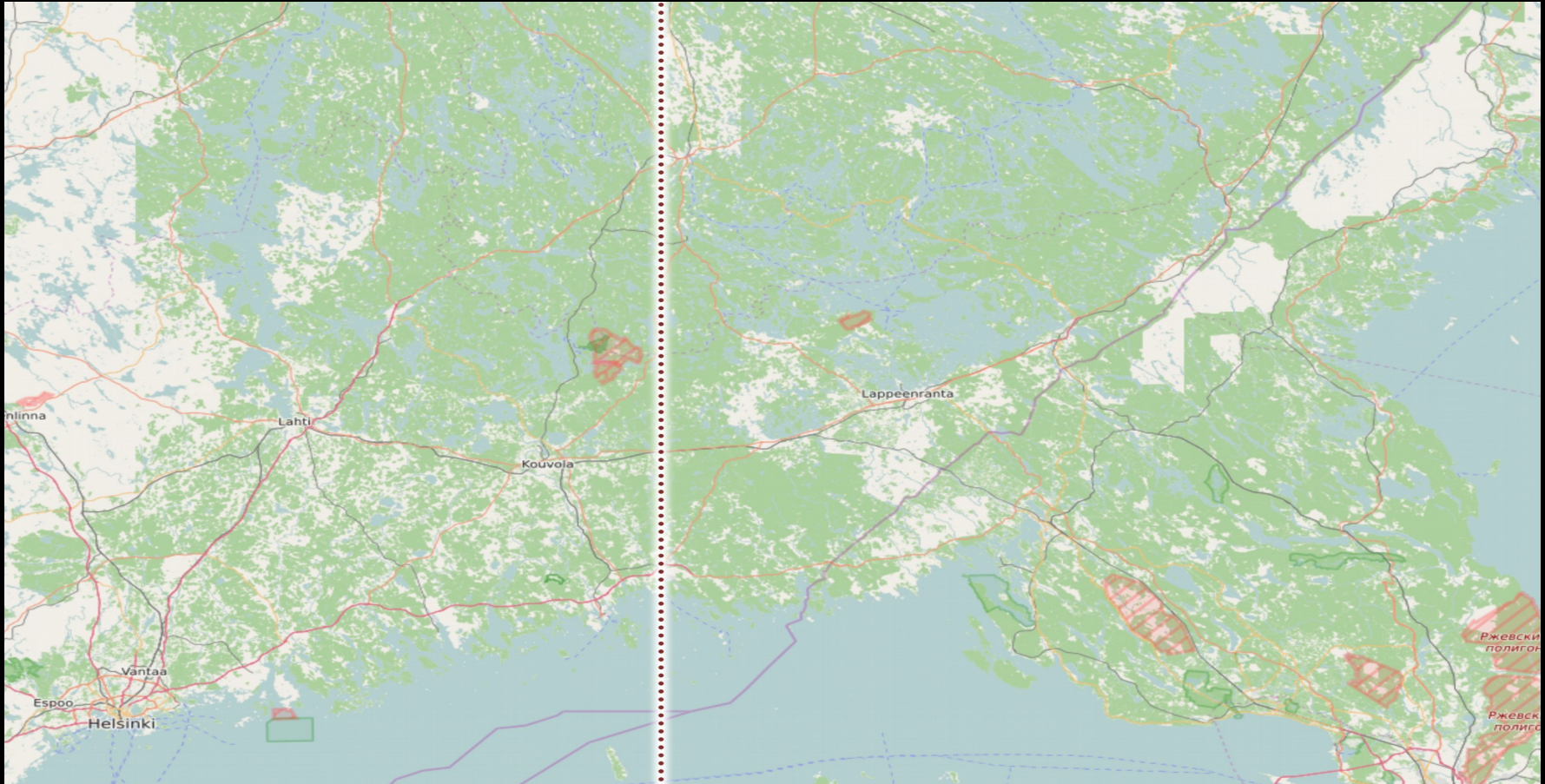
<empty>

label ?

