TopoJSON

A smaller GeoJSON with some neat tricks

State of the Map US • June 2013
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many thanks to Mike Bostock @mbostock

Quick introduction

TopoJSON is…

- Text data format for geographic data
- Extension of GeoJSON
- Encodes topology, not just geometry
  - Identification of shared arcs
- Space efficient
- Enables topology-aware visualization
- Particularly good for browser presentation

GeoJSON v. TopoJSON


localhost:9730/demos.htm
localhost:9730/states/geo
localhost:9730/states/top
localhost:9730/states/geojson.html

localhost:9730/demos.htm

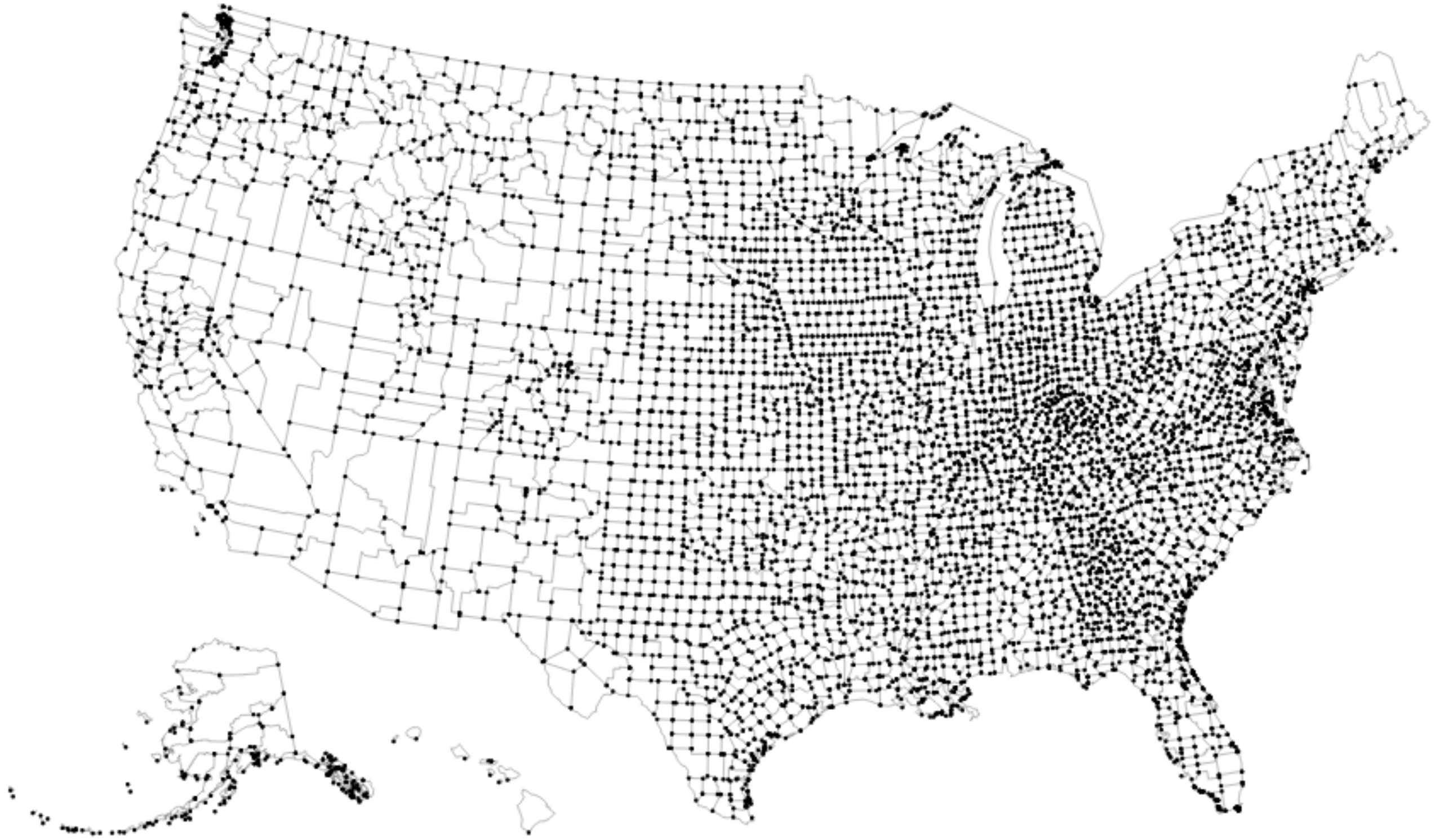
localhost:9730/states/geo

localhost:9730/states/topo

localhost:9730/states/topojson.html

Let's compare

- Nearly visually identical
- GeoJSON: 67,859 bytes
- TopoJSON: 29,456 bytes
- 43% the size
- After gzip: 20k v. 9k, 46%



Luminary mentions

- Mike Bostock @mbostock
- Jason Davies @jasondavies
- Shan Carter @shancarter

TopoJSON definition

GeoJSON schema

FeatureCollection

Feature

properties

GeometryCollection

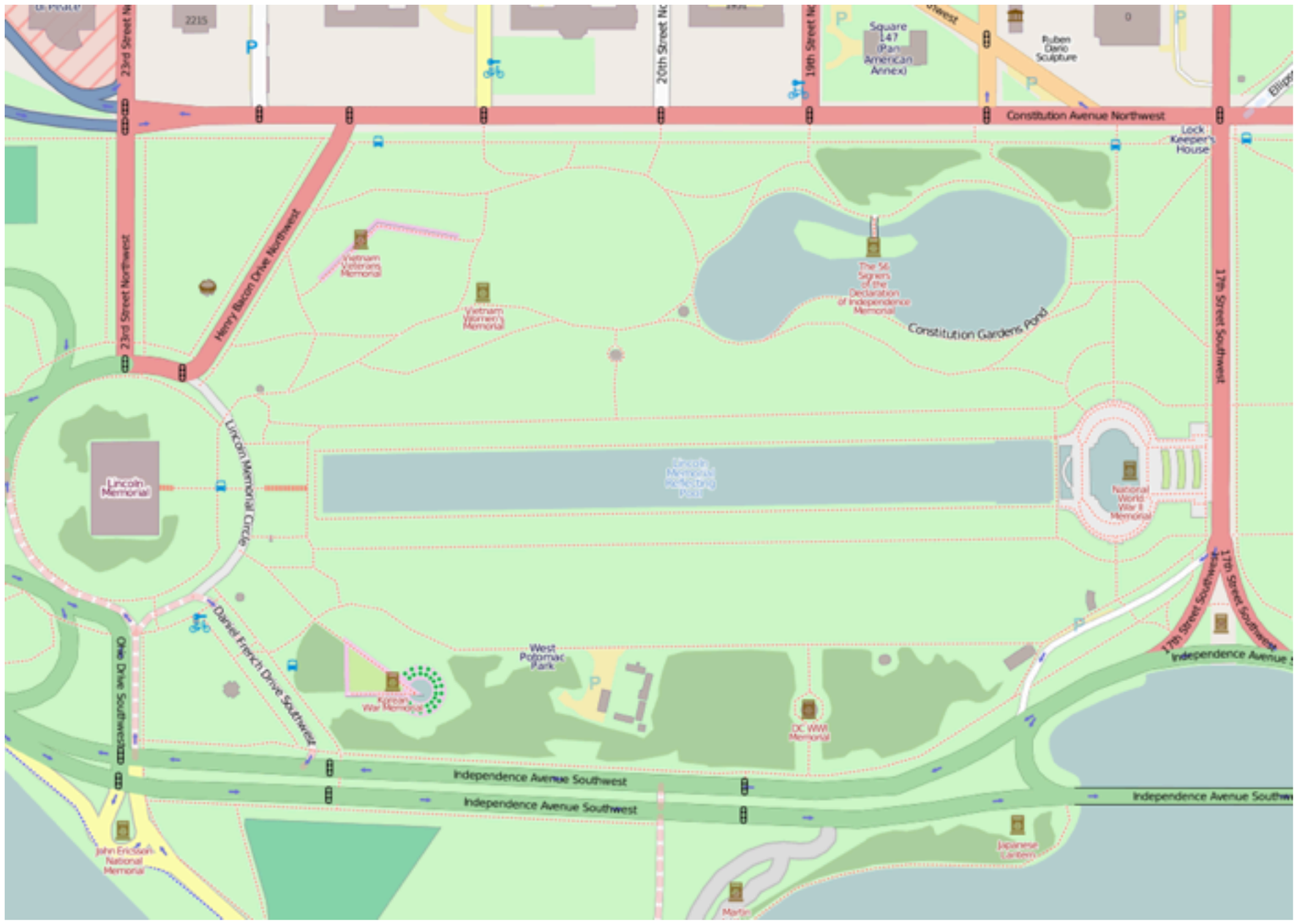
Point, MultiPoint

LineString, MultiLineString

Polygon, MultiPolygon

Shapes: sequence of points

Reflecting Pool



GeoJSON example

```
{ "type":"FeatureCollection",
  "features": [{
    "type": "Feature",
    "geometry": {
        "type":"Polygon",
        "coordinates":[[
          [-77.0482, 38.8891],
          [-77.0482, 38.8895],
          ...]]}
    "properties": {
      "kind":"water",
      "name":"Reflecting Pool",
      "area":49918.195312
}}]}
```

