

# MapOSMatic: city maps for the masses

Thomas & Maxime PETAZZONI

SOTM

July 11th, 2010



# Outline

- ① The story
- ② MapOSMatic
- ③ Behind the web page
- ④ Pain points
- ⑤ Future work
- ⑥ Conclusion

# Who we are

Thomas Petazzoni

Embedded Linux engineer at  
Free-Electrons

Maxime Petazzoni

Embedded Linux engineer at  
MontaVista Software

The others: David Decotigny, Maxime Hadjinlian, Frédéric Lehouey, Pierre Mauduit, David Mentré, Gaël Utard, and a dozen other contributors for translations.

# Original idea

*« It would be great to be able to use OpenStreetMap data to generate city maps such as the ones we can see in town signs and in folded maps. »*

*Gilles Lamiral, OSM contributor of Bretagne, France*

# Public city maps



# Folded maps



# History

- Most of the development takes place through *hackfests*:
  - gatherings of 4-6 hackers during a week
  - dedicated to the development of MapOSMatic
- **Initial hackfest in August 2009:**
  - Six OSM contributors, no knowledge of PostgreSQL, PostGIS, Mapnik and OSM data structure, and in just five days, MapOSMatic was born
  - Limited to France, no support for languages other than French and English, very basic user interface, OSM data never updated

# History (2)

- **Second hackfest in December 2009:**
  - Worldwide coverage, daily updates, i18n infrastructure, revamped user interface, Nominatim-based search, amenities in index
- **Third hackfest to take place in August 2010!**
- Regular but low-traffic development outside the hackfests (UI improvements, R-to-L languages support, etc.)



# Features

- **On-demand rendering** of city maps, composed of a Mapnik rendering of the location overlaid by a grid, and an index of the streets and amenities geo-referenced with the grid
- Outputs to PDF, SVG and PNG. CSV also available for the index
- Locations are specified:
  - by **administrative boundaries**. We rely on Nominatim to find the association between a city name and the corresponding administrative boundary. The knowledge of the shape of the city allows us to shade out areas outside of the city
  - or by **geographic coordinates** with a sloppy map
- Language-dependent processing of street names to provide useful sorting
  - *Rue du Moulin* → *Moulin (Rue du)*, under letter *M*
- All code available under the Affero GPLv3 licence

# Home page

# MapOSMatic

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## Introduction

MapOSMatic is a free software web service that allows you to generate maps of cities using [OpenStreetMap](#) data. A city map is made of two pages:

- The map itself, splitted in squares allowing to easily look for streets;
- An index of the streets with references to the squares on the map.

The generated maps are available in PNG, PDF and SVG formats and are ready to be printed.

As the data used to generate maps is coming from [OpenStreetMap](#), you can freely (under the [terms of OpenStreetMap license](#)) reuse, sell, modify, ... the generated maps.

### Random map

CROZON

### Latest news

- MapOSMatic talk at Libre Software Meeting, France  
published 1 month, 2 weeks ago
- Recent updates in MapOSMatic  
published 3 months, 1 week ago
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published 3 months, 2 weeks ago
- Two months of MapOSMatic improvements  
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- Major improvements to MapOSMatic  
published 5 months, 3 weeks ago

### Contact

Mail: [contact@maposmatic.org](mailto:contact@maposmatic.org)  
 IRC: #maposmatic on irc.freenode.net

### Chavagne

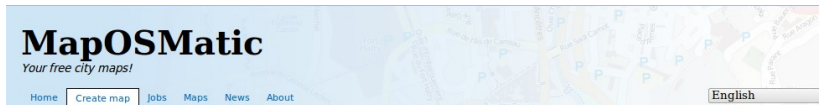
City Map  
PNG - PDF - SVGZ

Streets index  
PNG - PDF - SVGZ

[Create map](#)

[More details](#)

# Map creation: selecting a city



## Generate your own map

MapOSMatic covers the whole world but we need contributors to translate and adapt the few parts of MapOSMatic that are country specific.

To select the city to be rendered, two modes are available:

- *Using an administrative boundary.* It allows to get a map with precise boundaries of the city when such limits are available in the database. Otherwise, you need to use a bounding box.
- *Using a traditional bounding box.*

Once the rendering is submitted, you will be brought to a page giving the status of your rendering request. As soon as the rendering is completed (that might take some time depending on the queue length), this page will contain links to the generated map.

### Area selection mode:

- ☒ Administrative boundary
- ☐ Bounding box

### City name:

Girona, Catalunya, España

Girona, Catalunya, España

Girona, Catalunya, España, Europe

Wondering why you can't choose some of these results?  
Their administrative boundaries are missing from the OSM database.  
Look at the [FAQ](#) for more details.

### Random map



Port-au-Prince

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# Map creation: select an index language, and go!