OUTER

outline

Old-style Multipolygone

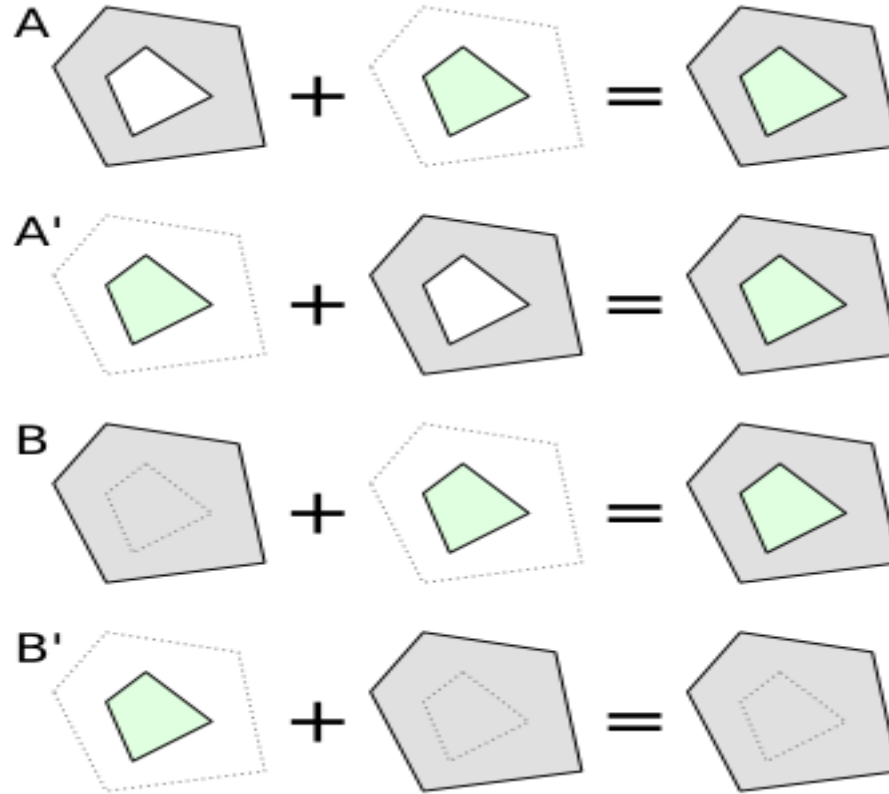


Innere Ringe mit den gleichen Tags



Warum ist das ein Problem?

Effekt auf der Karte



Hängt ab von der Rendering-Reihenfolge!

Warum ist das ein Problem?

Geocoder

Viele Geometrie-Algorithmen funktionieren
nur mit gültigen Geometrien

Kompliziert für Mapper

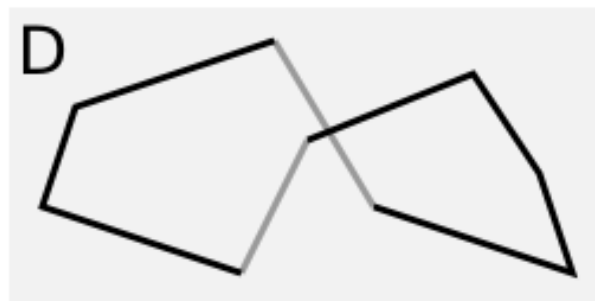
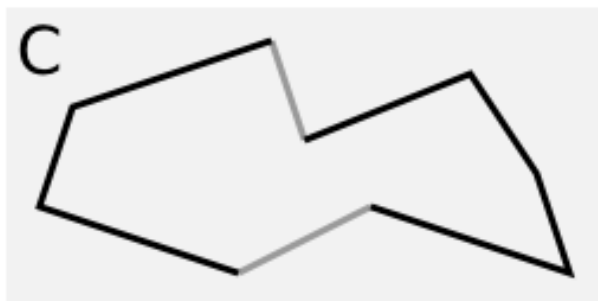
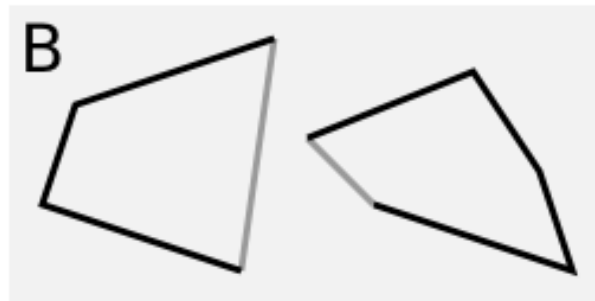
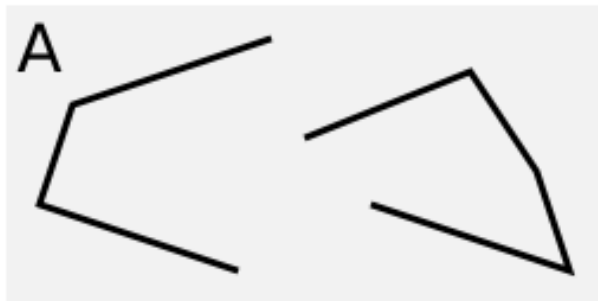
Datenverarbeitung

Großer Einfluß auf benötigte Ressourcen bei der Datenverarbeitung.

