#### On-Device, Open Source Mobile Vector Rendering of OpenStreetMap

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#### Introduction

- Mobile lead at Mapbox
- Live & work here in Portland
- Working on mobile tools & strategy



### Mapbox

- Building open source tools for custom map design and development (P)
- Cloud hosting of custom maps for apps and websites ( )
- ~100 folks worldwide (

### Mapbox GL

- Our name for on-device vector rendering
- As always, completely open source
- GPU accelerated (think: game tech to new ends)



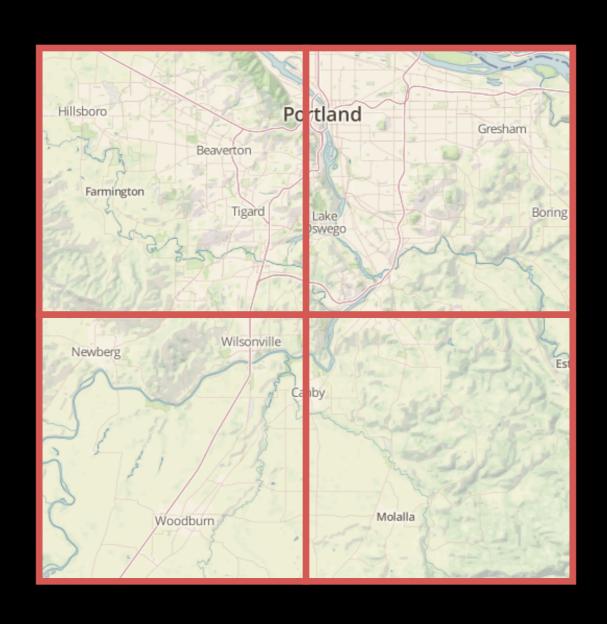