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**Area selection mode:**

☒ Administrative boundary  
☐ Bounding box


**City name:**

Girona, Catalunya, España

**Map Index Language:** Espanya (CA)

Generate

### Random map



Port-au-Prince

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# Rendering queue


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### Girona, Catalunya, España




**Rendering:**

Rendering submitted Wednesday 30 Jun 2010, 15:07:36.  
In queue, position 1.

» [Refresh the status](#) (the page will refresh automatically every 10 seconds until the rendering is completed).

**Random map**



Dortmund Nord

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# Rendering results


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### Girona, Catalunya, España

 You have been redirected to a similar map, rendered less than 24 hours ago.

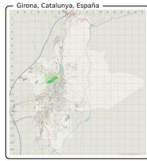


**Rendering:**

Rendering submitted Wednesday 30 Jun 2010, 15:30:24.  
Completed on Wednesday 30 Jun 2010, 15:32:00 (rendering took 1 minute).


**Files:**

- Map: [PNG](#) (7.9 MB), [SVGZ](#) (7.4 MB), [PDF](#) (12.0 MB).
- Index: [PNG](#) (3.9 MB), [SVGZ](#) (228.4 KB), [PDF](#) (51.2 KB), [CSV](#) (35.7 KB).



Girona, Catalunya, España

**Random map**



*Bad Windsheim, Neustadt a.d.Aisch-Bad Windsheim, Regierungsbezirk Mittelfranken, Freistaat Bayern, Deutschland*

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# Map creation, by bounding box

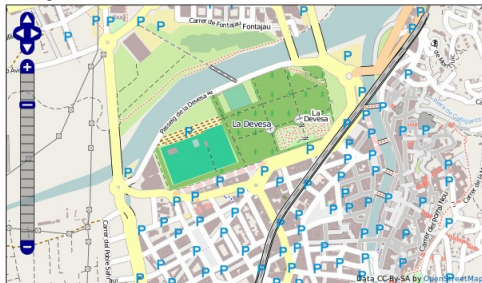
- ☐ Administrative boundary
- ☒ Bounding box

Title of the map:

La Devesa en Girona

Map Index Language: Espanya (CA)

Bounding box:



41.9921 | 2.8038 → 41.9809 | 2.8295

Latitude and longitude of the top left and bottom right corners of the area to render.

You can use **SHIFT+drag** to zoom on a specific area of the map. If you only want to render part of what the slippy map shows, you can use **Control+drag** to draw the limits of the area to render.

Generate

Illingen, Enzkreis, Regierungsbezirk  
Karlsruhe, Baden-Württemberg,  
Deutschland

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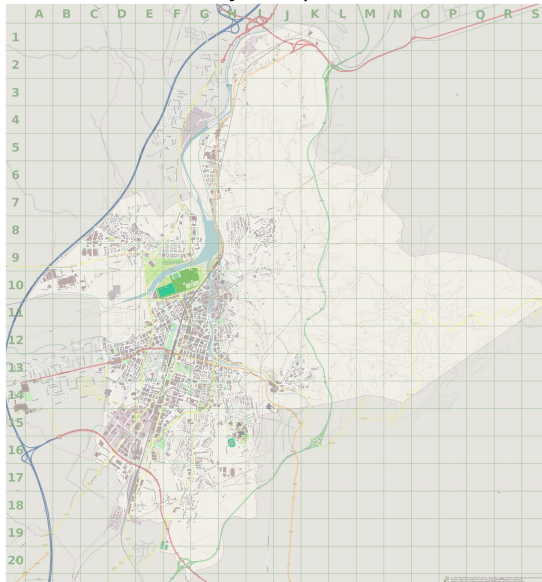
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# Examples

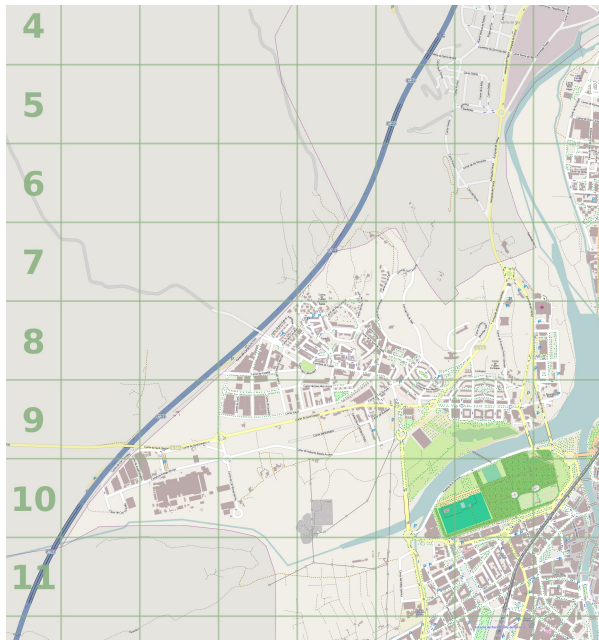


# Girona, Catalunya, España



Girona, Catalunya, España

[illegible]