"GeoJSON is spectacularly wrong, yet somehow right enough"

– Sean Gillies

GeoJSON in context

- Simple text format
- Easy export from GIS systems
- Excellent web support
  - Leaflet, D3, OpenLayers, Polymaps, …
  - Vector tiles (OpenStreetMap, etc)
- Not very space efficient

```
[ -59.572094692611529, -80.040178725096297 ]
```

"GeoJSON is spectacularly wrong, yet somehow right enough"
– Sean Gillies

- Simple text format
  - Shapes: sequence of points
- Easy export from GIS systems
- Excellent web support
- Not very space efficient

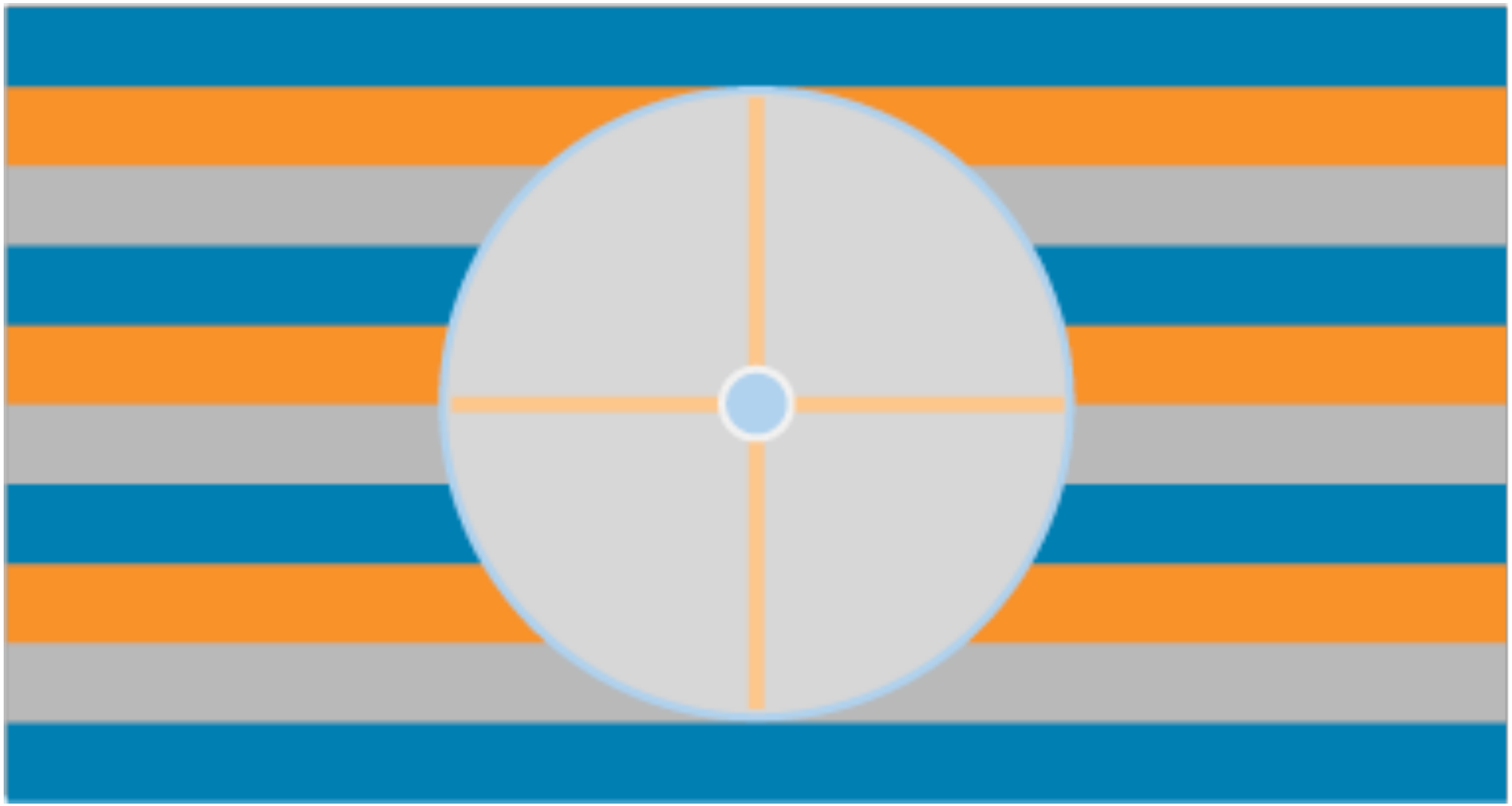
```
[ -59.572094692611529, -80.040178725096297 ]
```

TopoJSON schema

Type: “topology”
  Objects
    Type: LineString, Polygon, ...
    Arcs: included by reference
    properties
  Arcs: LineStrings
  Transform: Scale, Translate

Shapes: sequence of arcs
Arcs: sequence of points

Null Island



Like no place on earth

Two rectangles

Two rects: GeoJSON

```
{ "type": "FeatureCollection",
  "features": [
    { "type": "Feature",
      "geometry": {
        "type": "Polygon",
        "coordinates": [[
          [0,0], [0,2], [1,2], [1,0], [0,0]
    ]] },
  "properties": { "name": "left" } },
{ "type": "Feature",
  "geometry": {
    "type": "Polygon",
    "coordinates": [[
      [1,0], [1,2], [2,2], [2,0], [1,0]
    ]] },
  "properties": { "name": "right" } }]}
```

Two rects: TopoJSON

```
{ "type": "Topology",
  "transform": { "scale": [1,1], "translate": [0,0] },
  "objects": {
    "two-squares": {
      "type": "GeometryCollection",
      "geometries": [
        { "type": "Polygon",
          "arcs": [[0,1]],
          "properties": {"name": "left"}},
        { "type": "Polygon",
          "arcs": [[2,-1]],
          "properties": {"name": "right"}}
  ]}},
  "arcs":[
    [[1,2],[0,-2]],
    [[1,0],[-1,0],[0,2],[1,0]],
    [[1,2],[1,0],[0,-2],[-1,0]]
]}
```