Verarbeitung von old-style Multipolygons erfordert, daß **alle** Multipolygon-Relationen beachtet werden!

Was machen wir dabei?

Automatisch reparieren?



Automatisch reparieren?

Wie rausfinden, was korrekt ist?

Mehrfachfehler machen alles noch komplizierter

Datenfehler oft ein Anzeichen
für ein größeres Problem

Automatisch reparieren?

Vielleicht in einigen
sehr klar definierten Fällen?

Importe reparieren?

Händische Reparatur
→ **Wir brauchen Werkzeuge**

github.com/osmcode/osm-area-tools

This repository Search

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osmcode / osm-area-tools

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OSM Area Tools — Edit

27 commits 1 branch 0 releases 2 contributors GPL-3.0

Branch: master New pull request Create new file Upload files Find file Clone or download

joto Misc code cleanups. Latest commit 359 fa6b 6 days ago

cmake	First commit.	5 months ago
include	First commit.	5 months ago
src	Misc code cleanups.	6 days ago
.gitignore	First commit.	5 months ago
.travis.yml	Add travis config.	4 months ago
.ycm_extra_conf.py	Fix YCM config.	6 days ago
CMakeLists.txt	First commit.	5 months ago
LICENSE.txt	First commit.	5 months ago
README.md	Document dependency on gdalcpp, protozero and utfcpp.	a month ago
area-errors.qgs	Update QGIS project file to show newest errors and use new column names.	4 months ago
oat_create_areas.md	Optionally keep type tag from mp relations.	4 months ago

README.md

OSM Area Tools

OpenStreetMap doesn't have anything like an *Area*, *Polygon* or *MultiPolygon* basic data type. Instead, areas are modelled as closed ways or using a relation tagged with `type=multipolygon` or `type=boundary`. This makes the data hard to edit and

area.jochentopf.com

Fixing Polygons in OSM

News

Read the [News](#) about this effort.

There are many different ways (multi)polygons in OpenStreetMap can be mapped correctly and there are even more ways in which they can be mapped incorrectly. Of the over 260 million (multi)polygons in OSM more than 100,000 contain mapping errors of one kind or another and about 250,000 are tagged *old style* (with tags on the outer ways instead of on the relation) making multipolygon tagging and processing much more complicated and much more expensive than it needs to be. But this is not only about multipolygon relations, it is also about polygons created from closed ways. They also can and do have errors.

We are trying to fix all this and this web site is here to organize this effort.

When we have finished this effort, **mapping will be easier**, because there will be only one canonical way of tagging multipolygons. Editors can take this into account and help mappers in better ways. And it will make **using the data easier and faster** because the programs (such as Osm2pgsql and Osmium) converting OSM data into multipolygons for rendering or other uses can be simplified. It will also make it easier to detect mapping errors **raising the quality of the OSM data**.

Background information

Read this for many more details:

- [Background on \(multi\)polygons](#)
- [Typical problems with OSM multipolygons](#)
- [Frequently Asked Questions \(FAQ\)](#)
- [Some notes about rendering](#)

Start fixing things

There are many ways of helping with this effort depending on your OSM skill level and time. [Read this](#) to get you started fixing things.

Old-style multipolygon comparison map

To see what the map would look like if we removed *old style* multipolygons, you can use our [comparison map](#).

There are some areas in central Europe with a lot of (or larger) *old style* multipolygons. Some other clusters can be seen here: [Finland](#), [Georgia](#), [USA](#), [New Jersey](#), [USA](#), [Romania](#), [around Toronto](#), [Canada](#).

OSM (Multi)Polygon Statistics

The [statistics](#) help us track what has been done and what still needs to be done.

Downloads

For those who want to dive deeper into the data we offer several [downloads](#). Files are updated daily from the current planet. The [timestamp file](#) contains the time of the last update in ISO format.

[areas.db](#)

Spatialite database containing information about all problems found in OSM areas. (About 1 GByte). Get [this QGIS project file](#) and put it in the same directory as the areas.db file and run `qgis area-errors.qgs`.