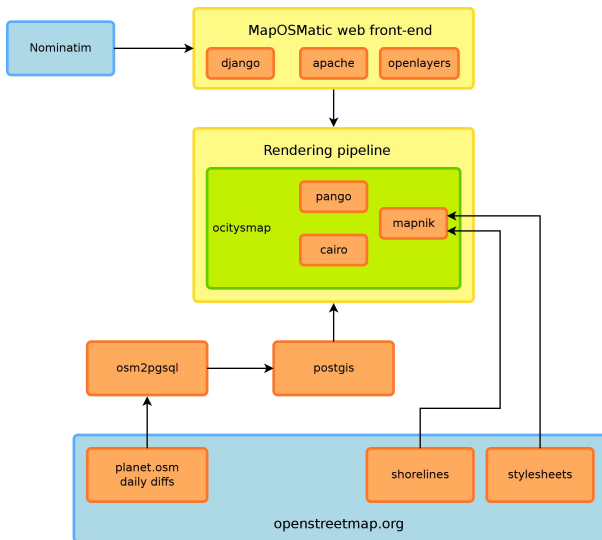
[illegible]

# Architecture

MapOSMatic is composed of:

- ❶ the **MapOSMatic web service**, implemented using the Django web framework
  - Uses OpenLayers for the slippy map and Nominatim for the administrative boundary search
  - Stores rendering request into a database
- ❷ the **OcitySMap** Python module that generates the map and index according to area coordinates, administrative area name or OSM polygon ID
- ❸ the **MapOSMatic daemon**, which:
  - processes pending rendering requests from the database with **OcitySMap**
  - updates the database to inform the **MapOSMatic** web front-end that the rendering has been completed

# Architecture



# Infrastructure

- MapOSMatic runs on a dedicated hosted server with:
  - Dual core E2180 @ 2GHz Intel machine
  - 2 GB RAM
  - 3.5 GB swap
  - 1x 250 GB SATA-II hard drive
  - Ubuntu 9.04 x86\_64
- We're currently moving to a bigger, faster server because:
  - The OSM database size has grown considerably and nearly doubled in the past 9 months (and it's not slowing down, but keep it up, contributors!)
  - The duration of each daily update is soon going to be longer than a day (16 to 20 hours avg)

# Some statistics

- Planet OSM database: 177 GB
- 4000 unique visitors per month
- 50 rendered maps/day avg.

⇒ **15,000 maps rendered since September, 2009**



# Standing on the shoulders of giants

- Power of F/OSS software: in just a few days, it was possible to learn, understand and set up an OSM application such as MapOSMatic
- MapOSMatic is 1400 lines of Python and OcitySMap is 2000 lines of Python. The rest is a bit of HTML/JavaScript for the web front-end and the translations
- First-level dependencies (PostgreSQL, PostGIS, Apache, Mapnik, etc.) of MapOSMatic stand for more than 600.000 lines of code. We've written only 0.5% of this to create our application

# OSM data

- Usage of administrative boundaries at the city level is not yet widespread. Few OSM communities in the world have started importing administrative boundaries
- Inconsistent `admin_level`:
  - In France, all cities use `admin_level=8`
  - In Germany, some use 4, some 6 and others 8, depending on the city's importance
  - Other countries have different rules
- Insufficient information to generate a correctly sorted street index
  - *Rue Paul Verlaine* is indexed at *Paul Verlaine (Rue)*
  - We should have *Verlaine (Rue Paul)* (Verlaine being the family name). Cannot be done automatically, needs additional OSM data/tagging
- Only one language for street/city names imported by `osm2pgsql`. HStore?

# Mapnik

- When streets are small, Mapnik doesn't render their labels. Problematic since those streets are visible in the index but not on the map
- Mapnik consumes too much memory to render large PNG maps

# Future work

- **On the map:**
  - legend
  - additional and configurable POIs and layers (in connection with Chimère ?)
- **Rendering options:**
  - paper size selection
  - splitted map on several pages
  - configurable styles
- **Infrastructure changes:**
  - new server
  - use Osmosis for minutely updates
  - rendering optimizations
- *Your feature!*

# Conclusion

- We would like to thank the OSM community for having created the data and tools that allowed applications such as MapOSMatic to be created
- We hope that MapOSMatic is useful as another example of why OpenStreetMap and free geographical data are nice, and hope to make it even more useful in the future
- **And once again, MapOSMatic is free software, so please join the game! We have a mailing-list, Git repository and IRC channel!**

① <http://www.maposmatic.org>

② <irc://irc.freenode.net/#maposmatic>