### Demos



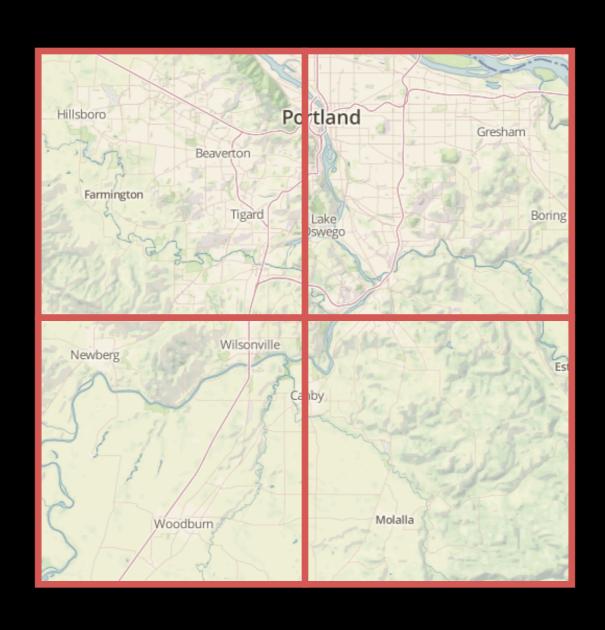




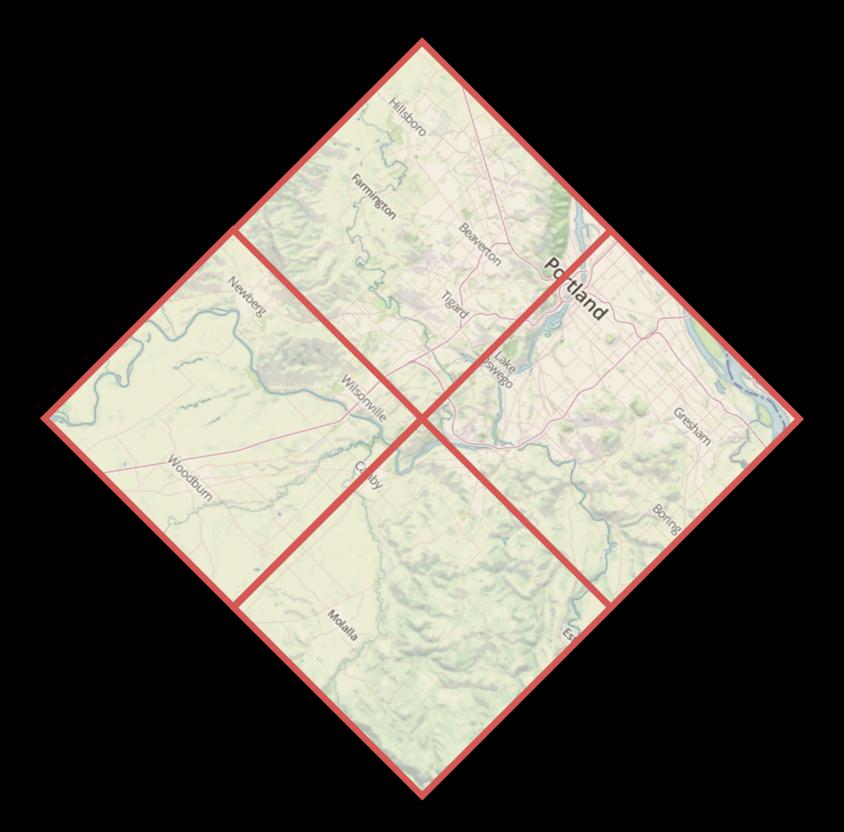




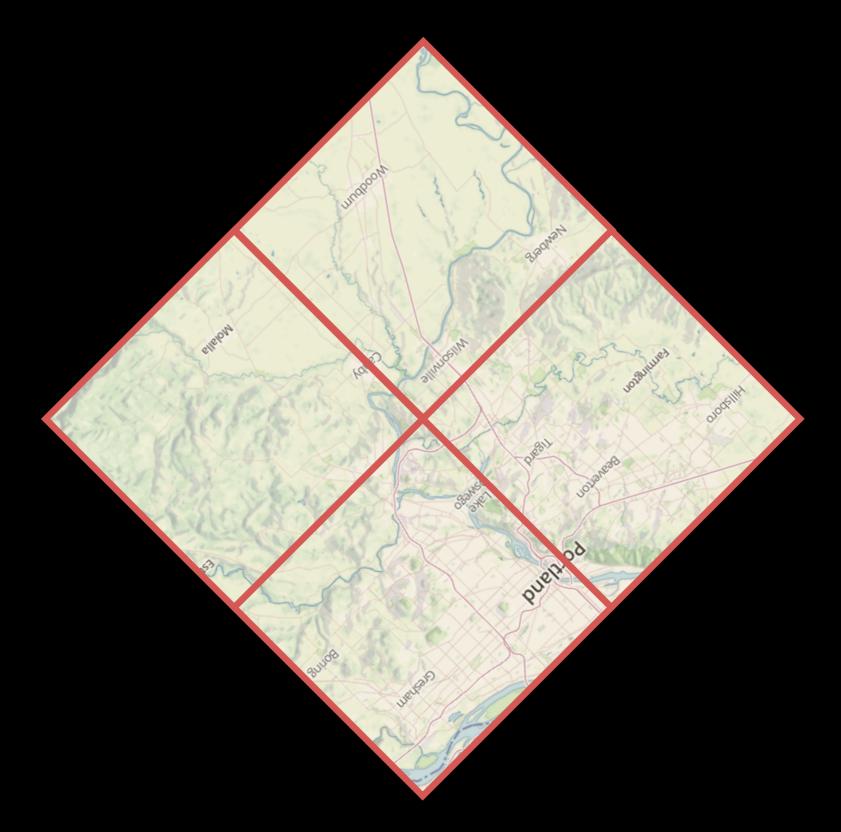
### Raster Tiles: Rotation



# Raster Tiles: Rotation



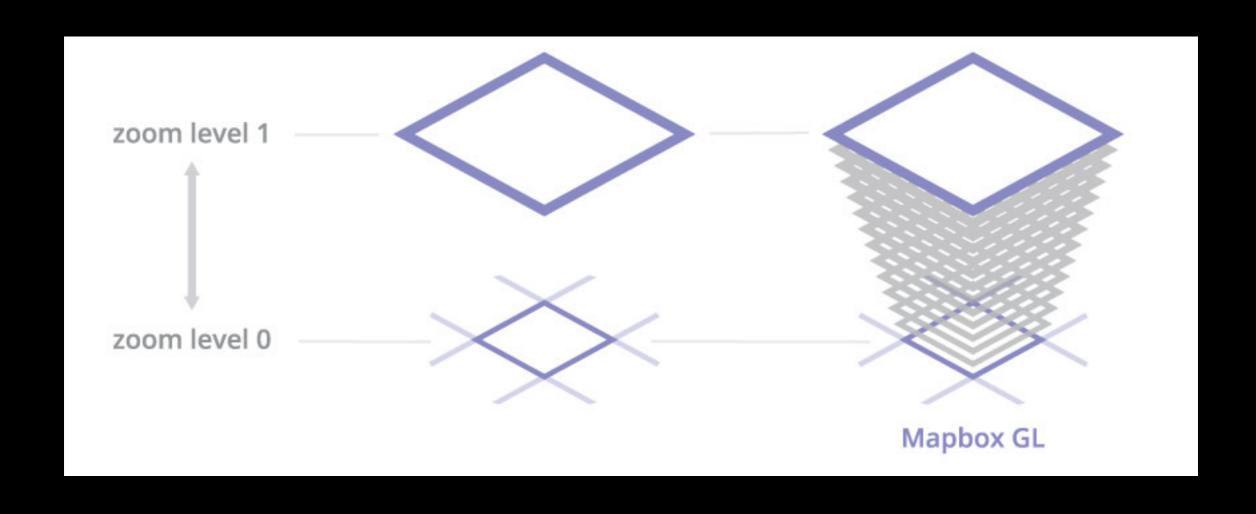
# Raster Tiles: Rotation

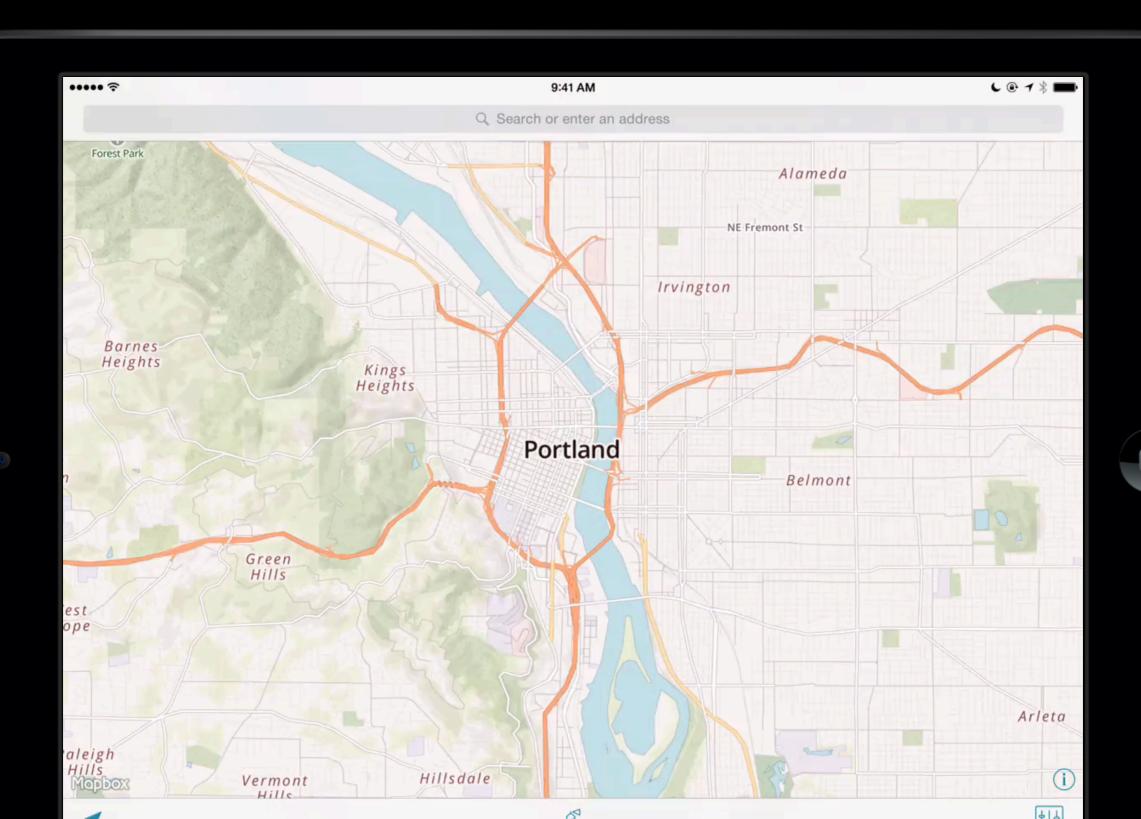


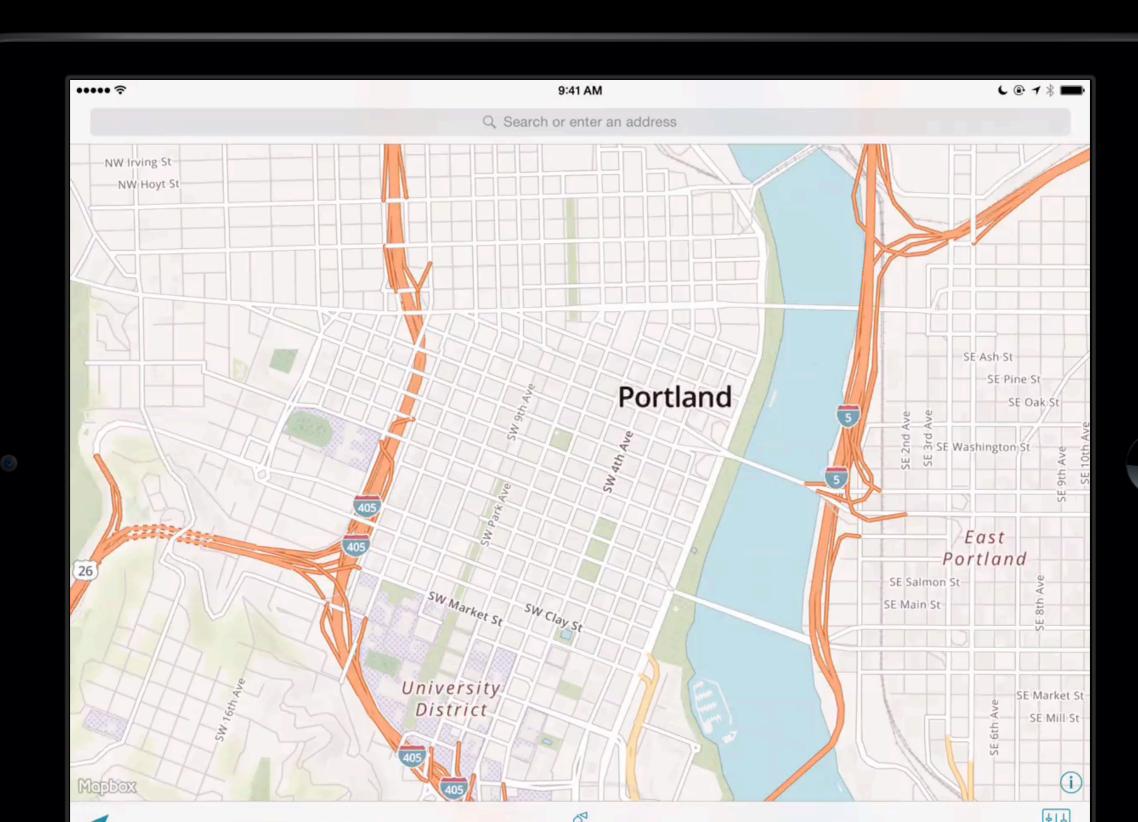
#### Vector Tiles

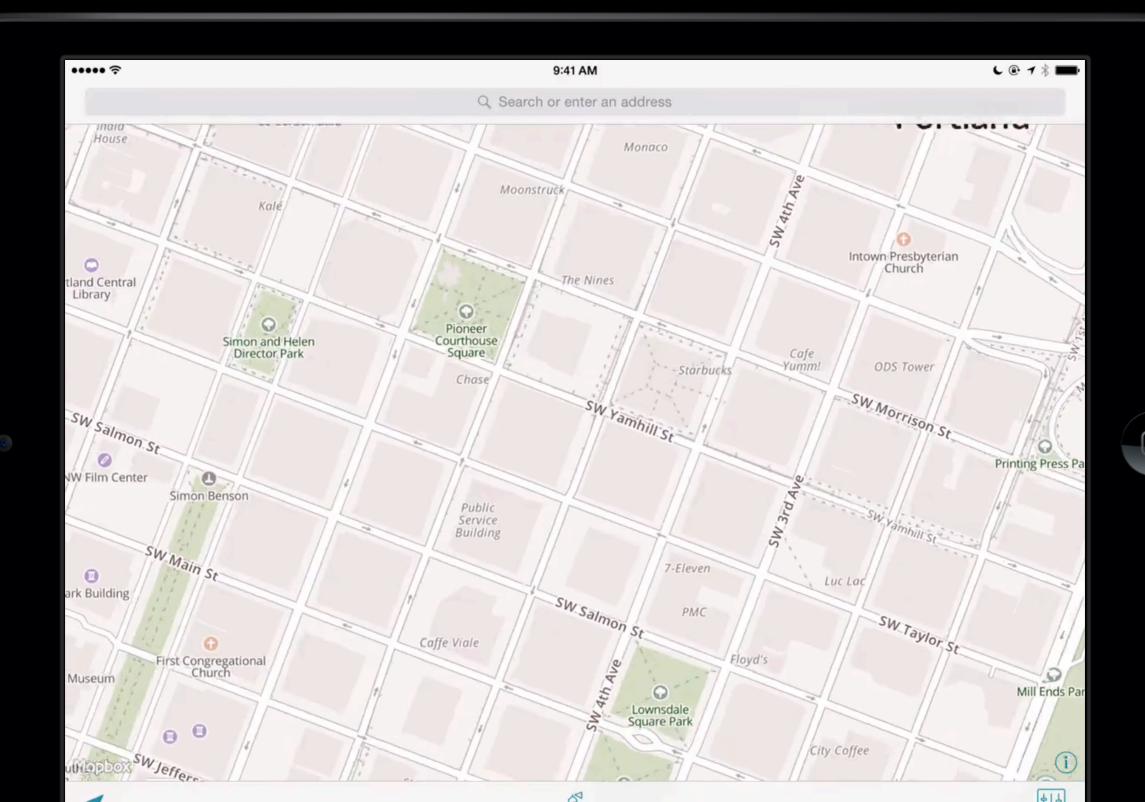
- You can't "see" vector tiles; they are just data
- But the "tile pyramid" works the same way
- Rendering continuity between zooms
  - Label placement is a great example

