

Tom Lee

tlee@mapbox.com
@tjl

**Turf &
tile-reduce**

<http://turfjs.org/>

Turf
manipulates
map data

GeoJSON

results can be displayed anywhere

- **mapbox.js**
- **leaflet**
- **d3**
- **mapbox studio**
- **QGIS**
- **ArcGIS Desktop**
- **etc**

**Javascript
runs
everywhere**

everywhere?

- **"the cloud"**
- **browsers**
- **your laptop**
- **your mobile**

these

slides

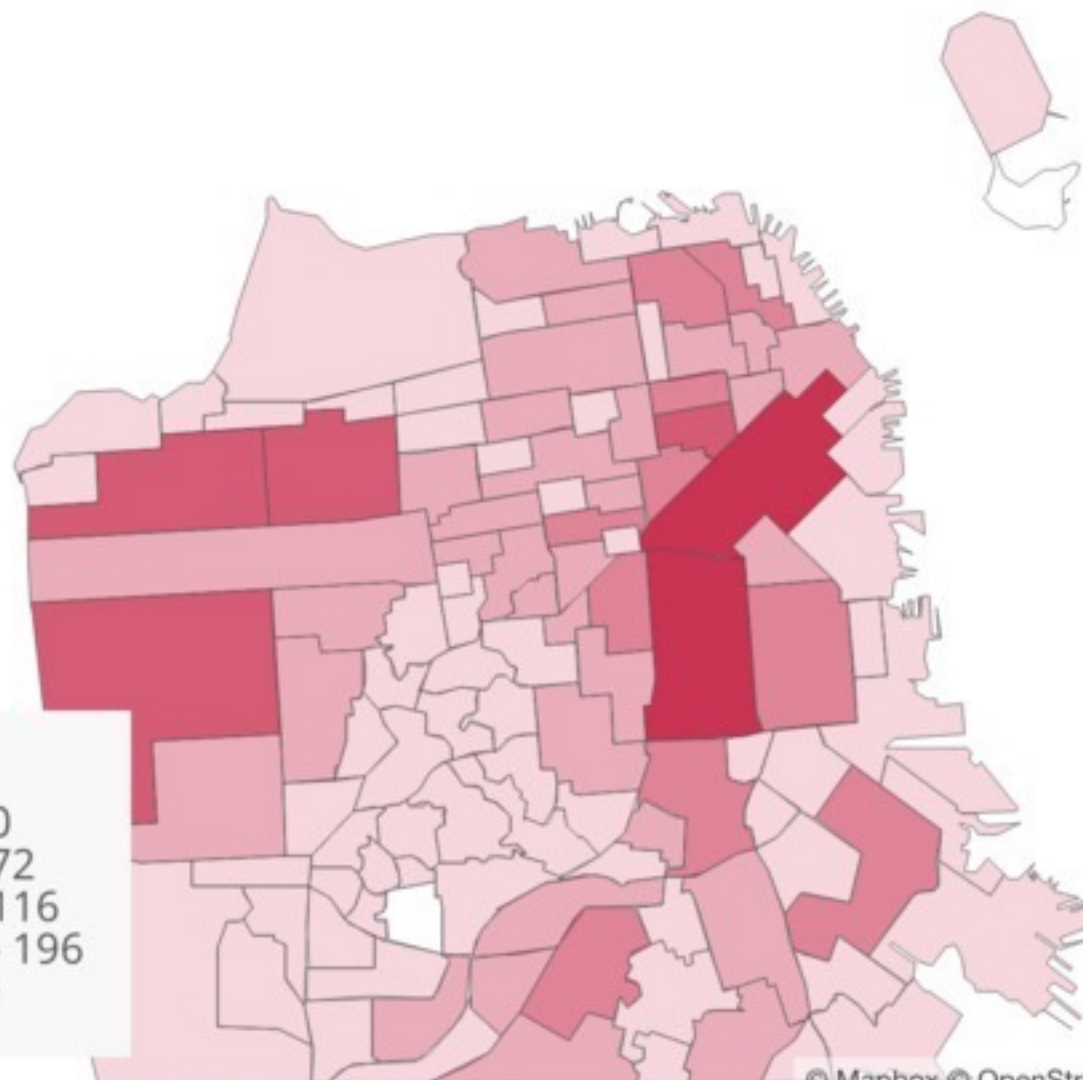
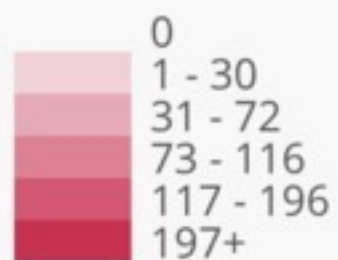