Arcs

- Geometry defined by referencing arcs

  `"arcs": [[0,1]]` `"arcs": [[2,-1]]`

- Encoding of shared arcs
- Integer delta encoding of arc shape

  `[[1,0],[-1,0],[0,2],[1,0]]`

- Scale and translate

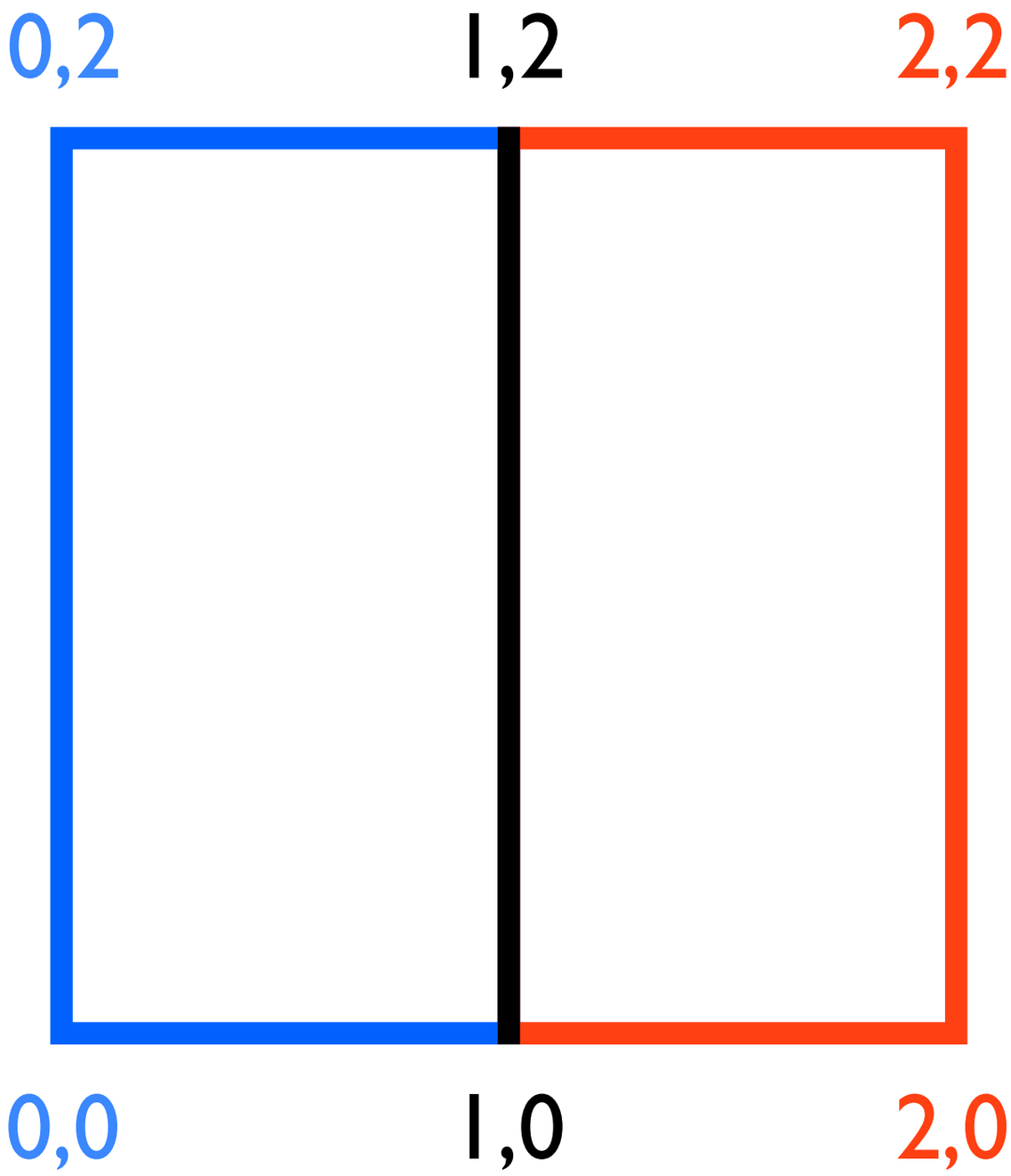
Left

```
"arcs": [[0,1]]
```

Right

```
"arcs": [[2,-1]]
```

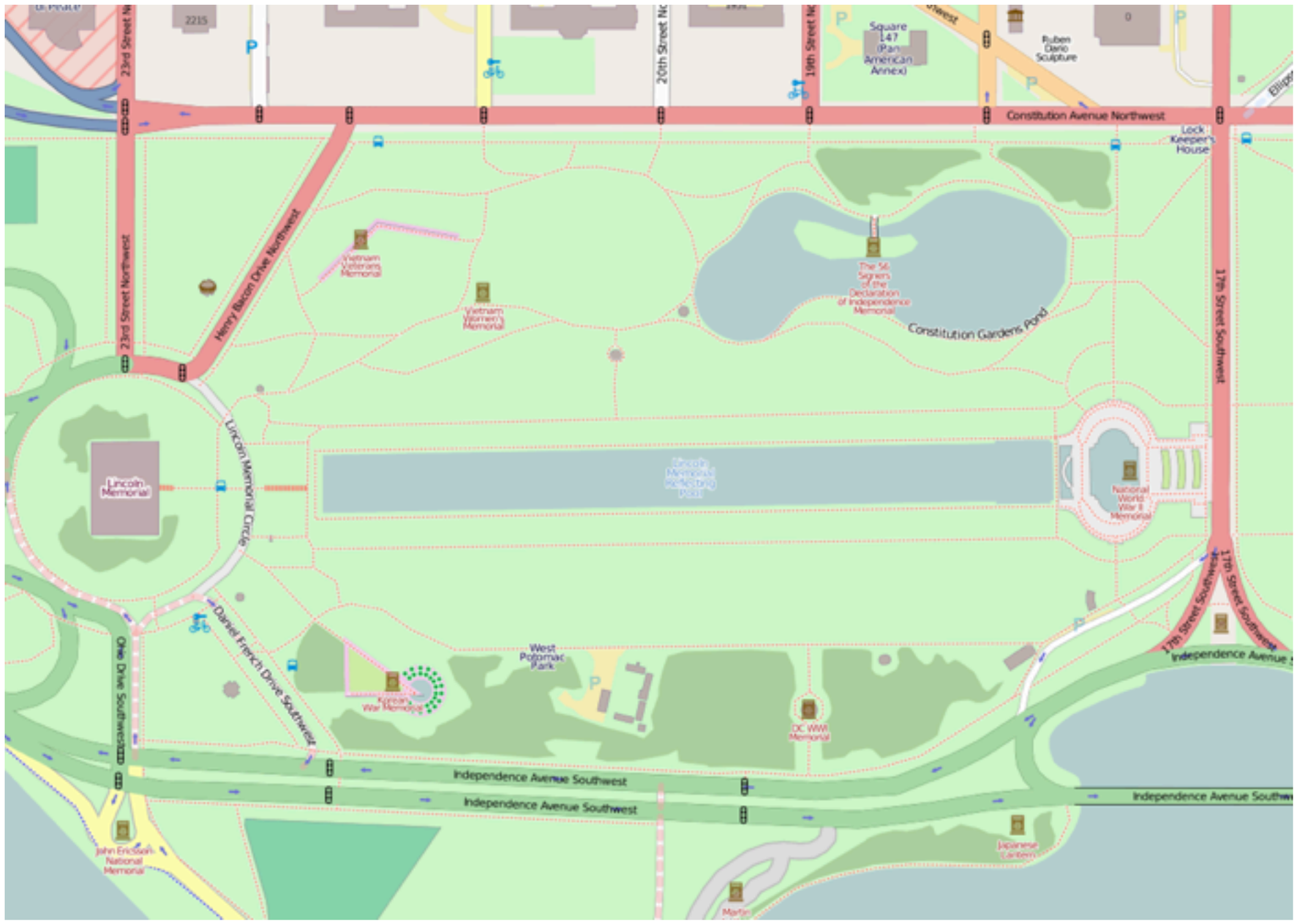
```
"arcs":[
    [[1,2],[0,-2]],
    [[1,0],[-1,0],[0,2],[1,0]],
    [[1,2],[1,0],[0,-2],[-1,0]]
```



Reflecting Pool


```
{ "type": "Topology",
  "transform": {
    "scale": [0.00007125, 0.00000554],
    "translate": [-77.048238, 38.889085]
  },
  "objects": {
    "pool": {
        "type":"GeometryCollection",
        "geometries": [{
            "type":"Polygon",
            "arcs":[[0]],
            "properties":{"name":"Reflecting Pool"}}]}},
"arcs":[[
  [0,0],[0,79],[92,16],[0,4],[7,1],[0,-4],[1,0],
  [0,-79],[0,-4],[-8,-1],[0,4],[-92,-16]]]}
```

Reflecting Pool



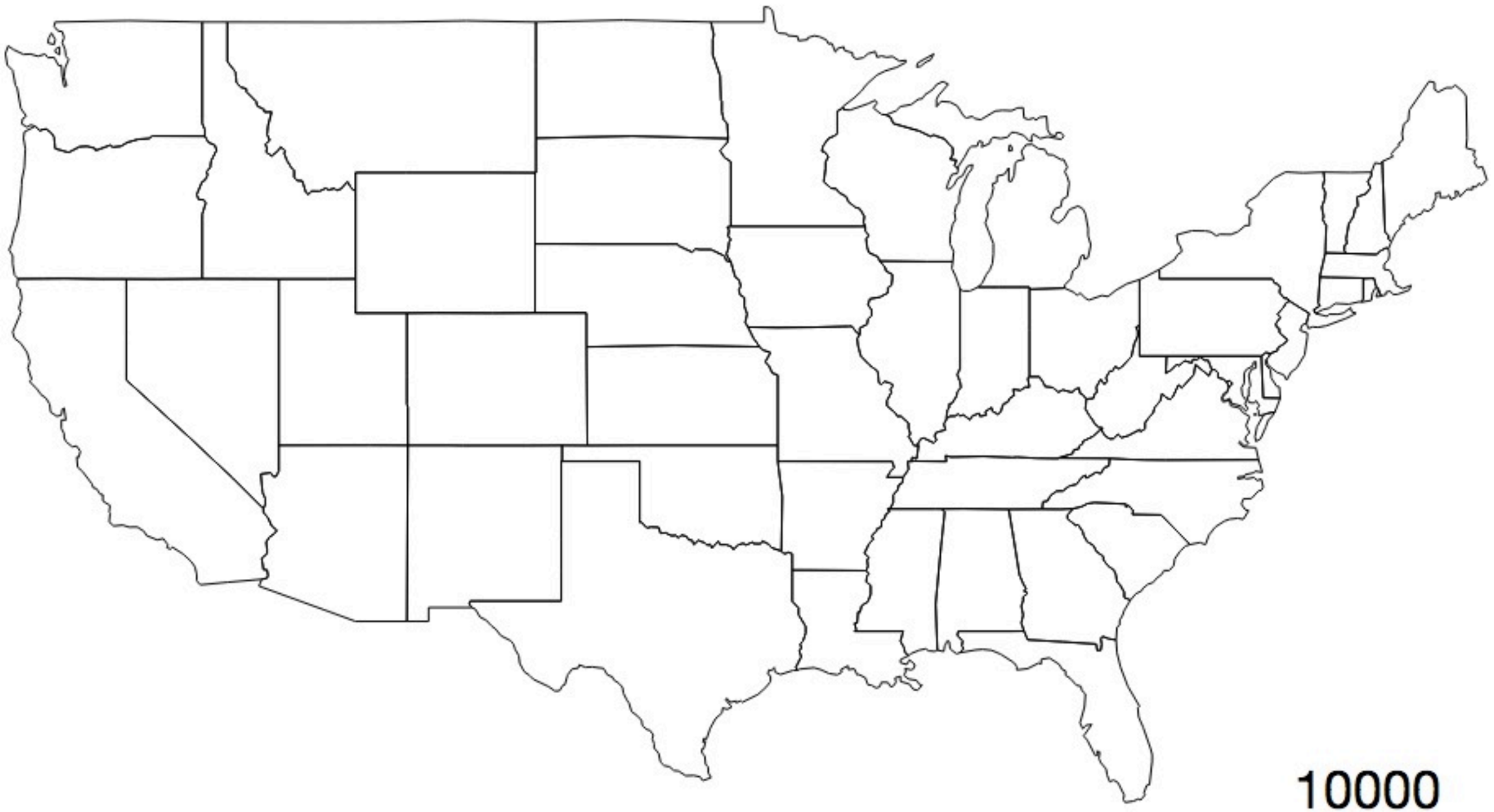
TopoJSON algorithm

- Quantize points to a grid
- Draw every line on the grid
- Pick out common arcs
- Simplify arcs
- Encode all arcs
- Encode all geometries referencing arcs
- 200MB inputs require subtlety