[area-stats.db](#)

Sqlite database containing daily statistics on areas in OSM. (Small file)

[old-style.osm.pbf](#)

OSM PBF file containing only old-style multipolygons, ie relations tagged only with `type=multipolygon` with all dependant ways and nodes. (About 270 MBytes)

[old-style-mp-ways.zip](#)

A shapefile with all ways contained in the file above, so these are the geometries of all ways that are members of old-style multipolygons. (About 410 MBytes)

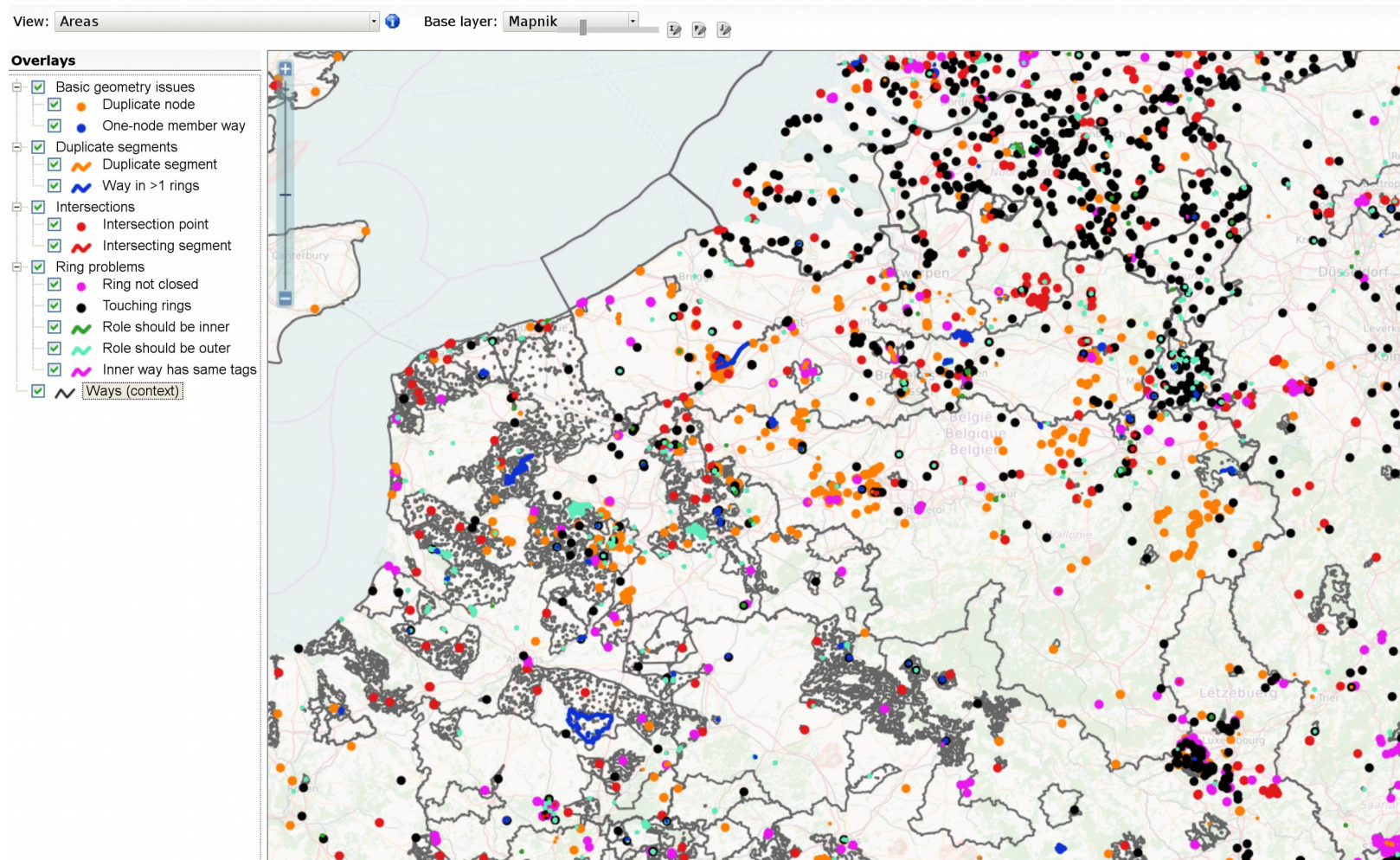
[broken-polygons.osm.pbf](#)

OSM PBF file containing all ways and multipolygon relations that are broken in some way. (About 300 MBytes)

Contact

If you have any questions or want to contribute in any way, here are some ways to get in contact:

tools.geofabrik.de/osmi/?view=areas





Jochen Topf

● Online

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Projects

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What to do?