SF 311

past 7 days

☐ Show Calls

Data from DataSF



© Mapbox © OpenStreetMap Improve this map

flexible

- open
- modular
- runs everywhere

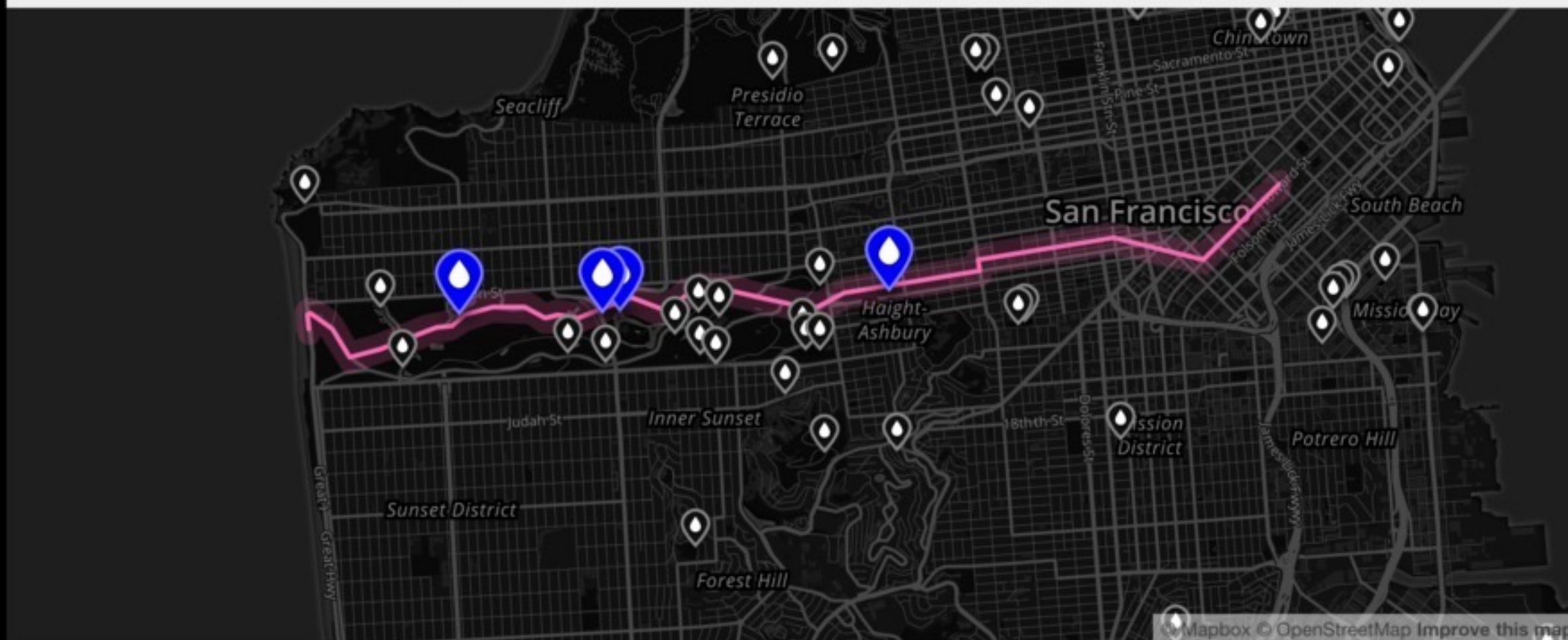
**what can
it do?**

buffers

```
turf.buffer(point,  
1, 'mile')
```

Water Fountains accessible within feet of the Bay to Breakers race route.

A GeoJSON route is buffered with [turf-buffer](#) and points are found with [turf-within](#).



smoothing

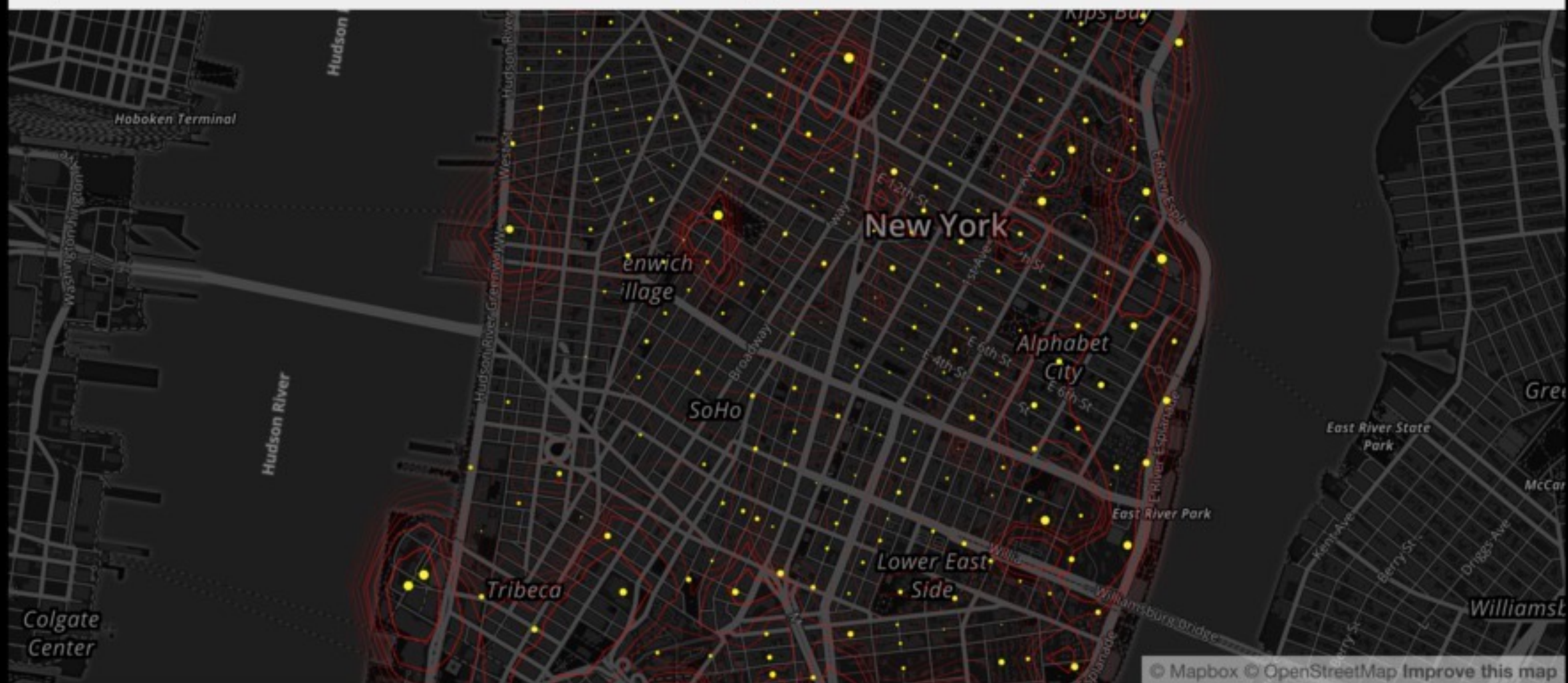
**bezier(line,
5000, .85)**



contours

**isolines(points,
z, resolution,
breaks)**

Population data from the US Census transformed in real-time into population isolines with [turf-isoline](#).