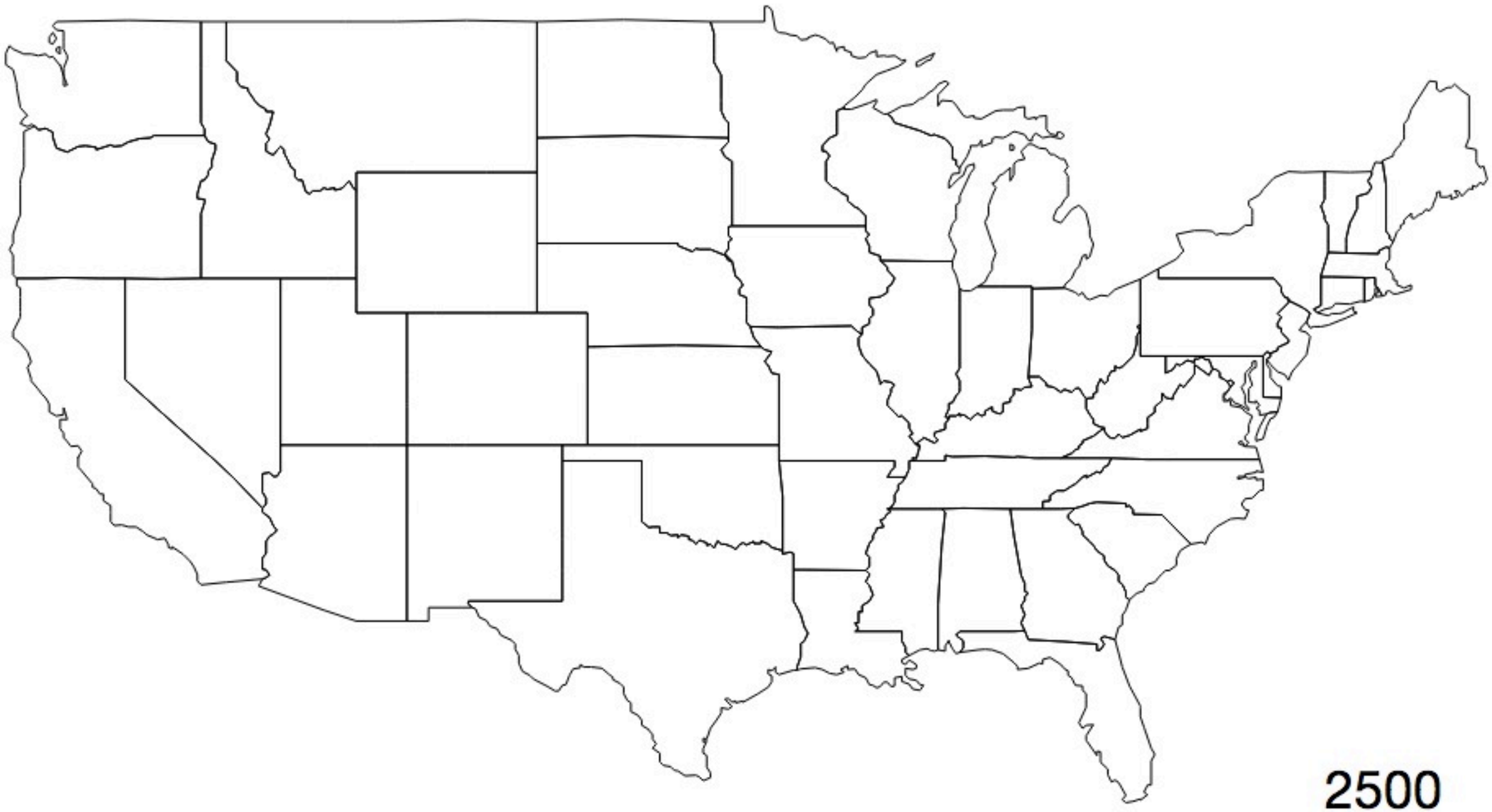
Downsampling

- Quantization: lower precision points
  - Default: 10,000 x 10,000
  - Similar to rounding GeoJSON
- Simplification: fewer points
  - Default: none
  - Preserves topology