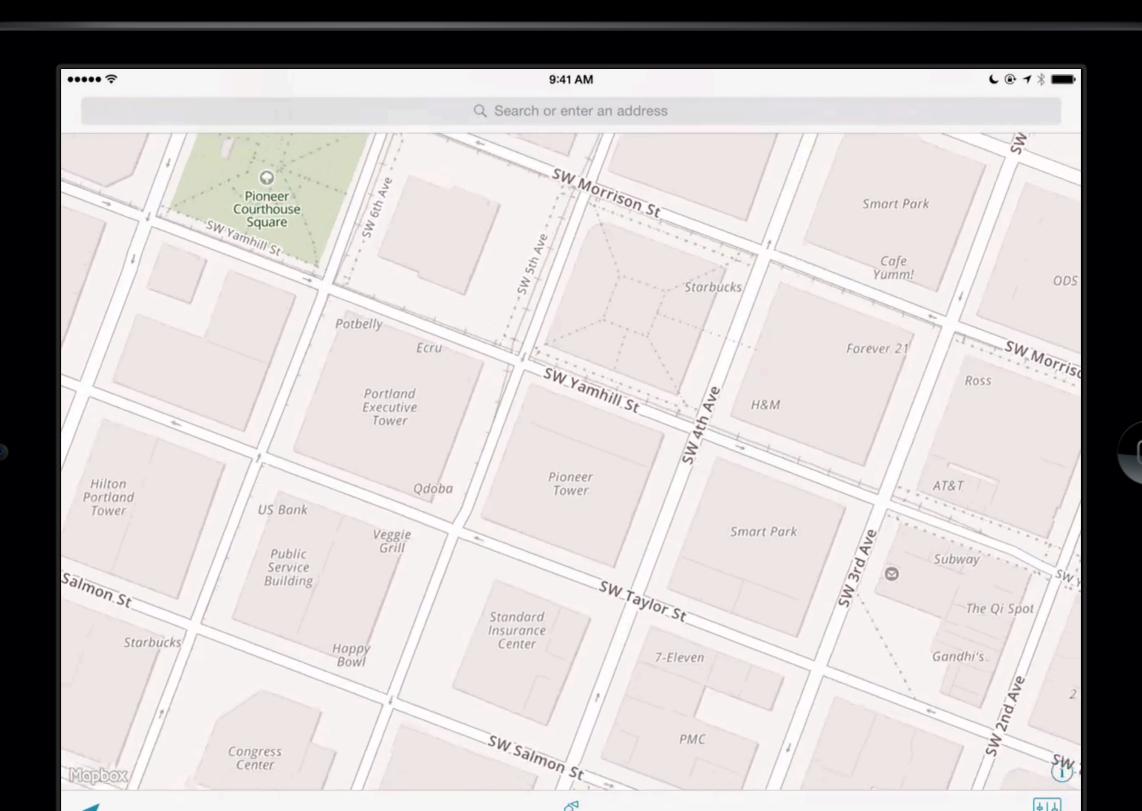
### Incremental Zoom

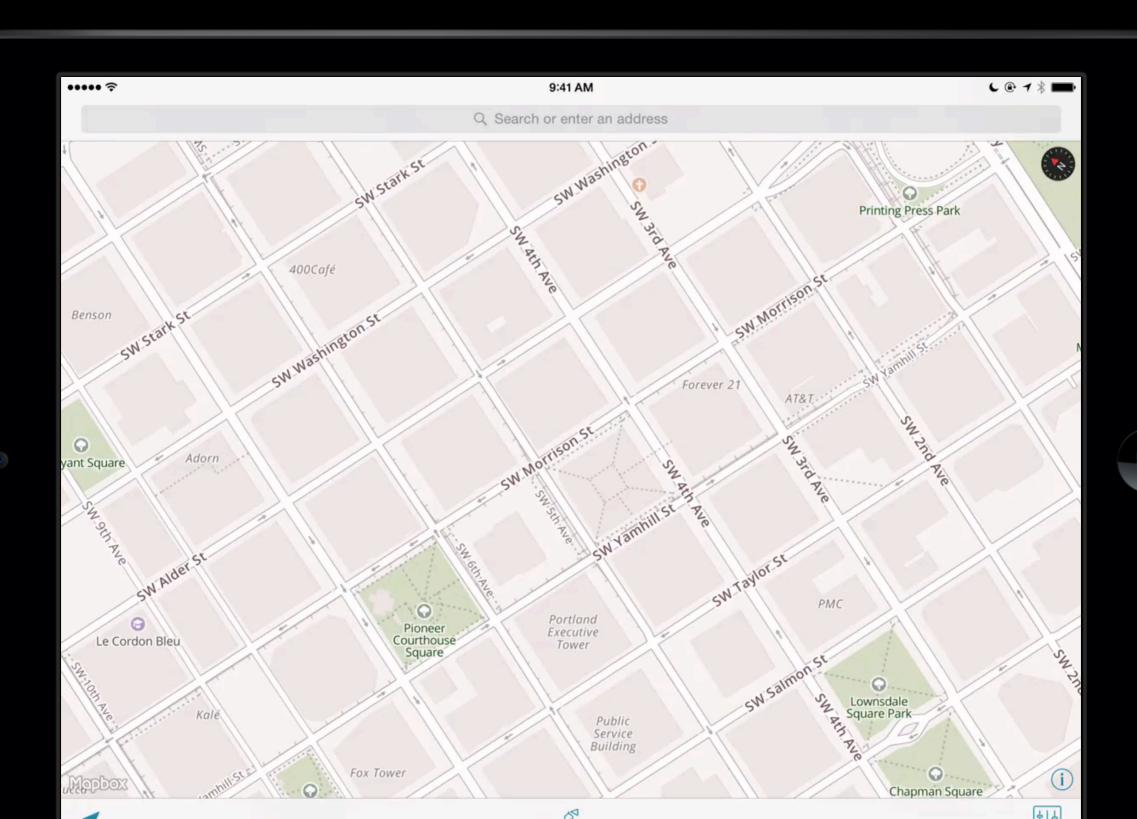












```
ZOOM 14 VALUE: 0.1 ZOOM 16

...
"style": {
    "line-width": {
        "stops": [[14, 1], [15, 3], [16, 4]]
    }
}

Functions are specified in [ZOOM, value] pairs.
```

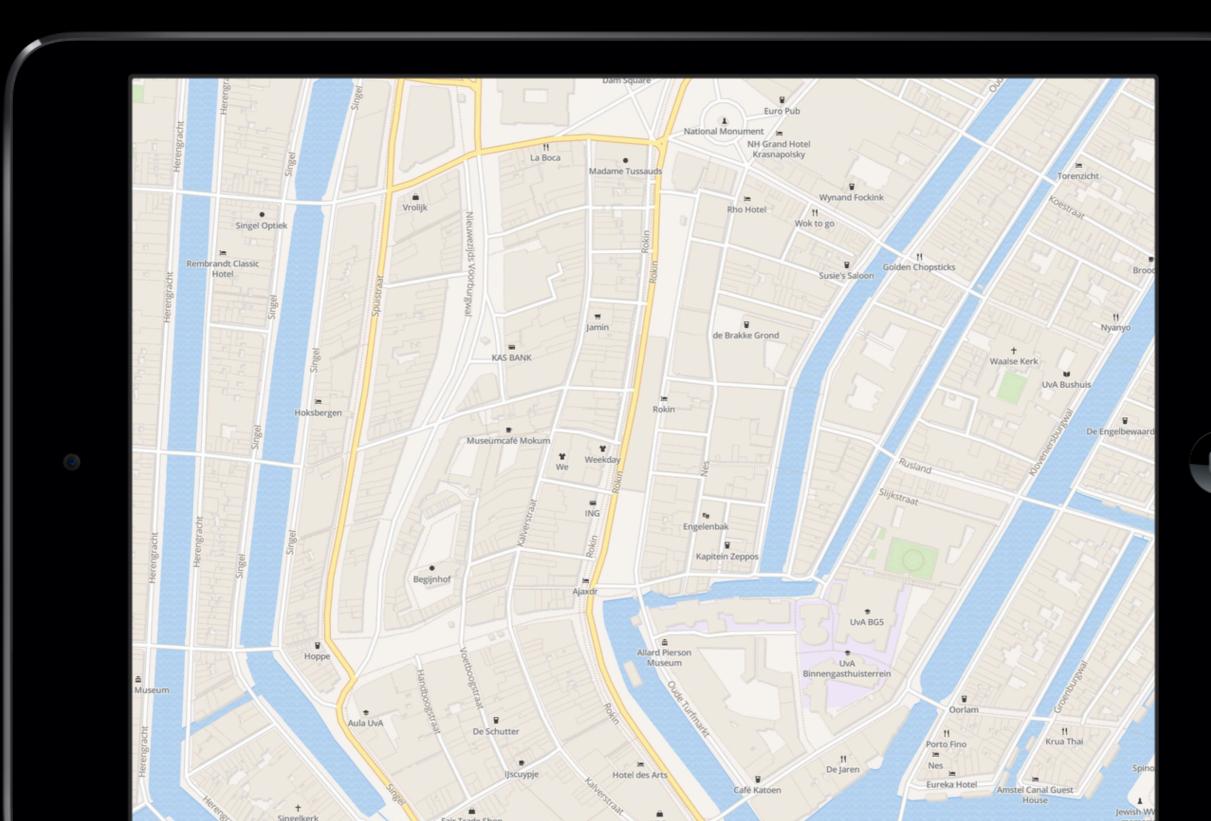
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"style": {
    "line-width": {
        "stops": [[14, 1], [15, 3], [16, 4]]
      }
}