aggregation

Water Fountains in Washington, DC, hexbinned on the fly



raw data

turf-hex

turf-count

**lots of
other stuff**

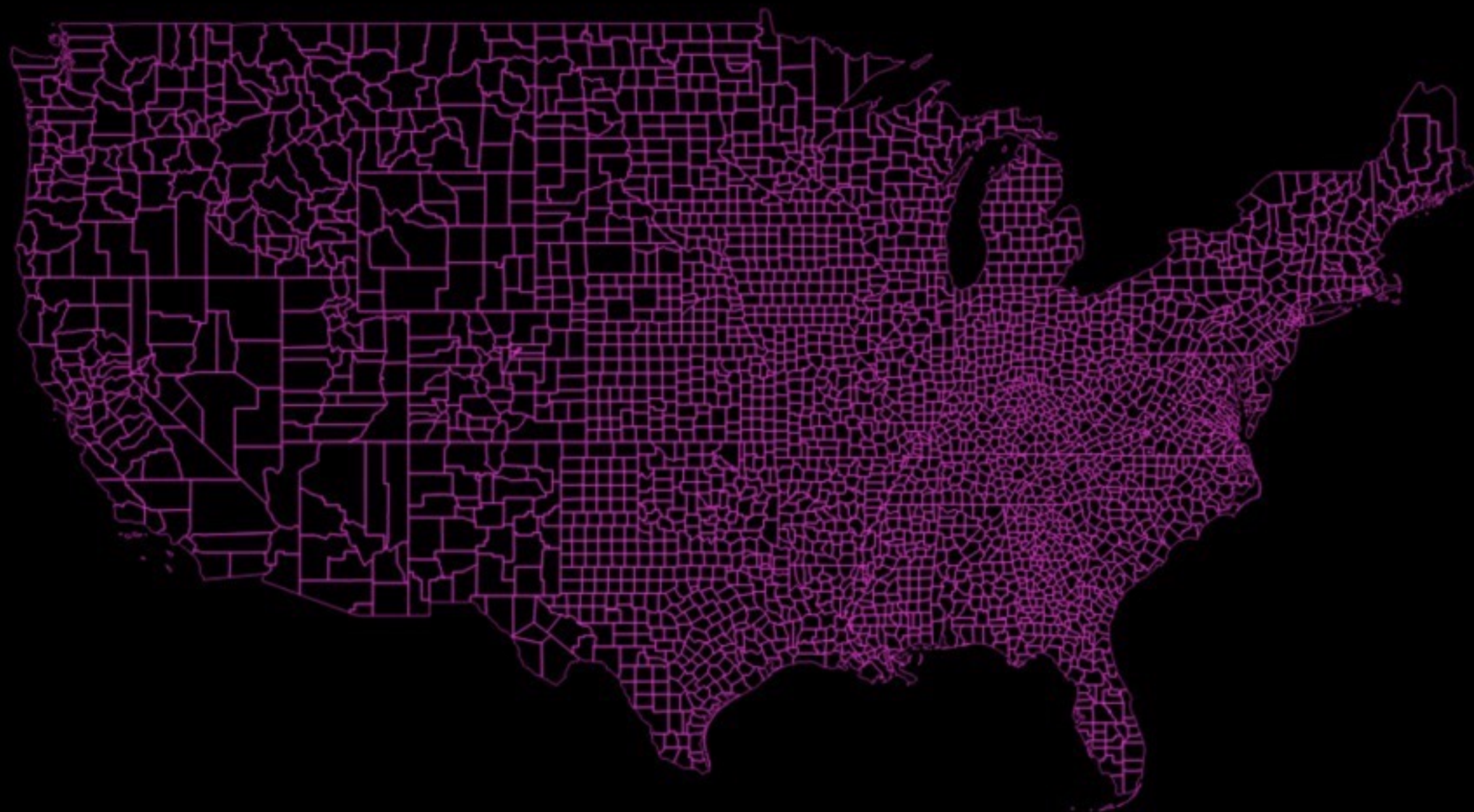
turf-isobands turf-average turf-bbox Polygon turf-bearing
turf-bezier turf-buffer turf-center turf-centroid turf-
combine turf-concave turf-convex turf-count turf-
destination turf-deviation turf-distance turf-envelope turf-
erase turf-explode turf-extent turf-featurecollection turf-
filter turf-flip turf-grid turf-hex turf-inside turf-intersect turf-
isClockwise turf-aggregate turf-isolines turf-jenks turf-
kinks turf-linestring turf-max turf-median turf-merge turf-
midpoint turf-min turf-nearest turf-planepoint turf-point-
on-surface turf-point turf-polygon turf-quantile turf-
reclass turf-remove turf-sample turf-simplify turf-size turf-
square turf-sum turf-tag turf-tin turf-union turf-variance
turf-within