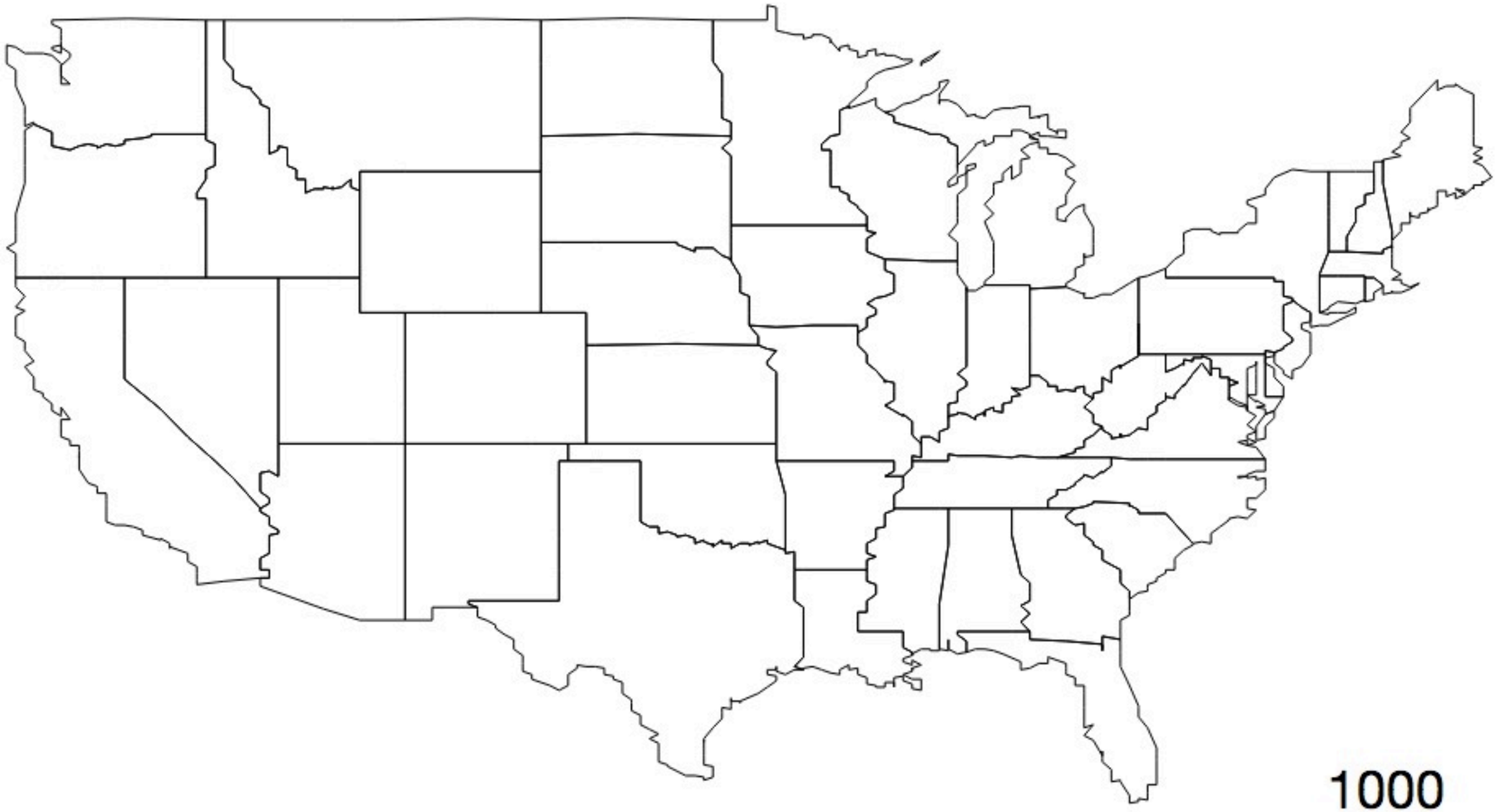
Quantization



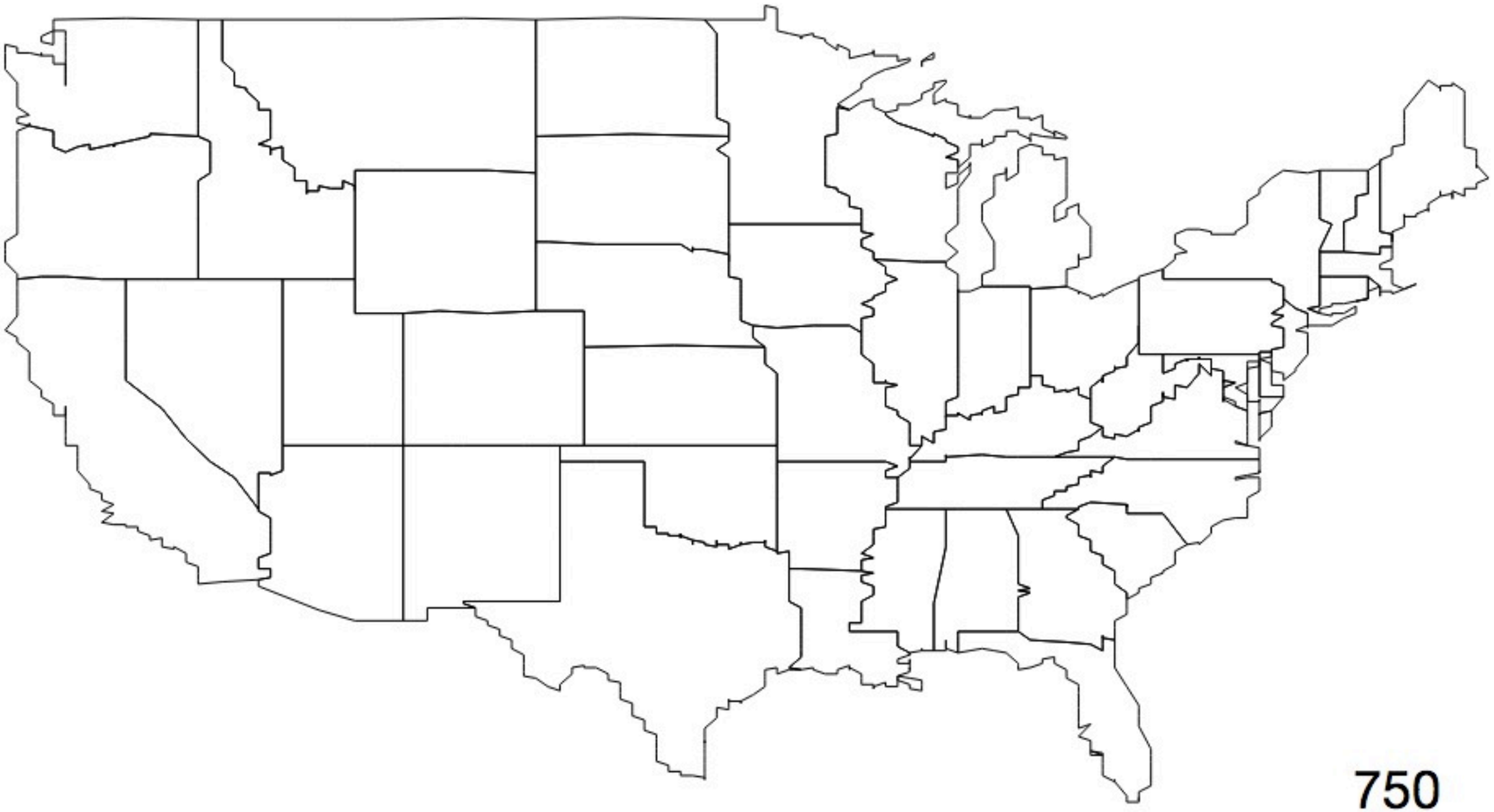
10000



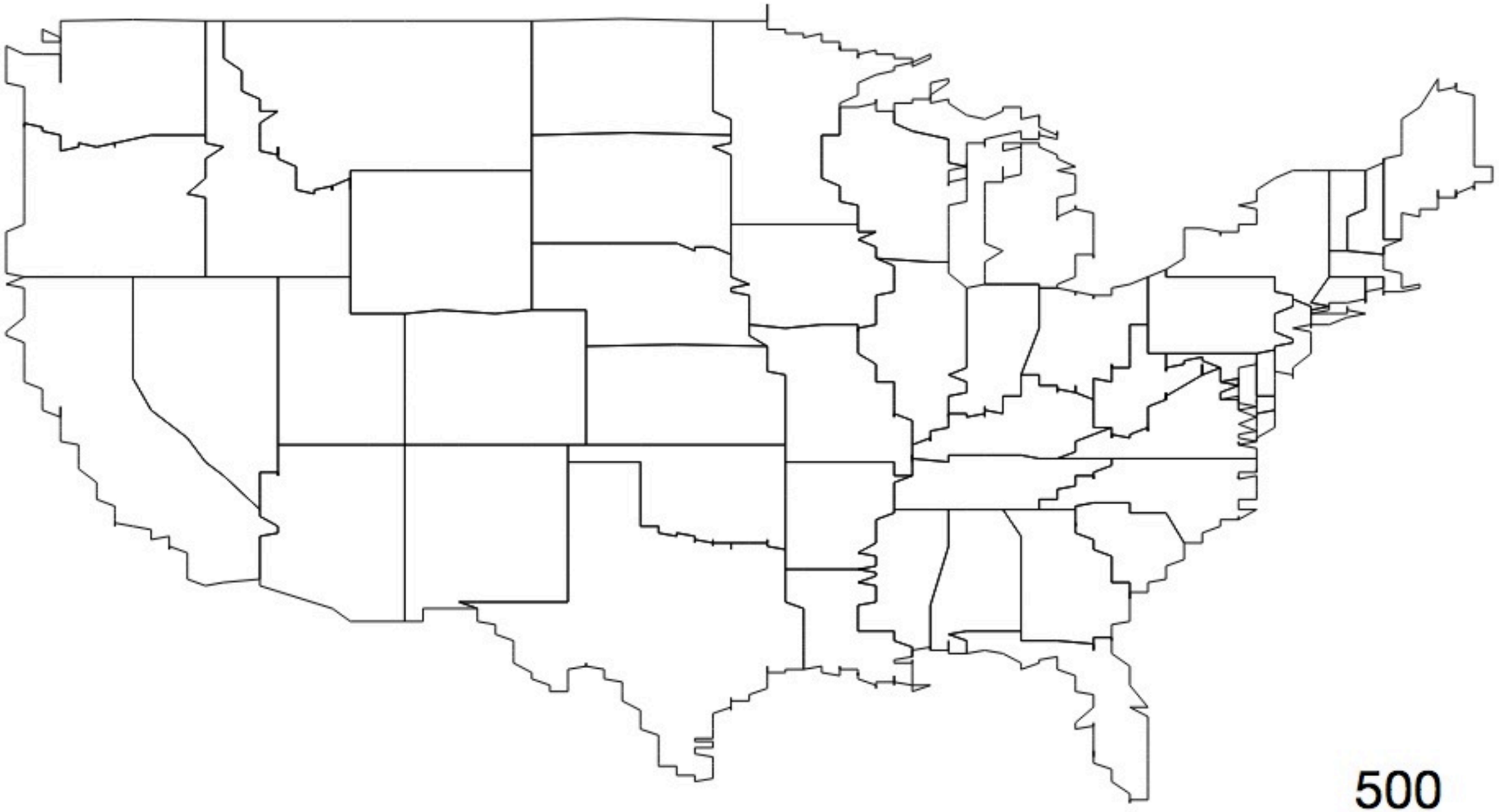
2500



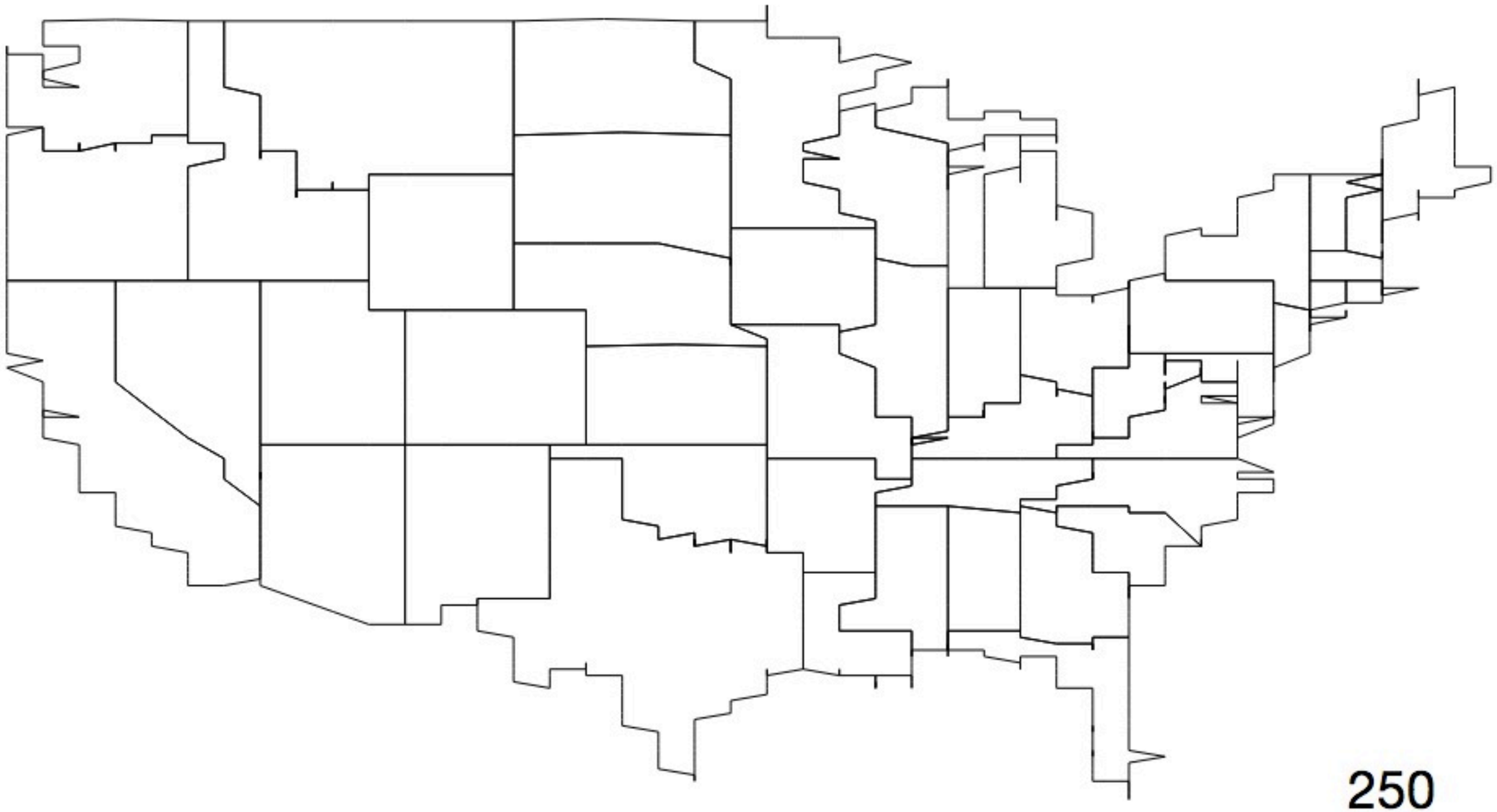
1000



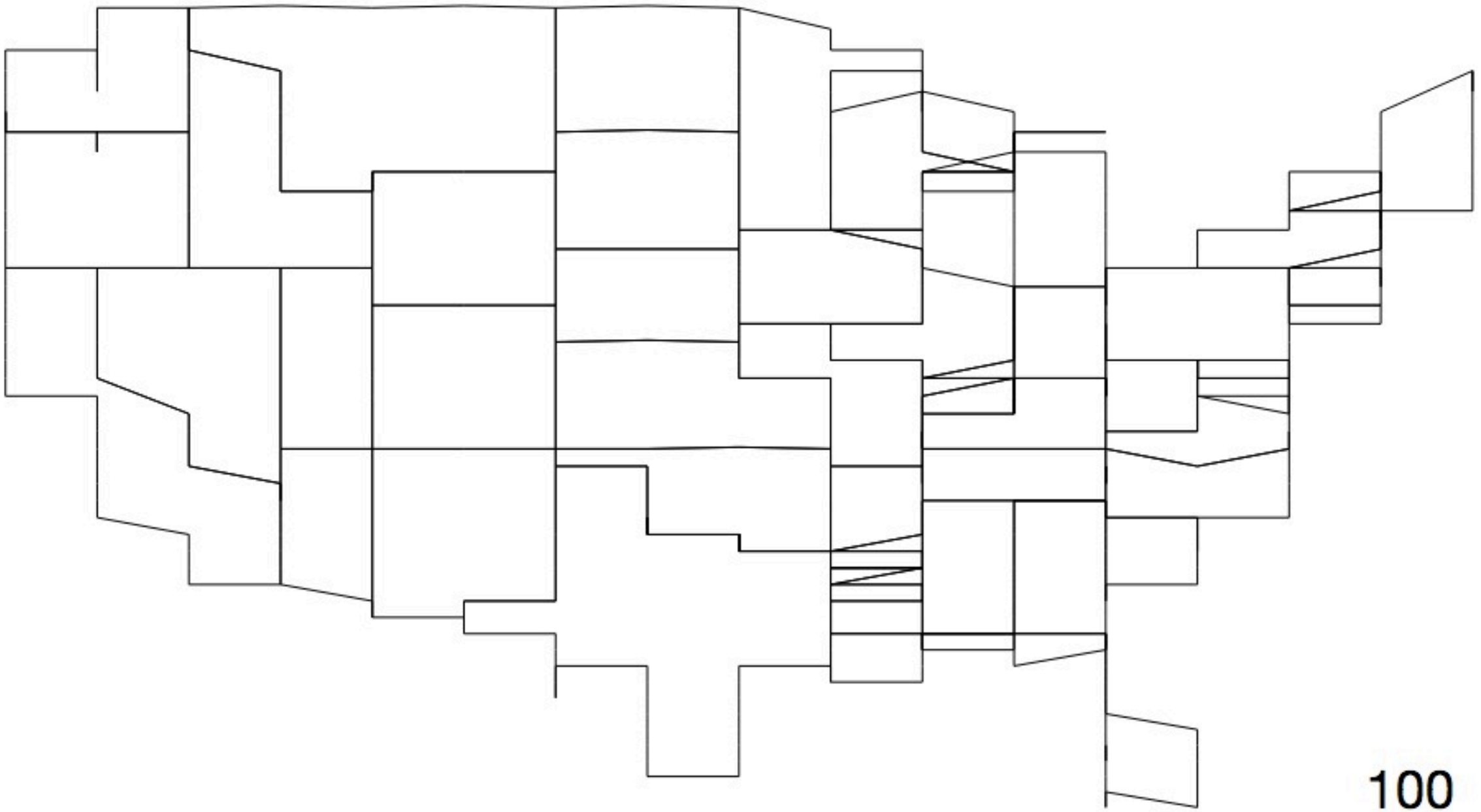
750

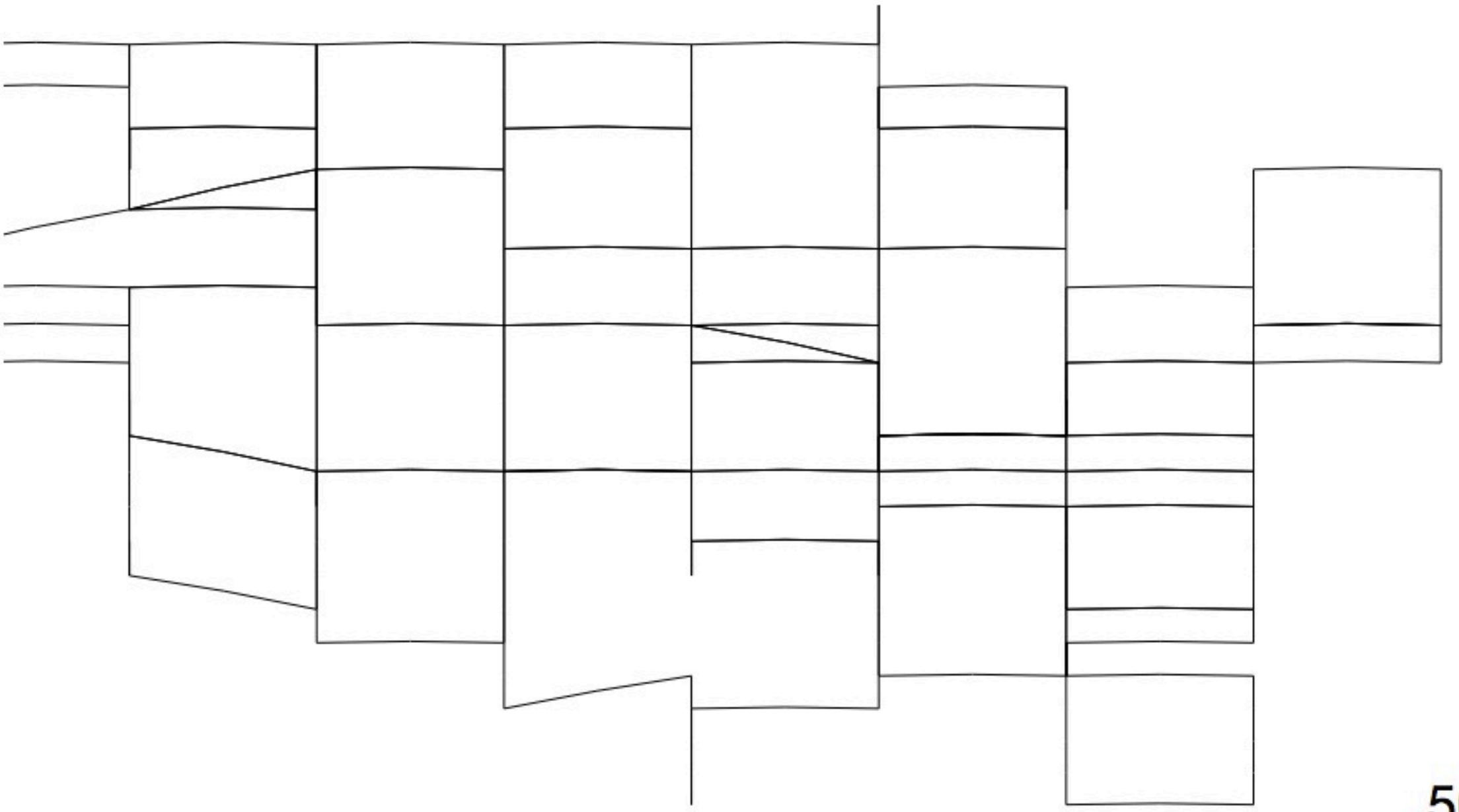