Latest

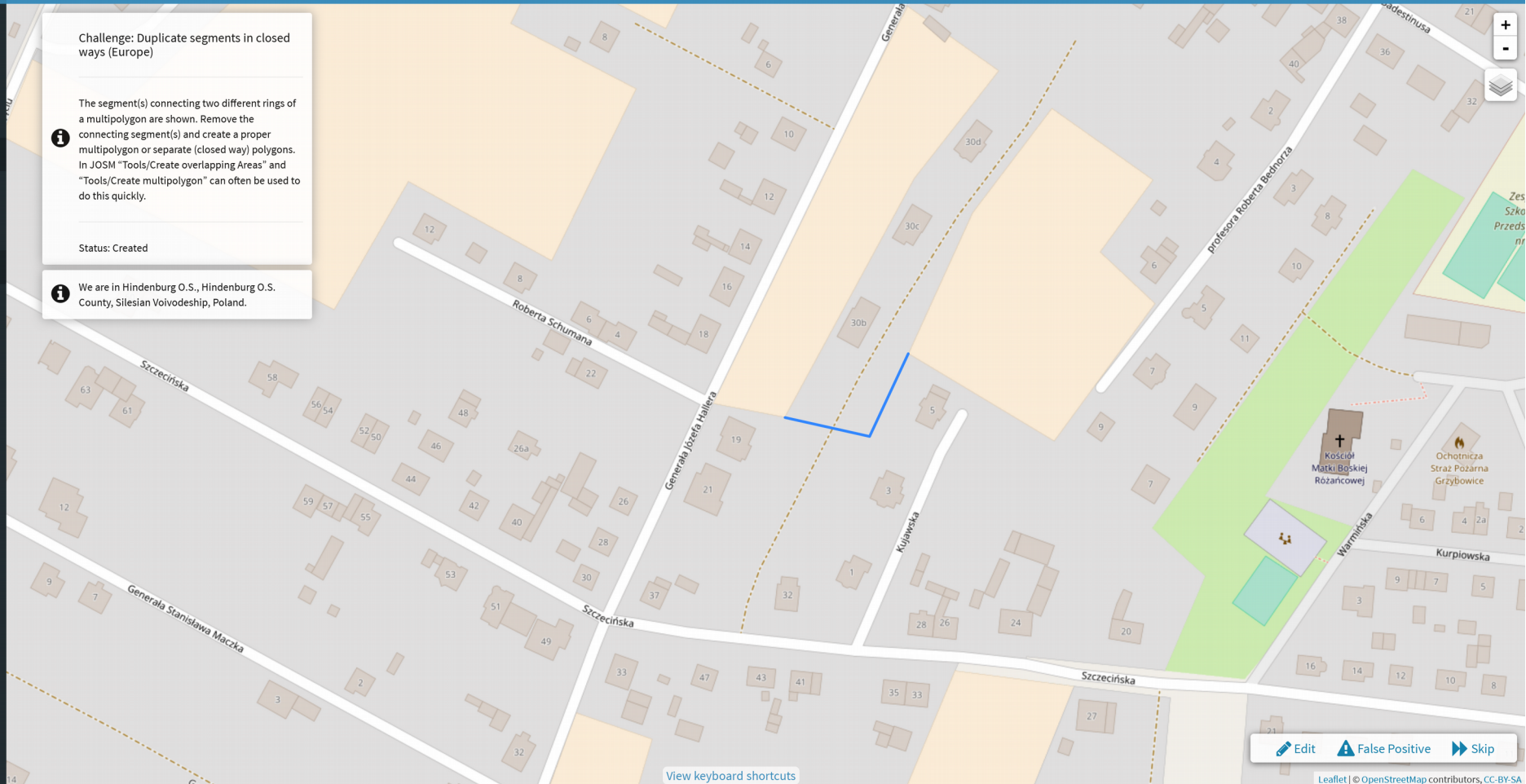
Challenge: Duplicate segments in closed ways (Europe)

The segment(s) connecting two different rings of a multipolygon are shown. Remove the connecting segment(s) and create a proper multipolygon or separate (closed way) polygons. In JOSM "Tools/Create overlapping Areas" and "Tools/Create multipolygon" can often be used to do this quickly.