Turf is GIS
for the
Web

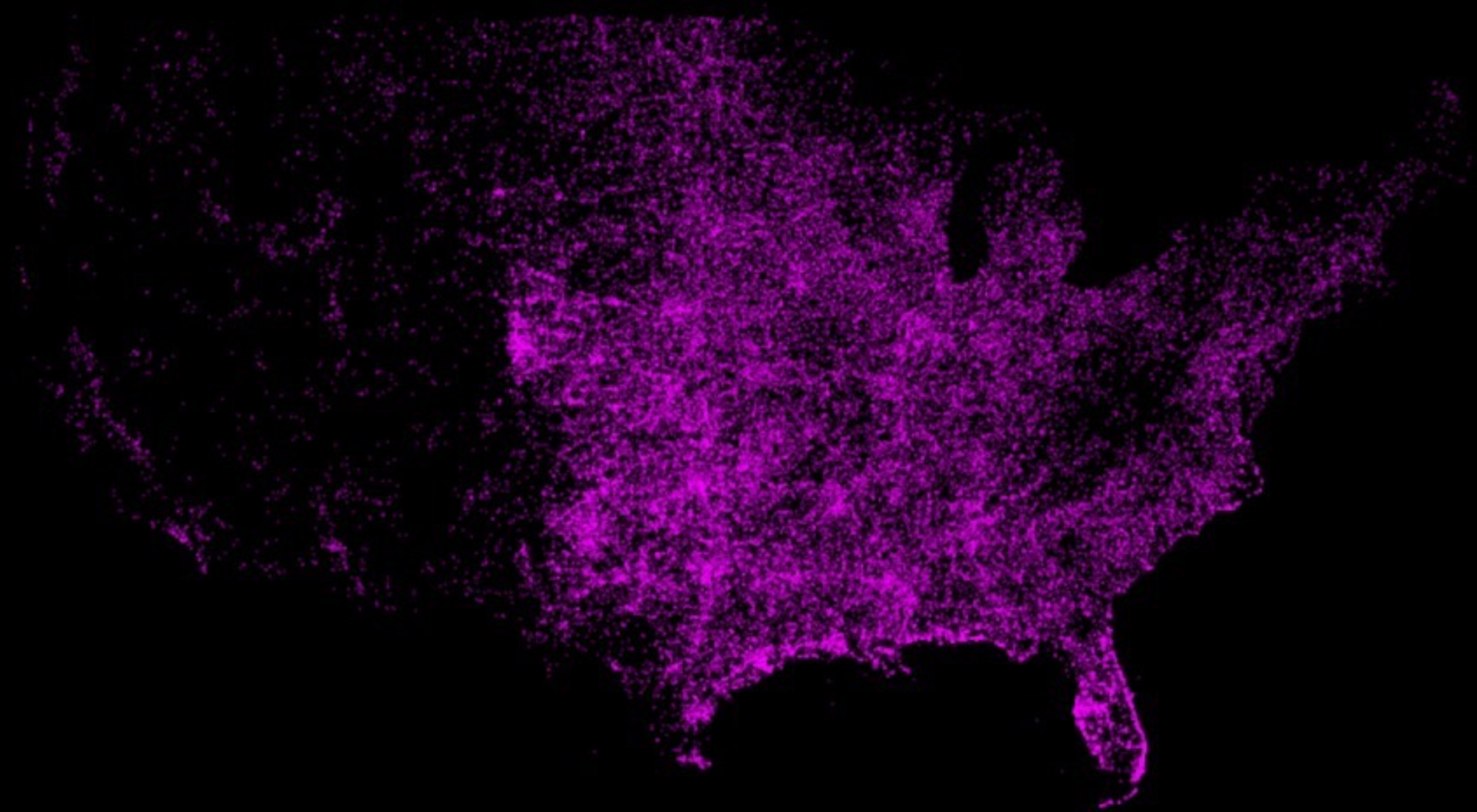
Turf is GIS
for
everything

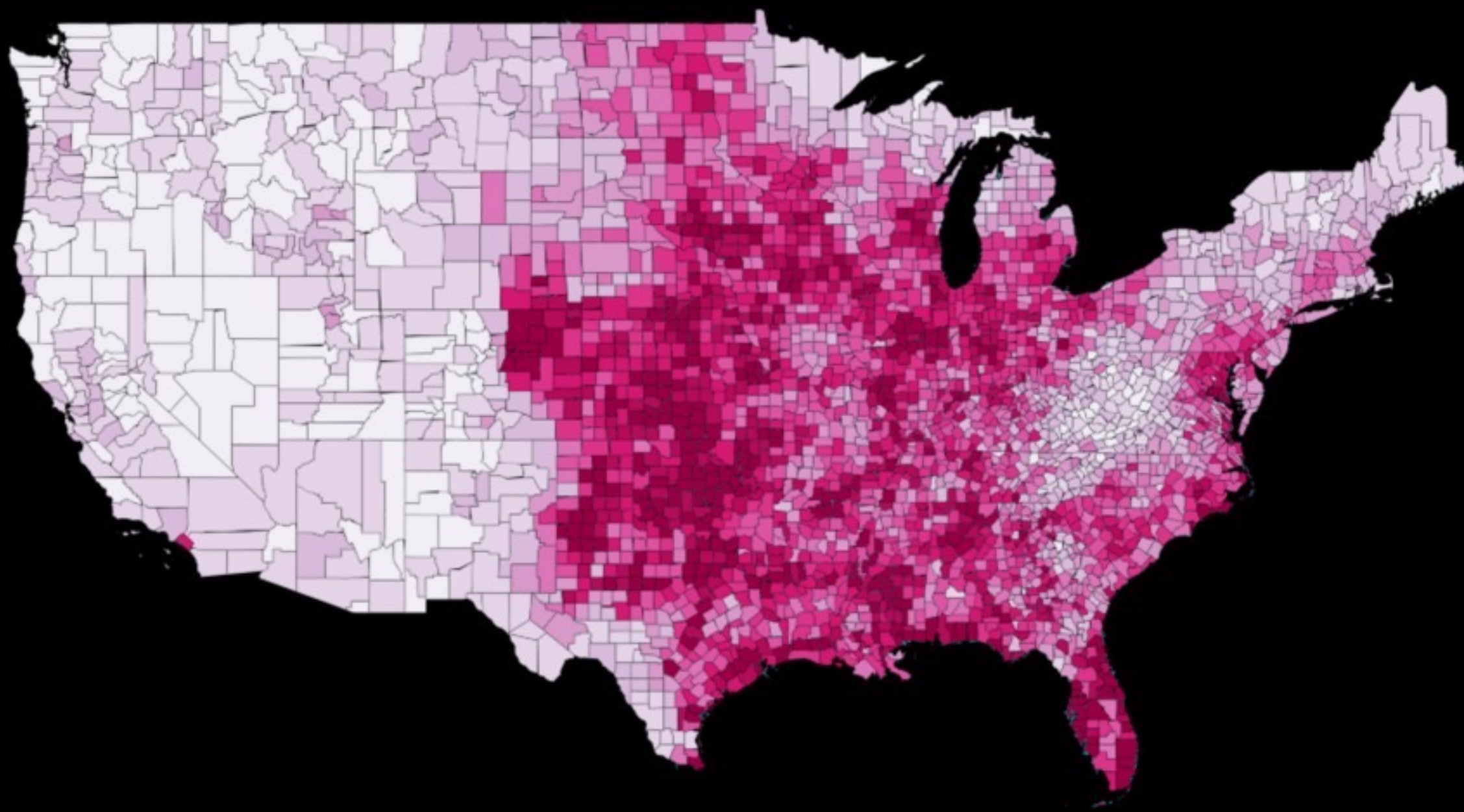
**automate
processing so you
can spend your
time thinking not
clicking**

**browser
limits**









computing limits

tile-

reduce

OSM QA TILES

OSM QA tiles are a vector tile set designed for data analysis of [OpenStreetMap](#) with [Tile Reduce](#).