Functions are specified in [200m, value] pairs.
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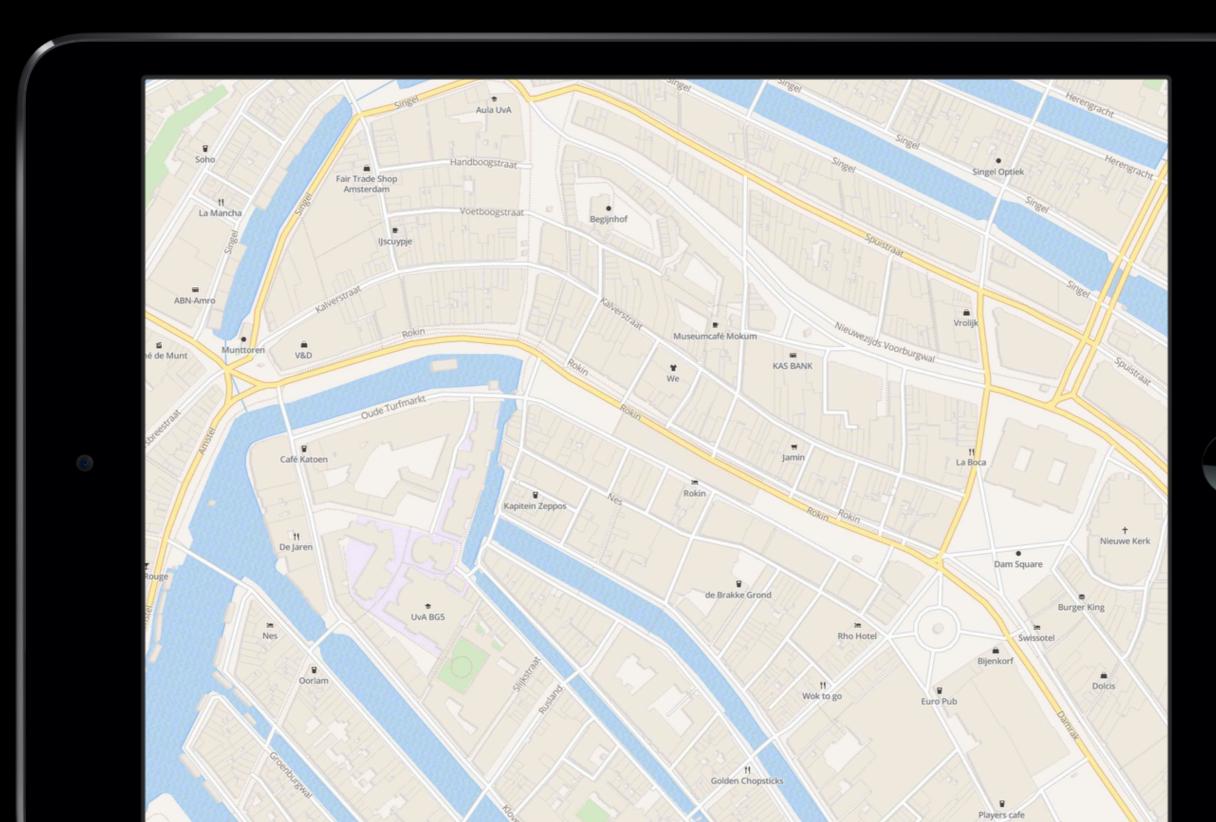
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...
"style": {
    "line-width": {
        "stops": [[14, 1], [15, 3], [16, 4]]
      }
}