Status: Created



We are in Hindenburg O.S., Hindenburg O.S. County, Silesian Voivodeship, Poland.

[View keyboard shortcuts](#)

Edit



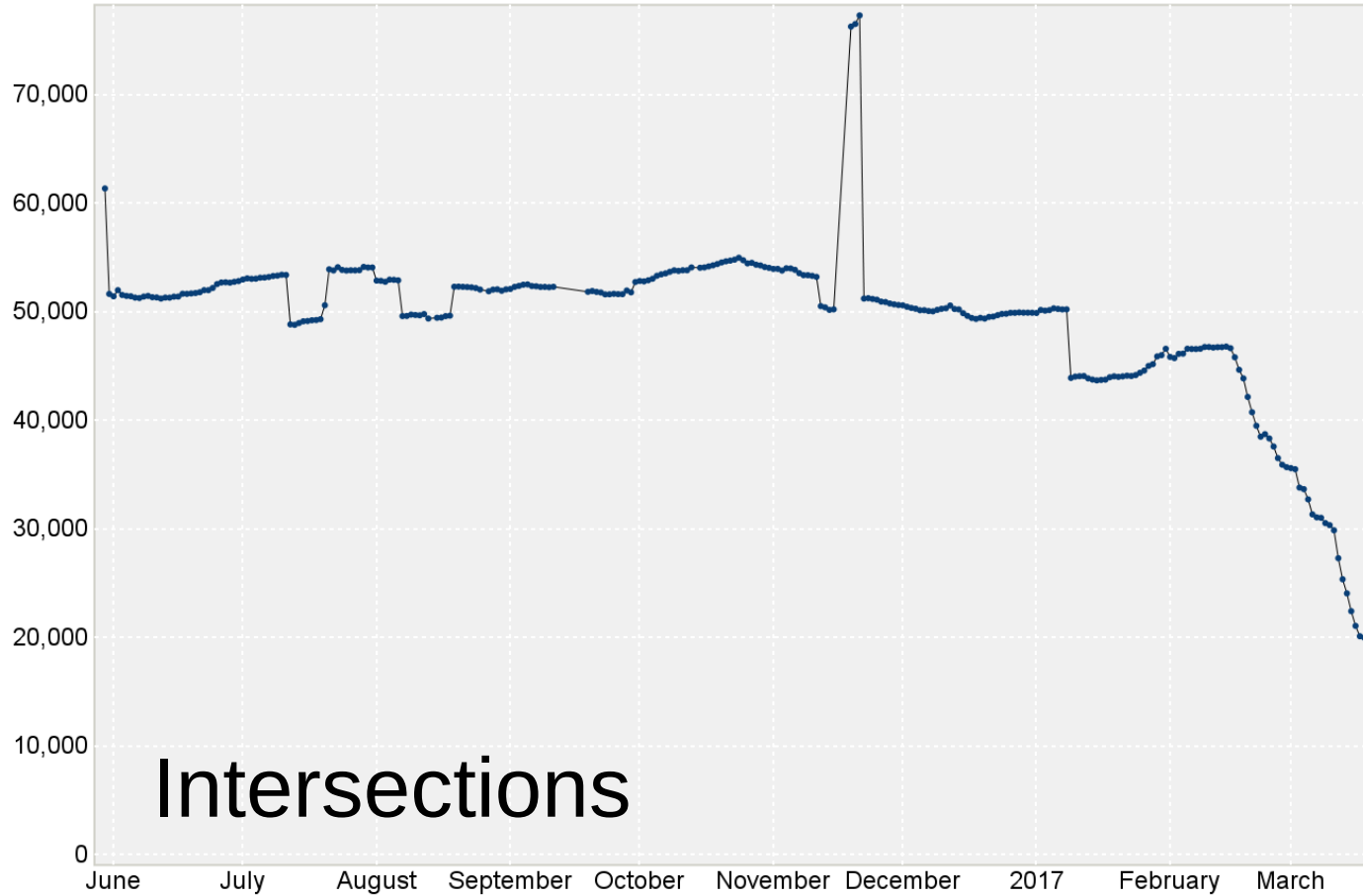
False Positive



Skip

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QA-Werkzeuge

OSM Inspector ✓

Maproulette ✓

Osmose ✓

JOSM Validator ✓

THE END

<http://area.jochentopf.com/>

github.com/osmlab/fixing-polygons-in-osm

Jochen Topf

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