OSM QA tiles contain the full spectrum of OpenStreetMap data, tile by tile:

- unsimplified geometries
- all OpenStreetMap tags
- additional properties like changeset, time, and user ids

In combination with a tile based processing framework like [Tile Reduce](#) OSM QA tiles allow for fast and parallelized analysis.

DOWNLOAD (38 GB)




```

var turf = require('turf');

module.exports = function (tileLayers, opts, callback) {

  // initialize per-fruit count-keeping & regex variables
  var fruitCount = {}, regex = {};
  ['apple', 'banana', 'cherry', 'grape', 'lemon', 'orange', 'peach', 'pear', '
    .forEach(function(fruit) {
      fruitCount[fruit] = { km: 0, count: 0};
      regex[fruit] = new RegExp('(' + fruit + '.*', 'i');
    });
  var totalRoads = 0, totalRoadLength = 0;

  // loop through features in this tile layer
  for( var i=0; i < tileLayers.osmdata.osm.features.length; i++ ) {
    var feature = tileLayers.osmdata.osm.features[i];

    // ensure feature is a highway with a name & appropriate geometry
    if (feature.properties.highway && feature.properties.name &&
        (feature.geometry.type === 'LineString')) {

      // calculate length of feature
      var roadLength = turf.lineDistance(feature, 'kilometers');

      // add to totals
      fruitCount[fruit].count += 1;
    }
  }

  // return results
  return {
    roads: totalRoads,
    roadLength: totalRoadLength,
    fruitCount: fruitCount
  };
}