Functions are specified in [ZOOM, value] pairs.
```

# Rotation Response



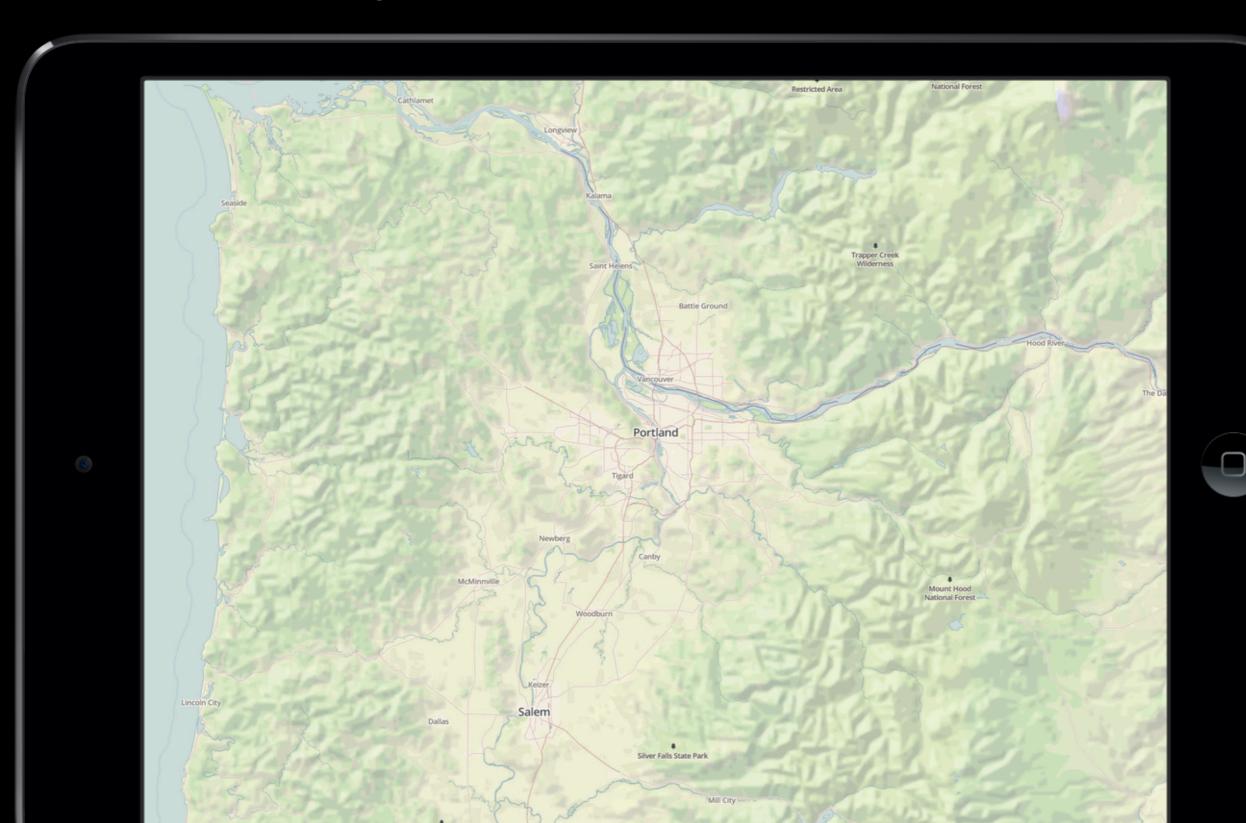
# Rotation Response

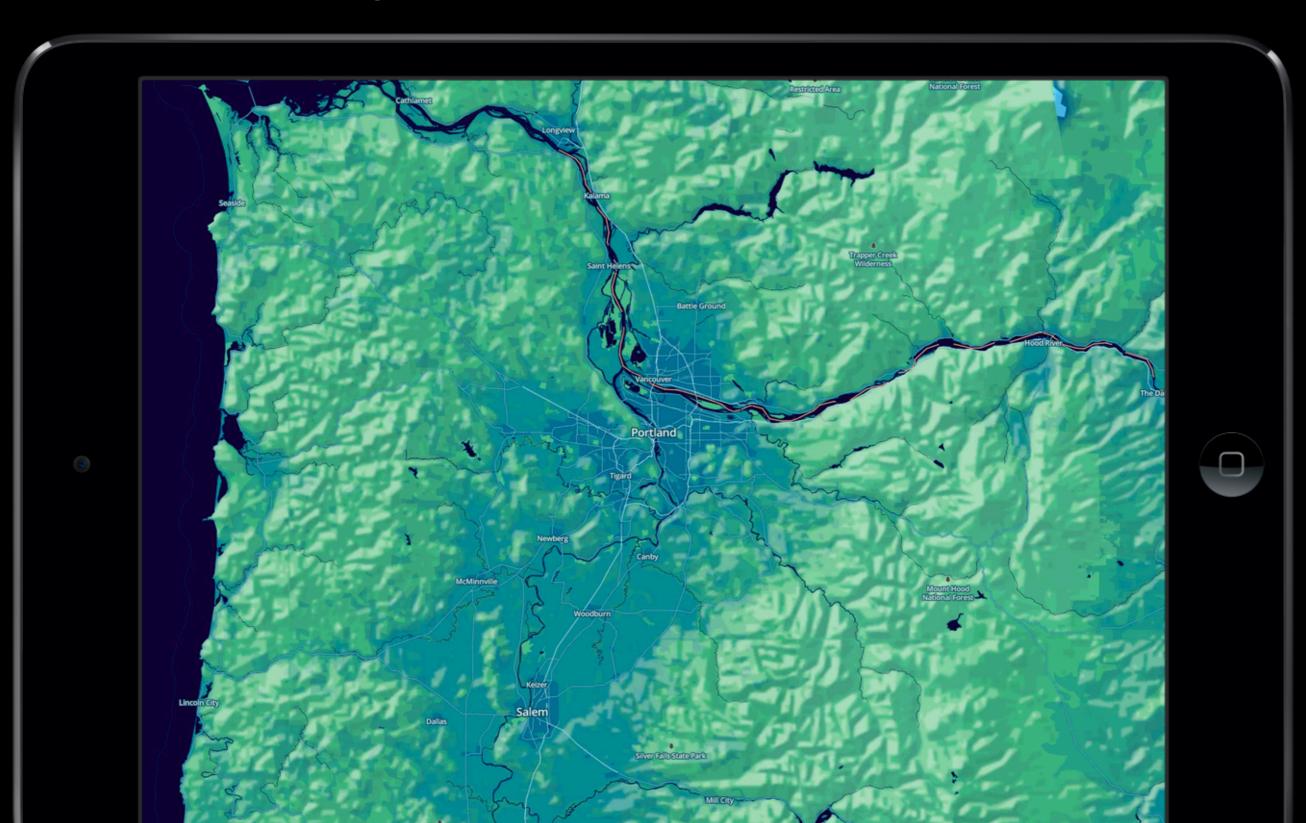


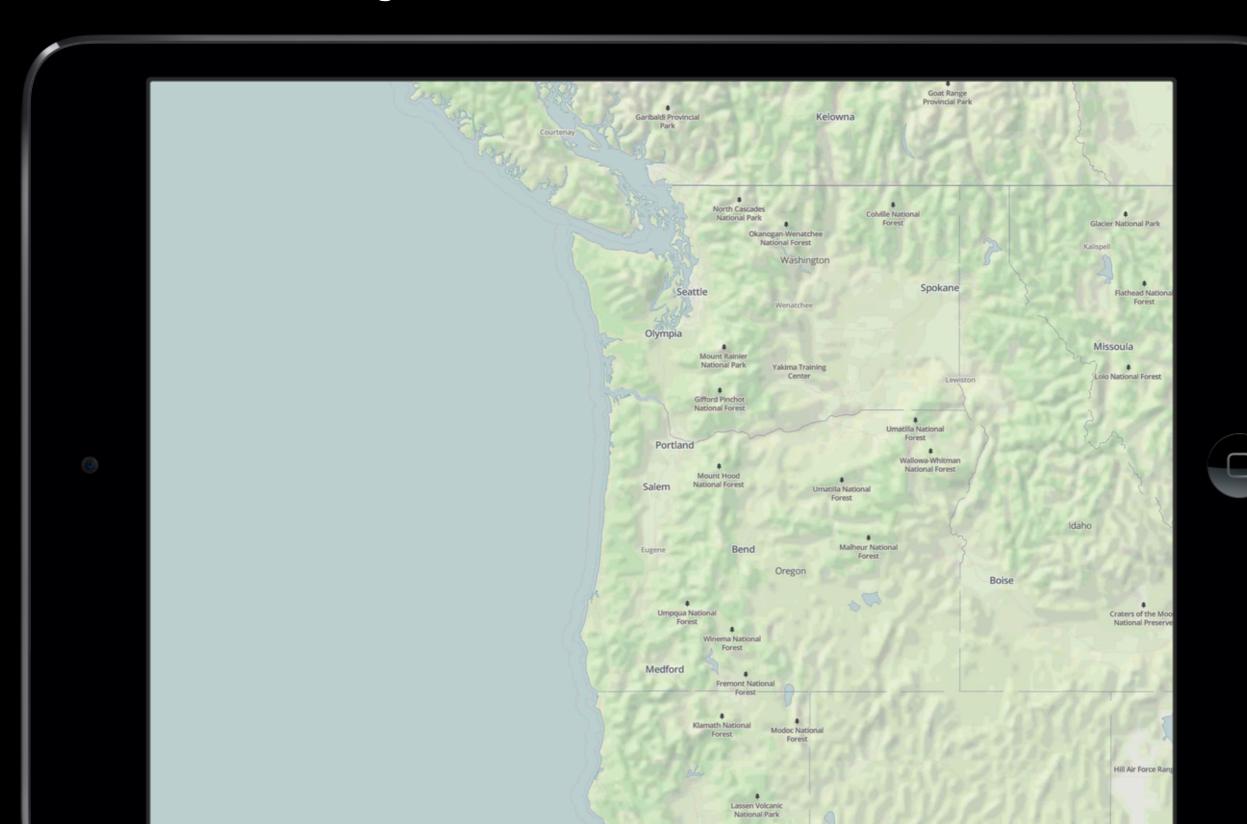
#### Vector/Raster Combos

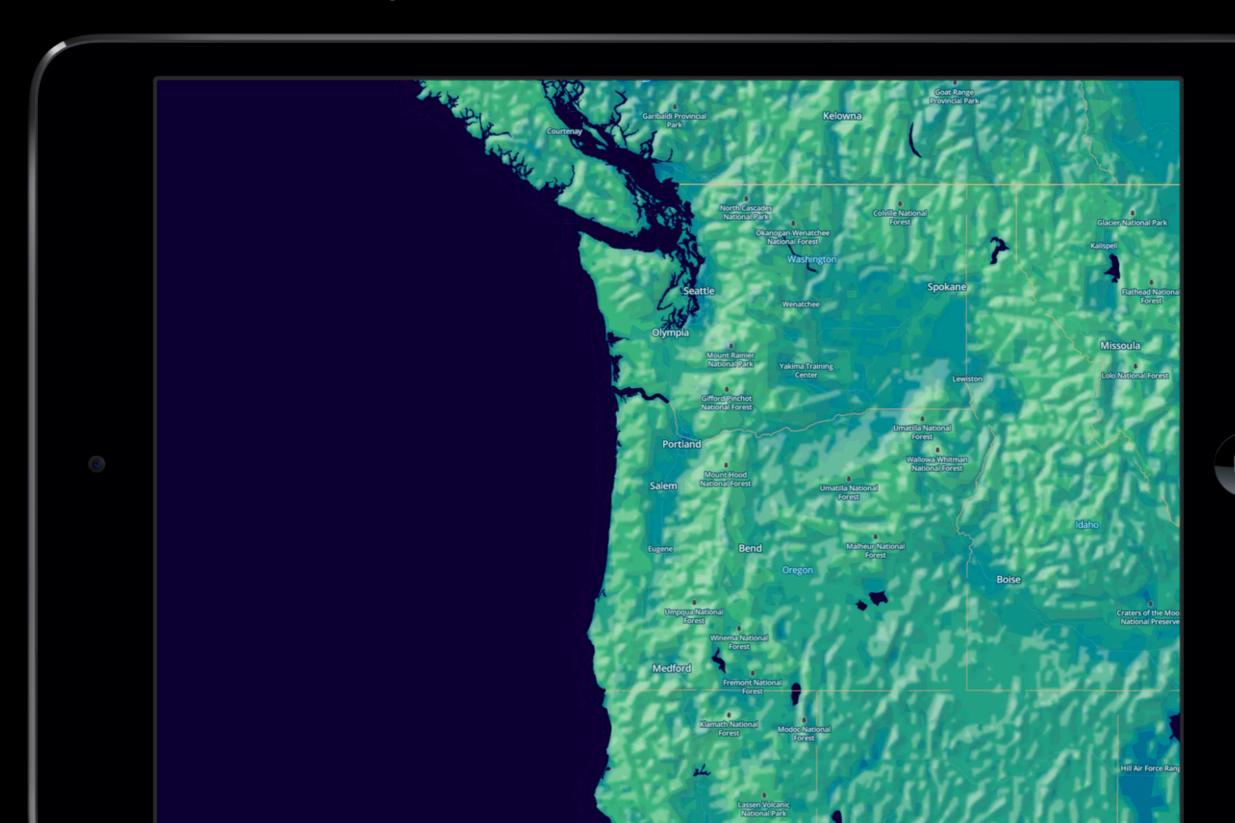
- Rasters aren't going away
- All satellite imagery is rasters
- Can combine raster base & vector features & labels

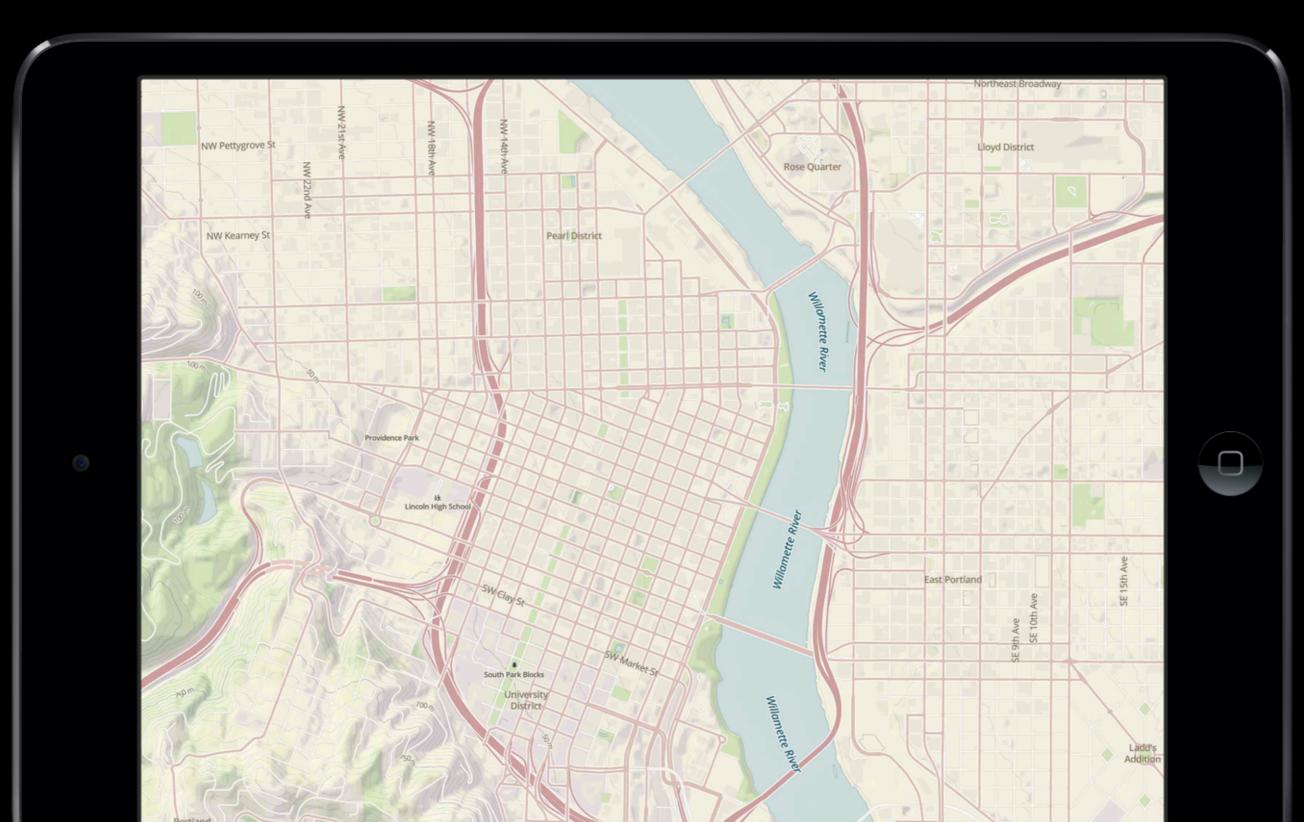


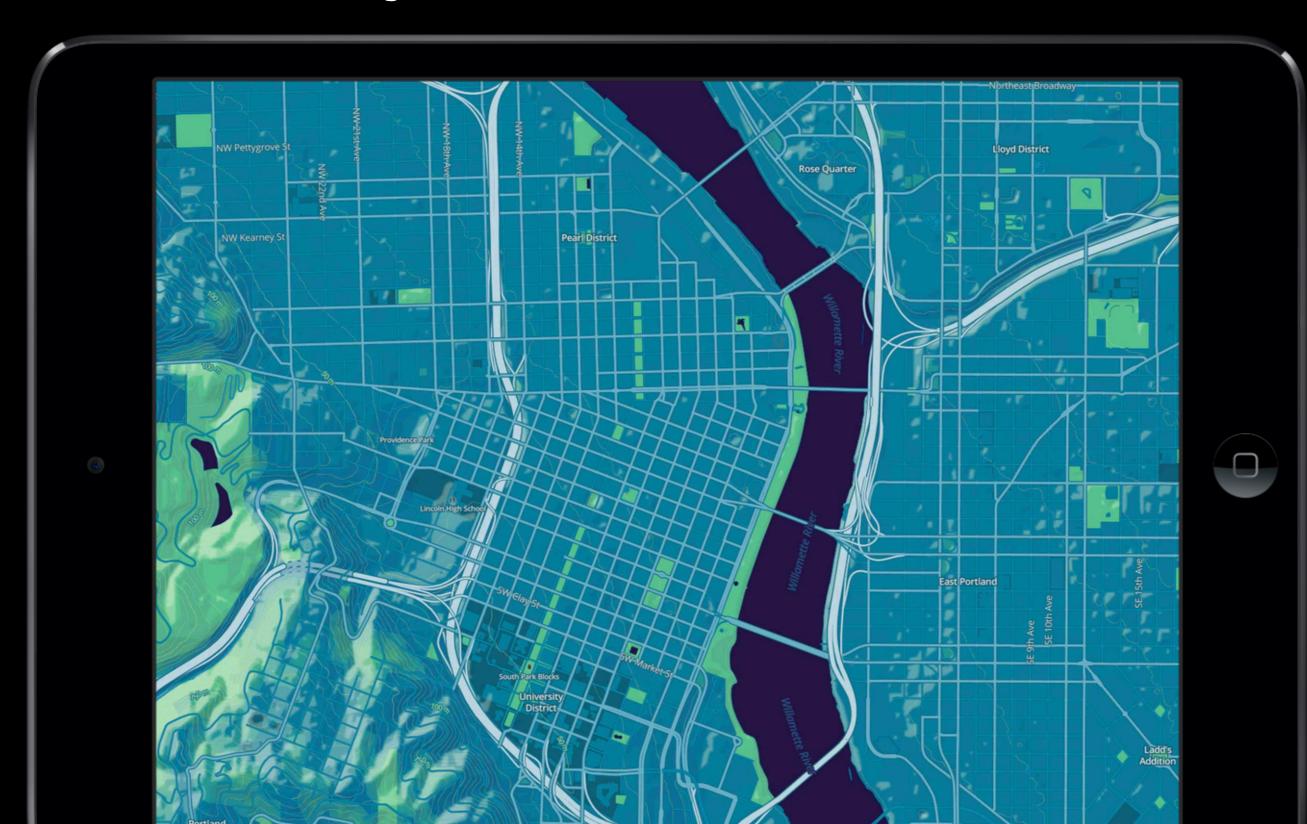




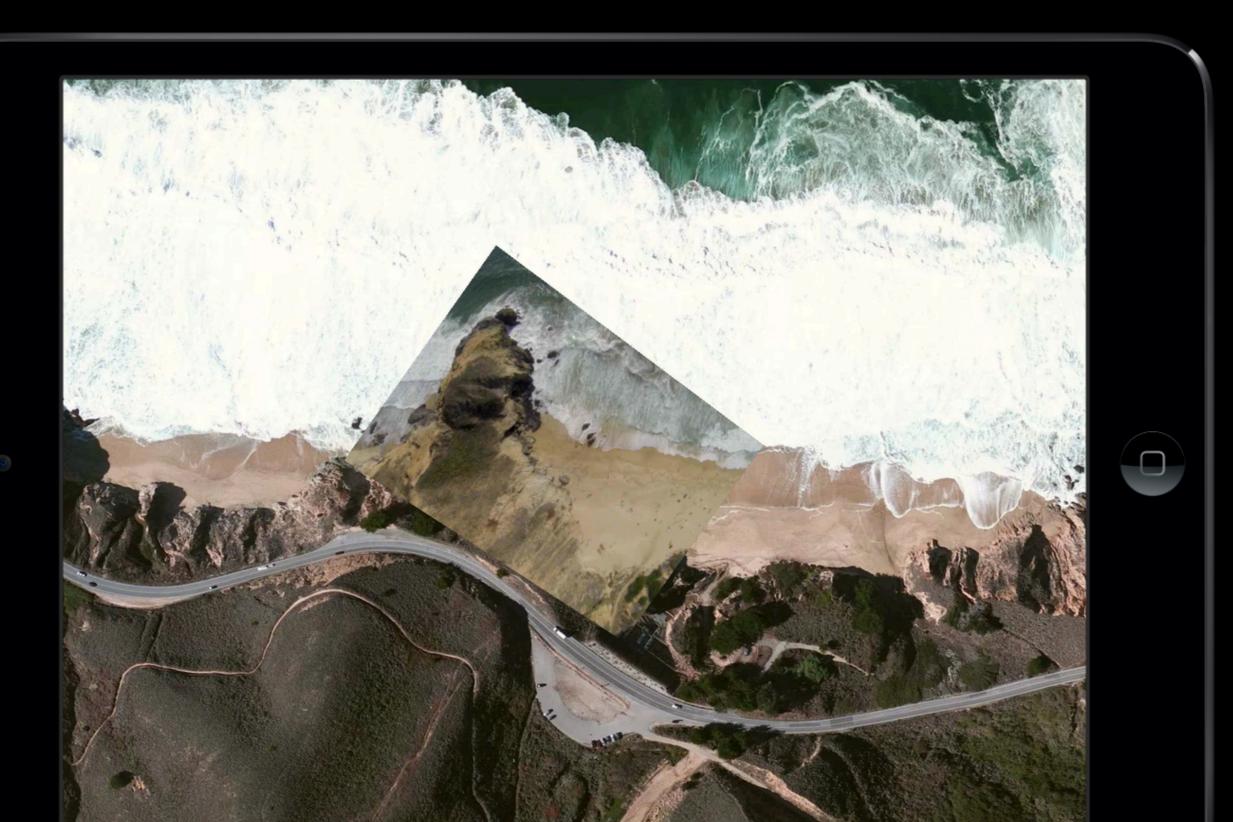








# Superimposed Video



#### Mapbox GL Stack

- Dual-stack approach (native devices + JS)
- JS variant is not designed for mobile
  - Works, but not ideal (heavy WebGL is resource-constrained)
- Native is written in C++14

#### Mapbox GL Stack

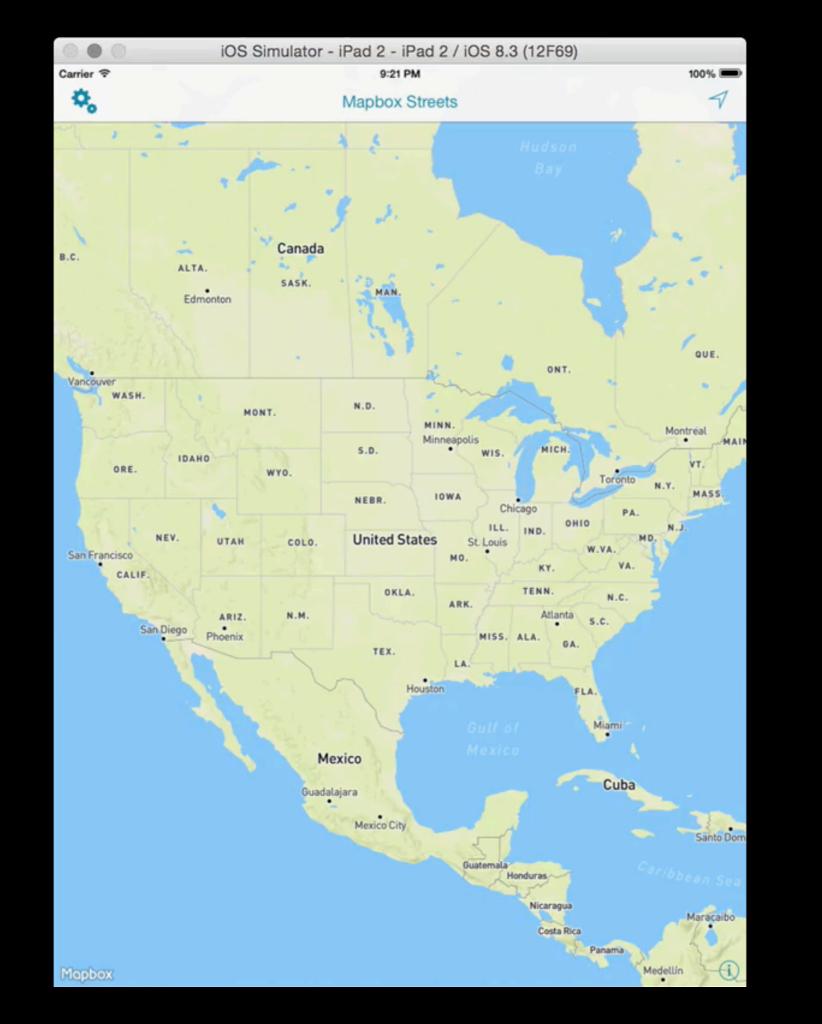
- Atop native we have per-platform bindings
  - Cocoa/ObjC/Swift for iOS, Java for Android