```

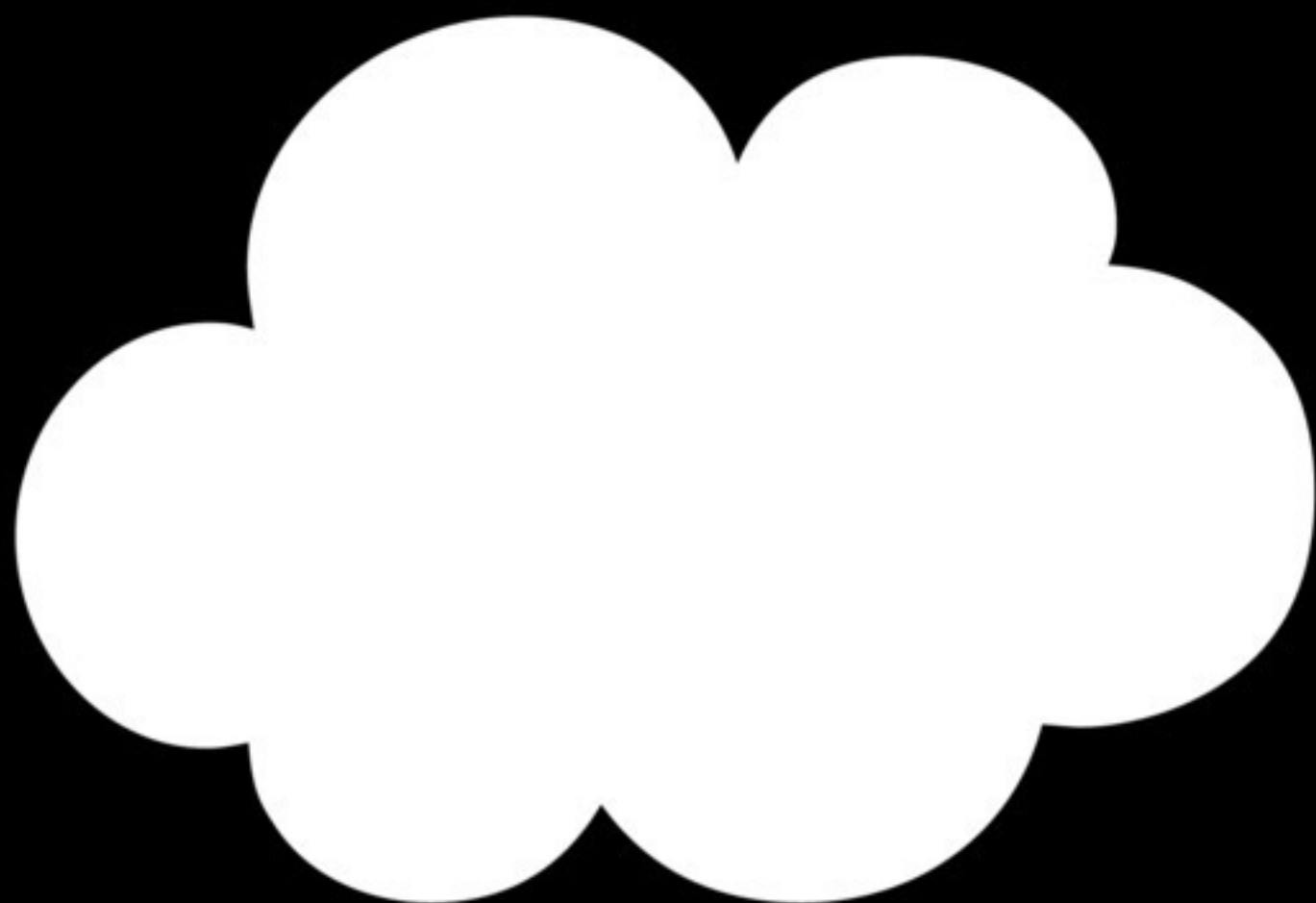
```
var TileReduce = new require('tile-reduce');
var sprintf = require('sprintf');

var opts = {
  map: __dirname + '/fruit.js',
  tileLayers: [
    {
      name: 'osmdata',
      mbtiles: '/Users/tomlee/latest.planet.mbtiles',
      layers: ['osm']
    }
  ],
  zoom: 15
};

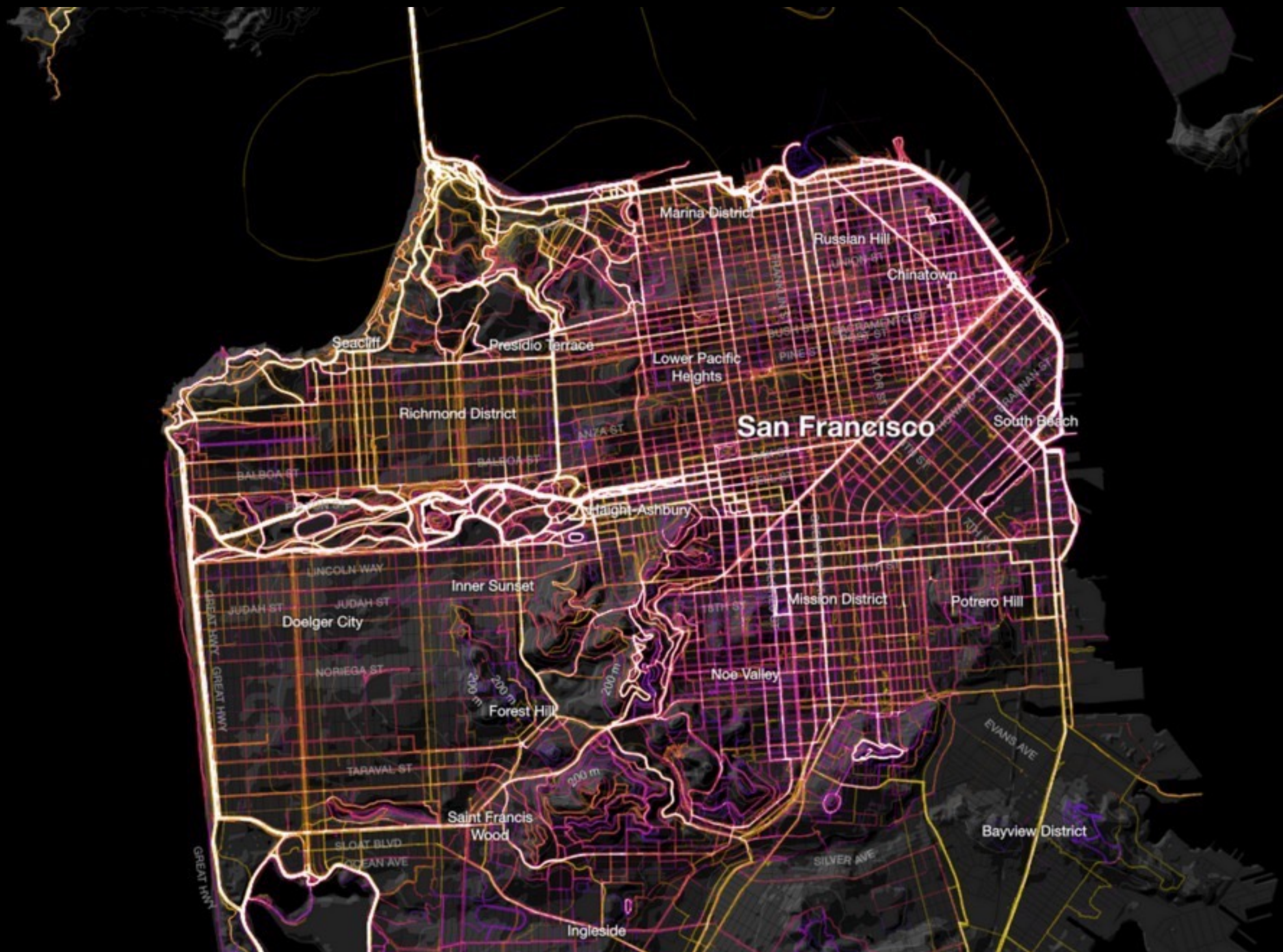
var bbox = {
  SF: [-122.66, 37.61, -122.15, 38],
  DC: [ -77.19, 38.79, -76.9, 39 ],
  Atlanta: [ -84.52, 33.61, -84.23, 33.93 ]
};

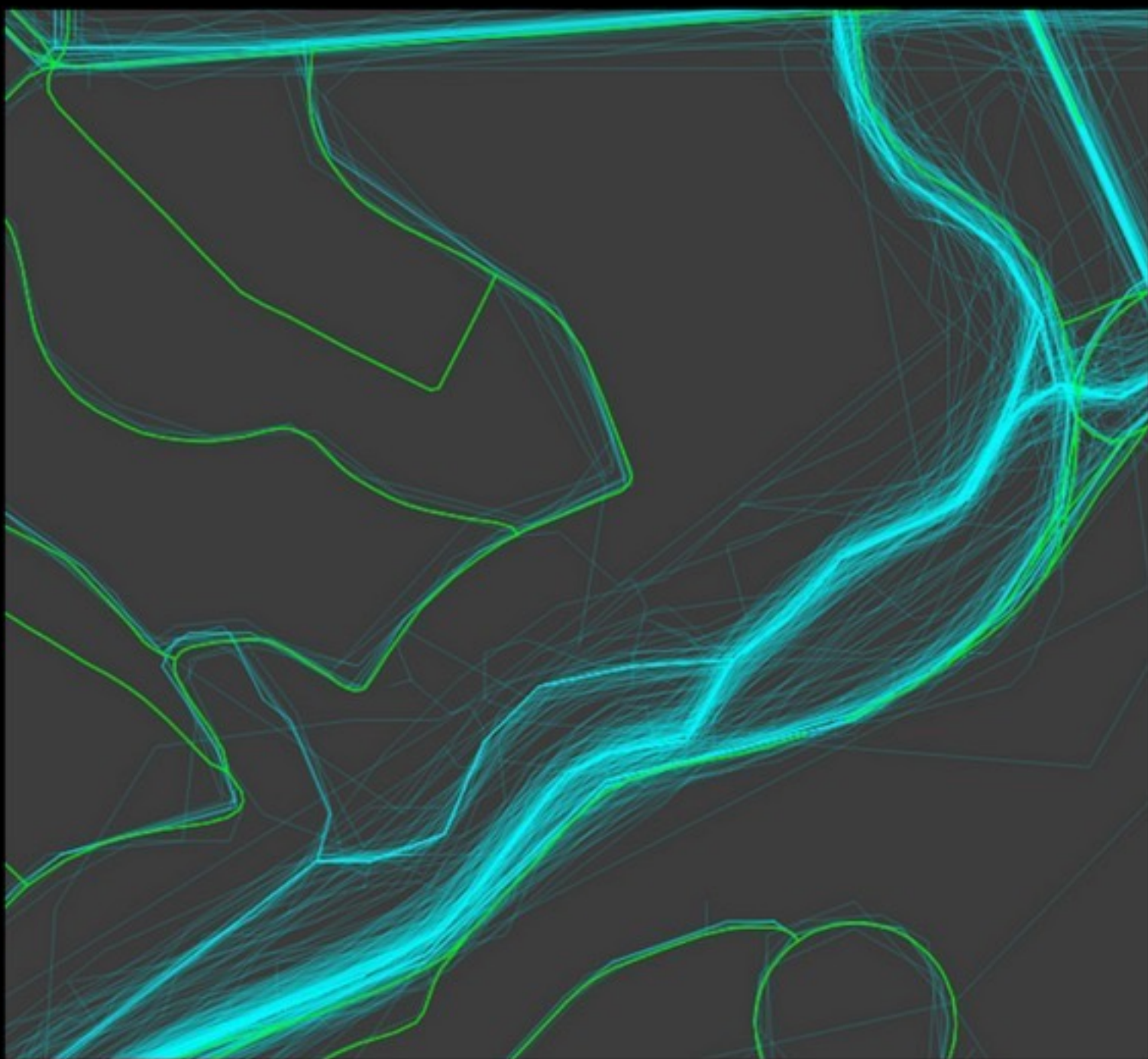
var tilereduce = TileReduce(bbox.Atlanta, opts);

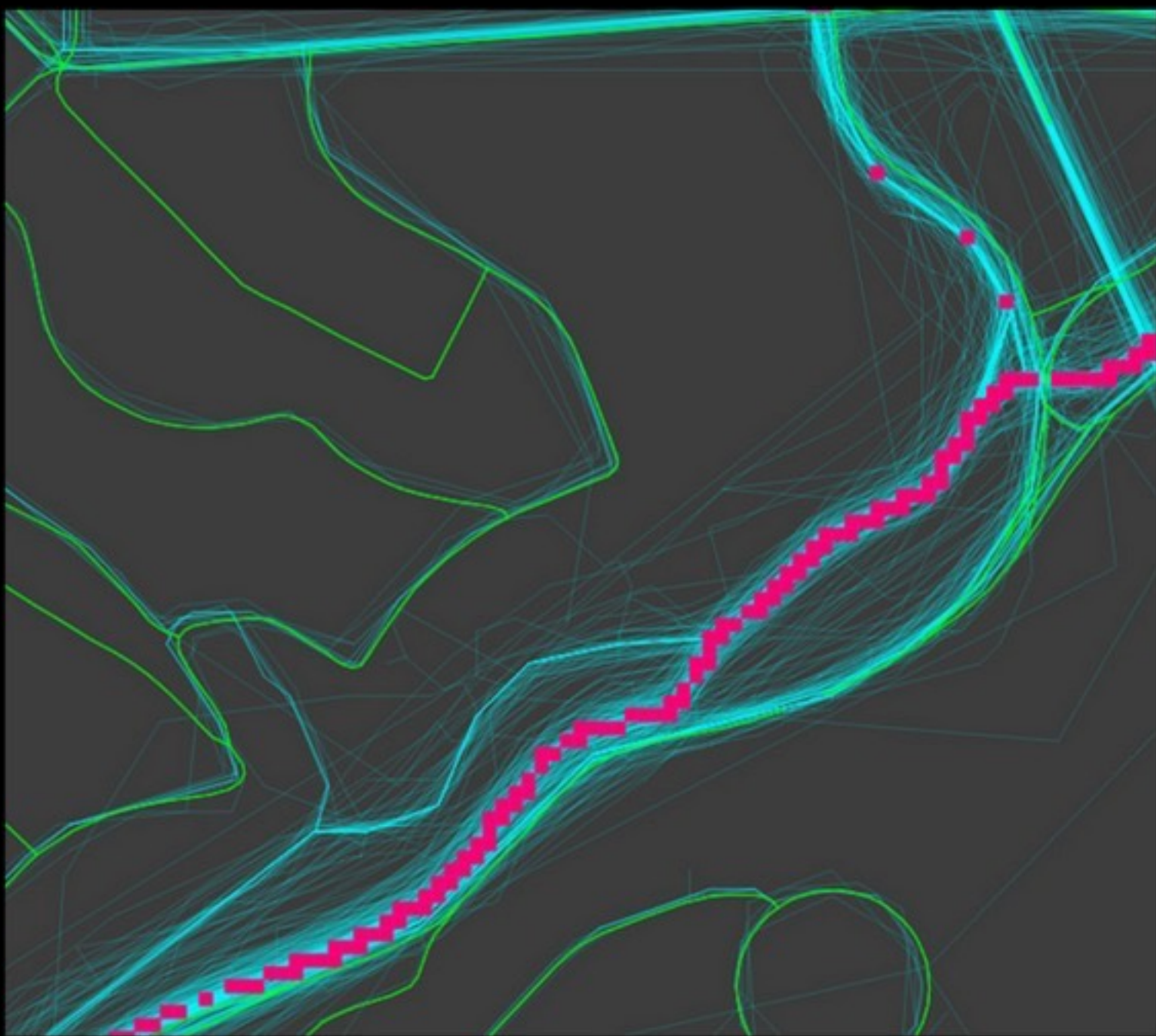
// called after every calculation
var totals = {};
tilereduce.on('reduce', function(result) {
```