- All open source on GitHub
- Aims to support non-Mapbox
  - Regular ol' slippy map tile URLs, etc.

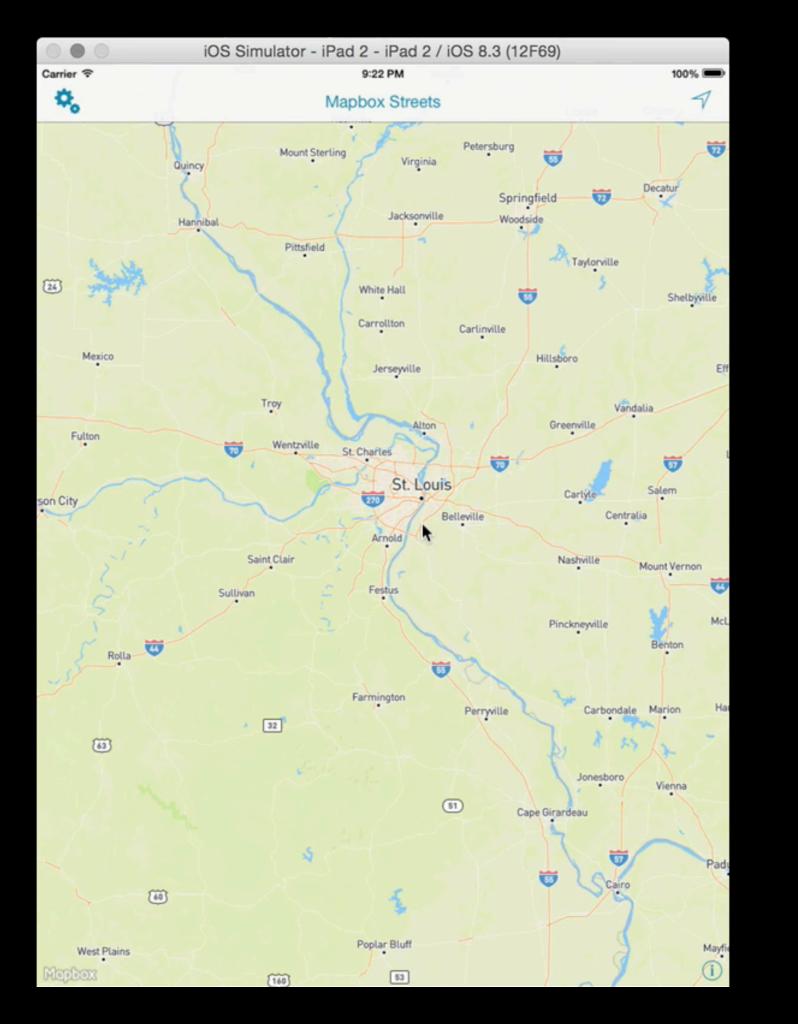
#### High-level Goals

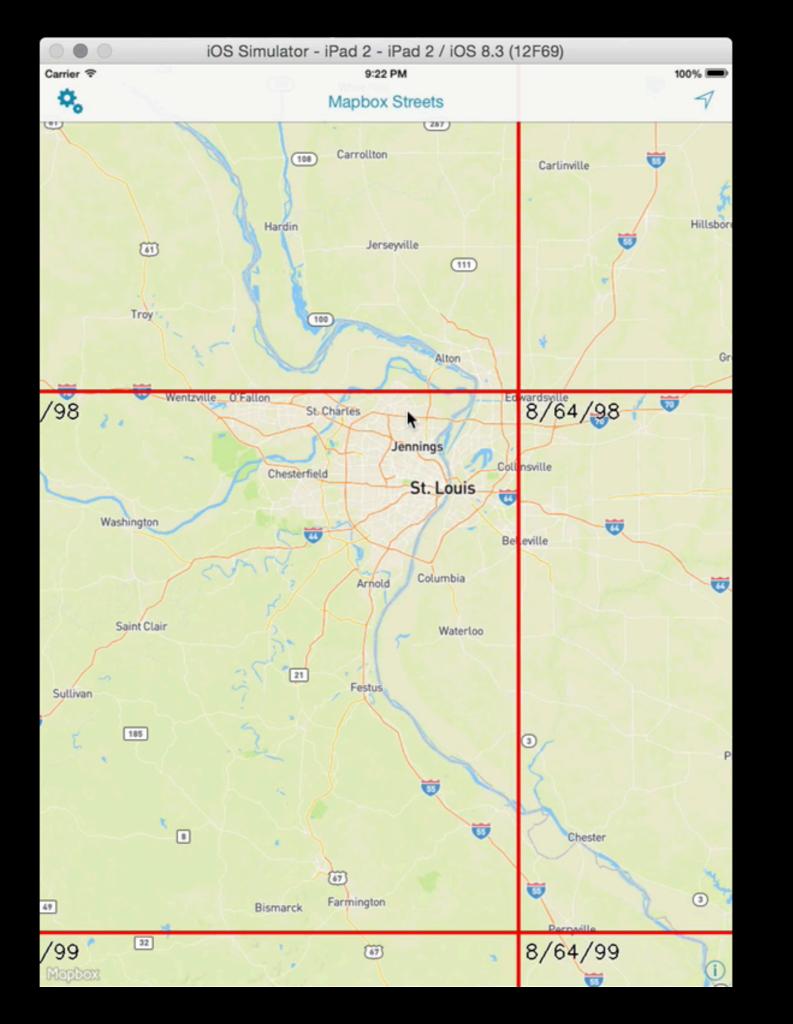
- Run on mobile & web using best frameworks
- Easy to get up and running in apps & websites
- Fun to design & iterate with
- Built on open standards (created, if necessary)

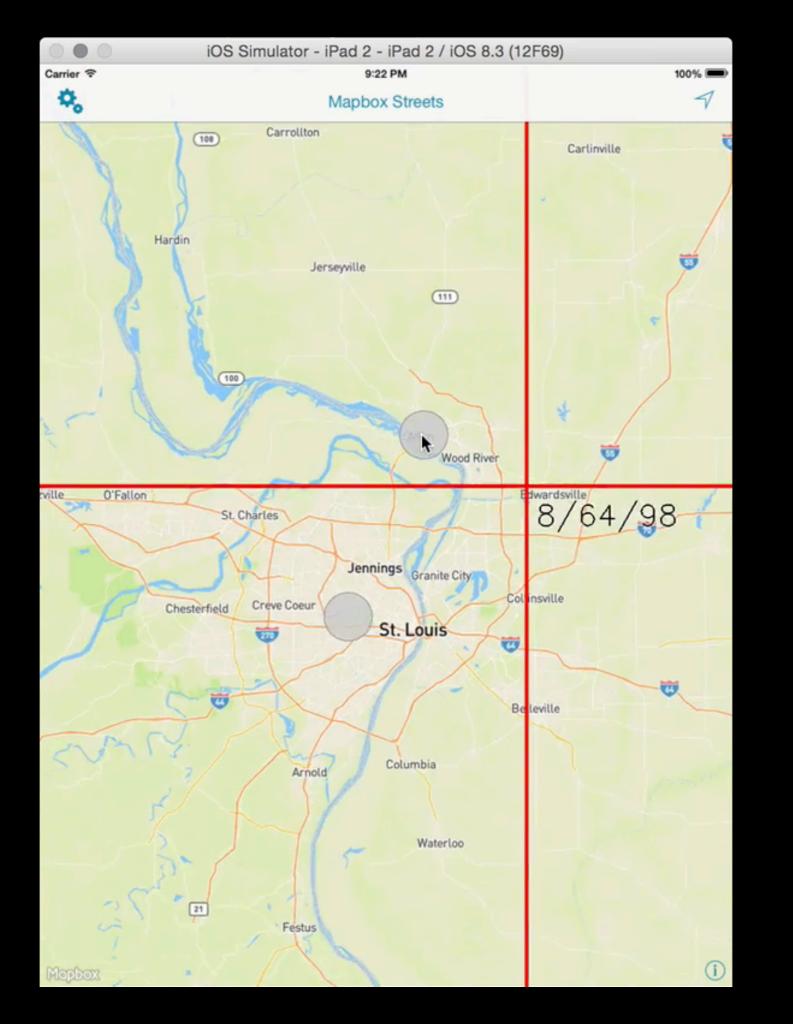
#### Vector Tiles

- Basic tenet: eliminating the database, particularly for global maps
- Instead of indexing DBs, we pre-tile X+Y by Z
- Pre-optimize with polygon simplification
- Tile format spec is open on GitHub
  - github.com/mapbox/vector-tile-spec









### Vector Tile Goals

- Tiling/clipping
- Pre-simplification
- Binary format
  - Reduce size of overall data
  - Eliminate duplication of bytes

- Tools for creation
  - mapnik.org
  - <u>github.com/mapbox/</u> <u>tilelive-bridge</u>
- Tools for parsing
  - github.com/mapbox/ mapbox-vector-tile-{js,py}

# Styling Spec

- Style spec is also on GitHub
  - github.com/mapbox/mapbox-gl-style-spec
- Reference docs
  - mapbox.com/mapbox-gl-style-spec

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#### Mapbox

Design Data Industries Enterprise Plans Help Developers Blog 🖹 🗞 🥒 🛍 🕞

#### Style Reference v7

Version

Sprite

Glyphs

**Constants** 

**Transition** 

Sources

Vector

Raster

GeoJSON

Video

Layers

Background

Fill

Line

Symbol

Raster

**Values** 

Color

Enum

String

Boolean

Number

Arrav



#### **Mapbox GL Style Reference**

The Mapbox GL style is an object that defines what data to draw, the order to draw it in, and how to style the data when drawing it. The JSON structure follows the renderer implementation very closely. It provides the basic building blocks out of which more complex styles can be built.

Key: supports interpolated functions transitionable

```
"version": 7,

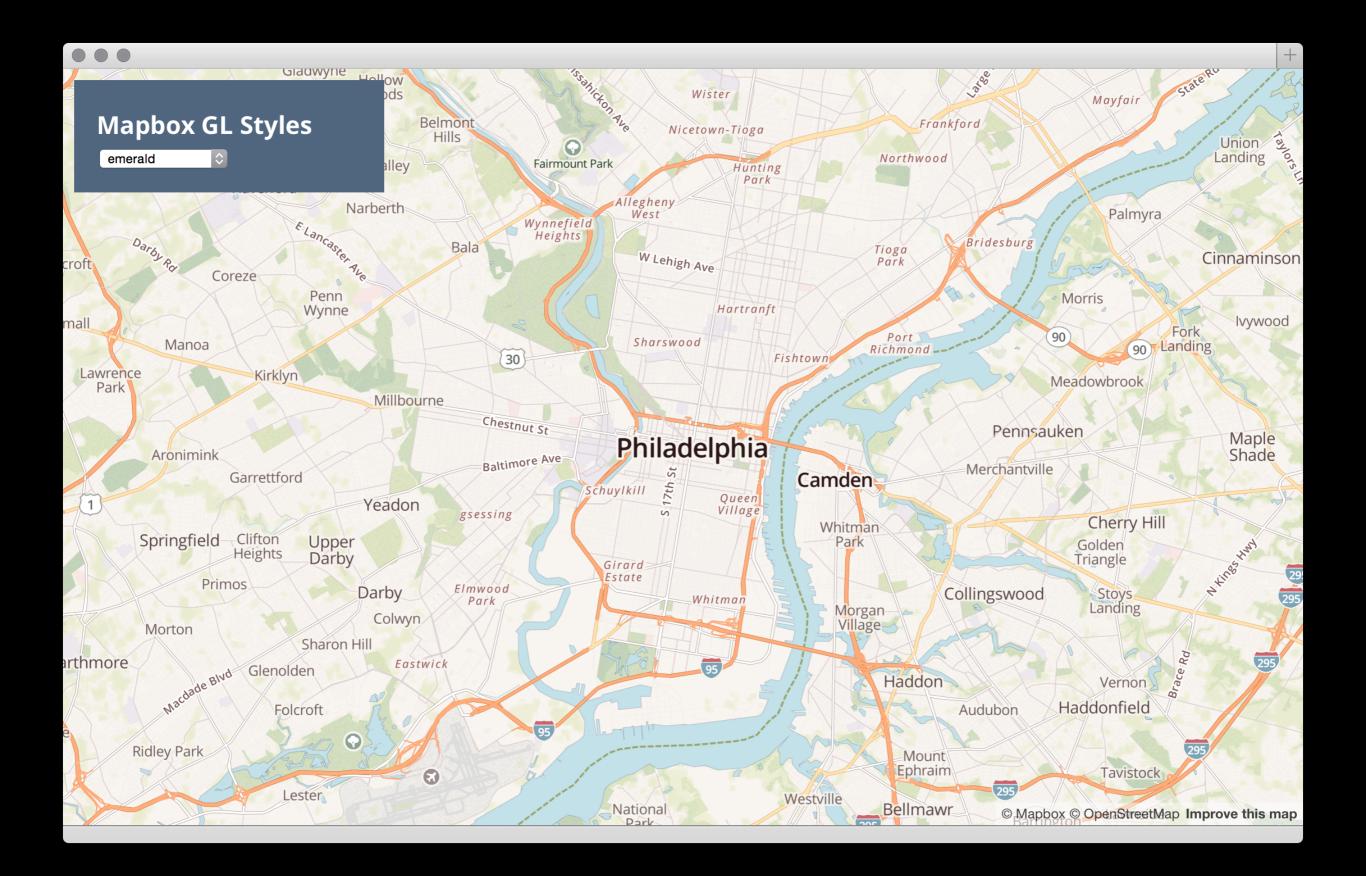
Stylesheet version number. Must be 7.

"sprite": "https://www.mapbox.com/mapbox-gl-styles/sprites/bright",

A base URL for retrieving the sprite image and metadata. The extensions `.png`, `.json` and scale factor `@2x.png` will be automatically appended.
```

# Example Styles

- Repo of JSON styles
  - github.com/mapbox/mapbox-gl-styles
- Web-based live examples
  - mapbox.com/mapbox-gl-styles



### Mobile Potential

- Mobile doesn't just mean phone
- Mobile means personal & hyper-local
- Pocket computers with an ever-increasing number of sensors
- This space will grow (wearables, anyone?)

# Ambient Light

- Dark room: lower contrast map & night mode
- Bright outdoors: high contrast map & day mode
- Mobile devices have sensors, so we can automate this!

# Ambient Light



# Ambient Light



#### Pedometers

- Change map info density & scale
- Based on walk/run/bike/drive/fly activity
- Walk/run: show dog parks, water fountains
- Drive (or run): show highways (or not)
- Fly: show state & park borders, major cities

## What's Next?

- Better high-level APIs for easier integration
- Testing on more devices
  - Particularly looking for Android hackers!
- Your apps!



# In Closing

- Vector tiles + on-device rendering are here today
- Lots of app potential & Mapbox is trying to build the ball bearings
- Hackers welcome!

## Thanks & Questions

- github.com/mapbox (450+ repos)
- mapbox.com/blog (almost daily)
- justin@mapbox.com
- @incanus77