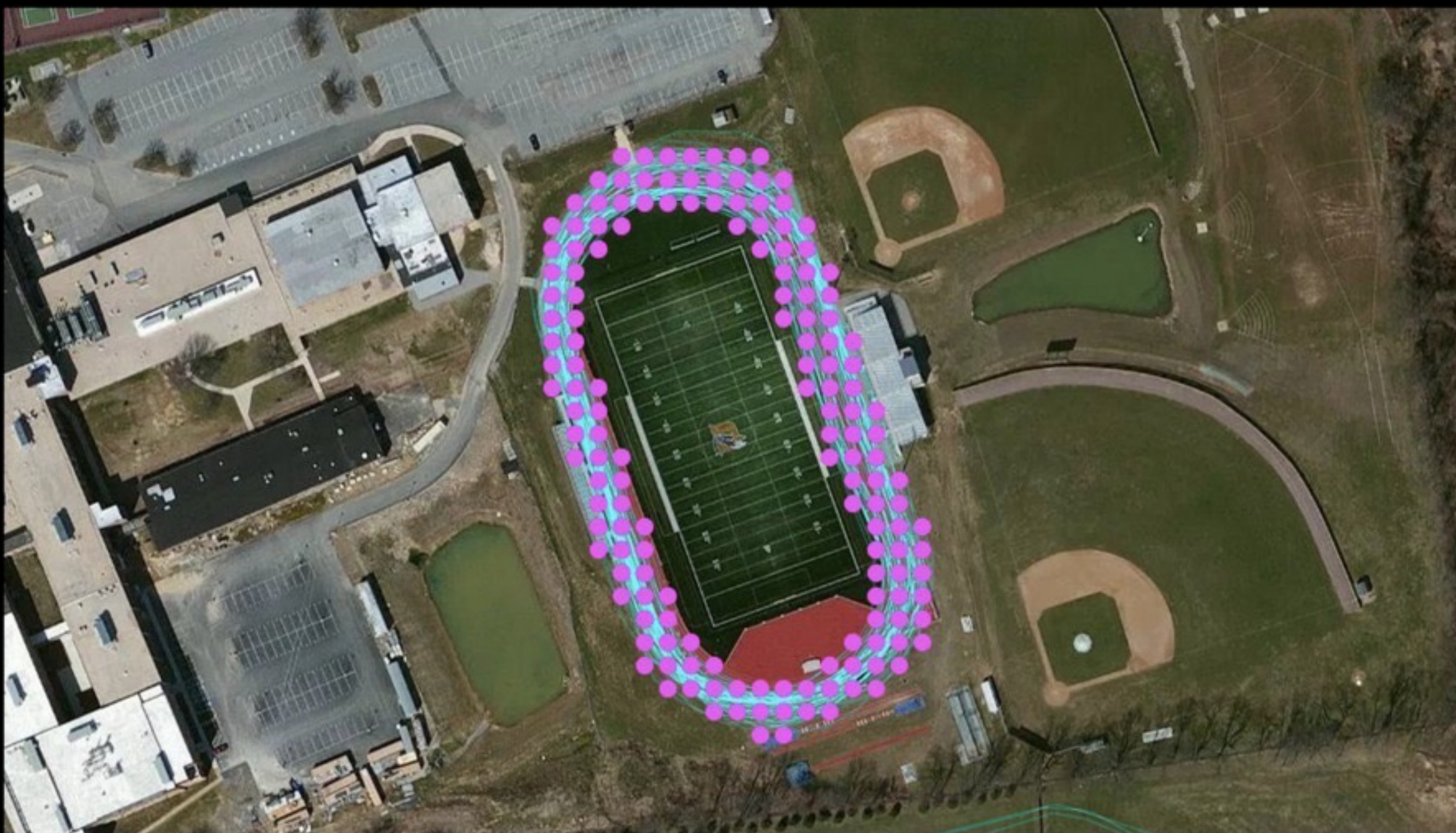



```
1  [ 0.0%]    9  [ 0.0%]   17  [ 0.0%]   25  [ 0.0%]
2  [ 0.0%]   10  [ 0.0%]   18  [ | 0.7%]  26  [ 0.0%]
3  [ 0.0%]   11  [ 0.0%]   19  [ 0.0%]  27  [ 0.0%]
4  [ 0.0%]   12  [ 0.0%]   20  [ 0.0%]  28  [ 0.0%]
5  [ 0.0%]   13  [ 0.0%]   21  [ 0.0%]  29  [ 0.0%]
6  [ 0.0%]   14  [ 0.0%]   22  [ 0.0%]  30  [ 0.0%]
7  [ 0.0%]   15  [ 0.0%]   23  [ 0.0%]  31  [ 0.0%]
8  [ | 0.7%]  16  [ 0.0%]   24  [ 0.0%]  32  [ 0.0%]
Mem [ | | |
Swp [
      807/60387MB]
      0/0MB]
Tasks: 42, 71 thr; 1 running
Load average: 0.15 0.15 0.08
Uptime: 00:07:45
```









**free &
open
source**

Contributors

morganherlocker tmcw
jvrousseau lyzidiamond
jrzimmerman atdrago chelm
GarethShapiro danhanf
jseppi justincy wilsaj
djdmbrowsk zdavkeos

Tom Lee

tlee@mapbox.com
@tjl