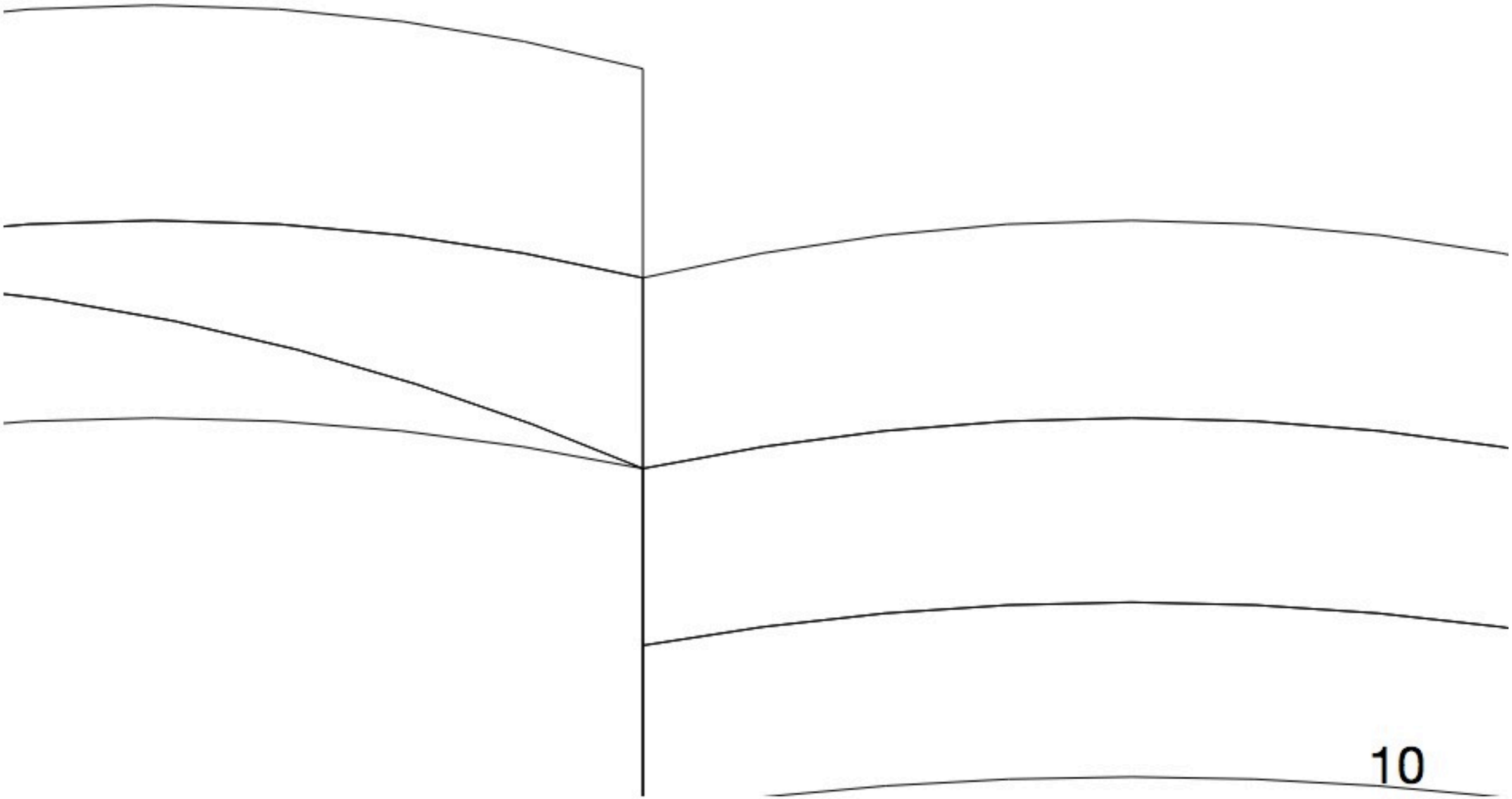
500



250

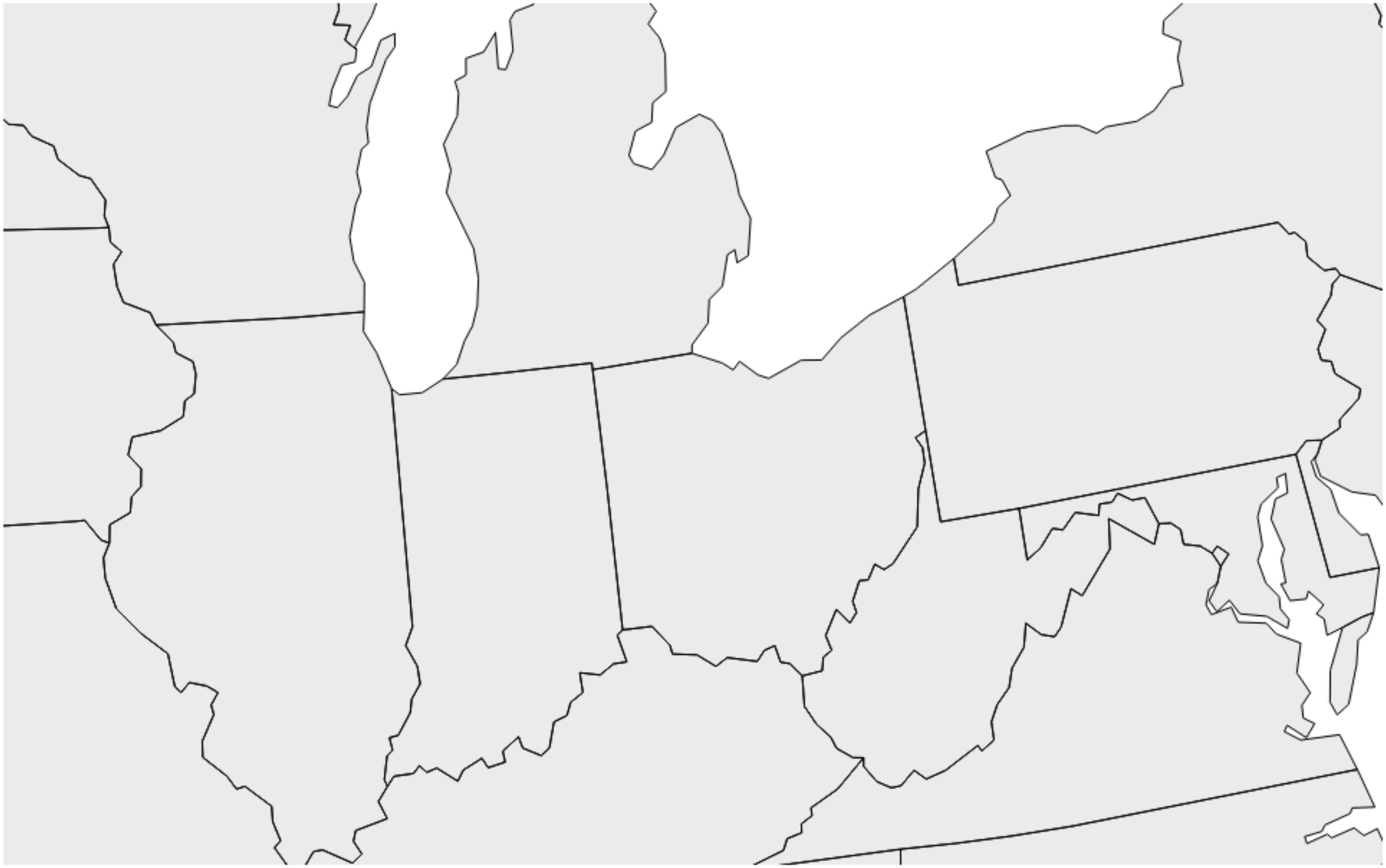




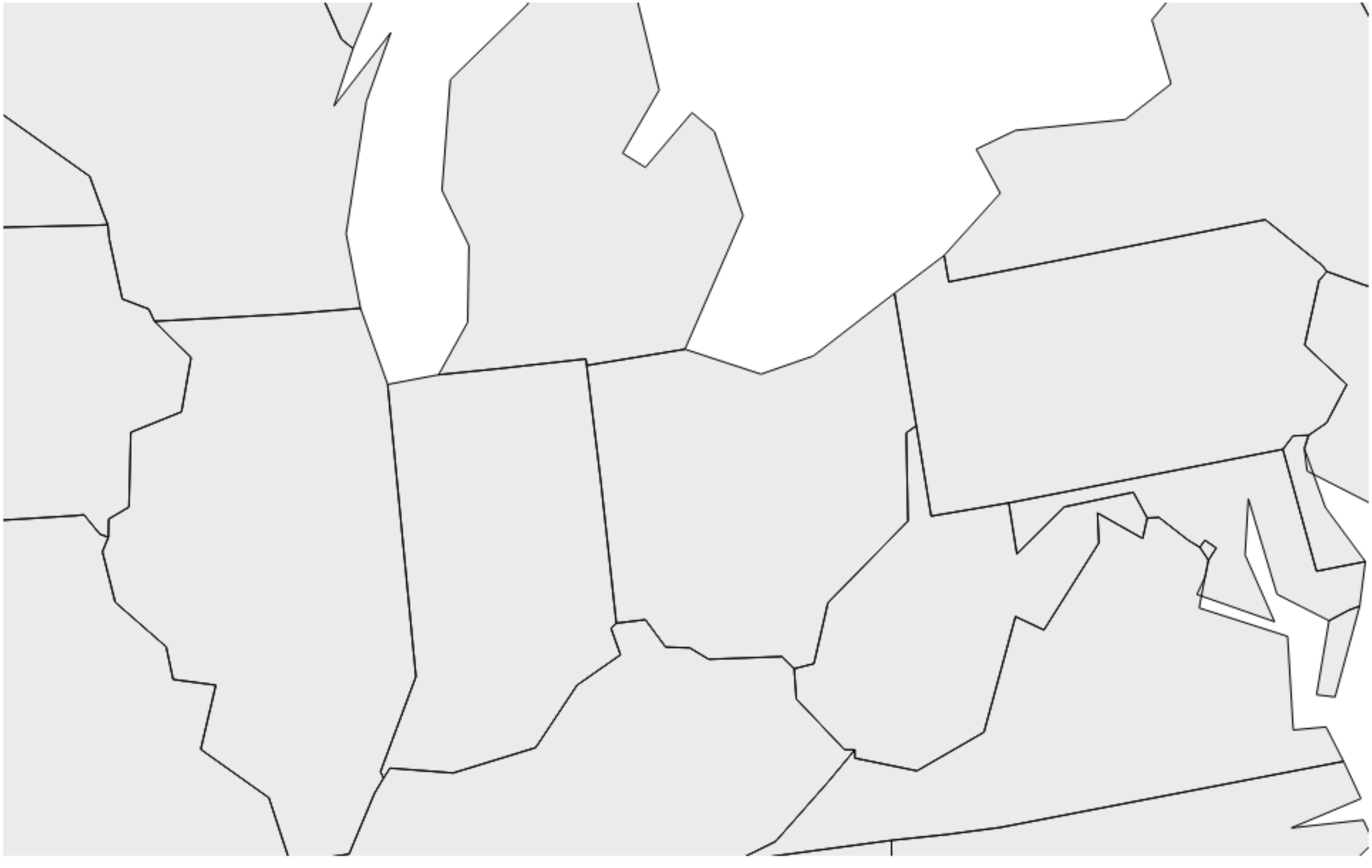


Simplification

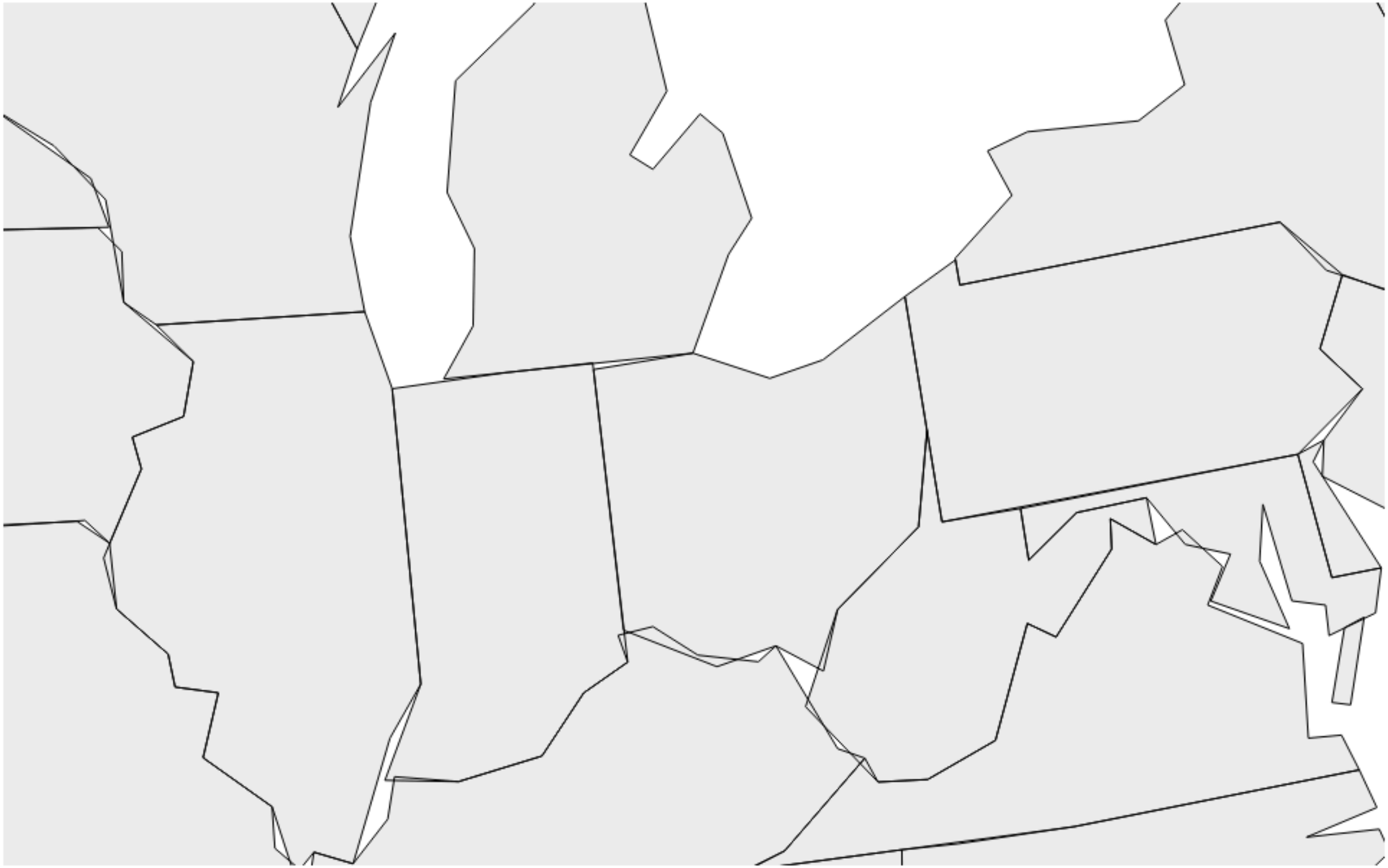
☑ *Preserve topology*



☑ *Preserve topology*



☐ *Preserve topology*



TopoJSON in practice

Applications

- Browser delivery
- Smaller files, less bandwidth
- Topology-aware visualizations
- Presentation, not archival

Smaller sizes

	Source	GeoJSON	TopoJSON	Pct	gzip
SF (lines)	79M	84M	69M	83%	56%
SF (polys)	68M	64M	49M	75%	42%
Chongqing	22M	21M	13M	61%	27%
CA Rivers	174M	258M	81M	31%	12%
Zipcodes (no props)	839M	17M	6M	39%	54%

OSM Vector tile map

- 30 tiles, 4 layers
  - OSM land usage, roads, water; NHD rivers
  - GeoJSON: 9904k, 1311k gzip
  - TopoJSON: 6562k, 815k gzip
  - 66% the size (62% after gzip)
  - No properties: 6011k vs 2725k, 45% the size

vector tile question for my

Leaflet vector tile map of r

Leaflet vector tile map of r

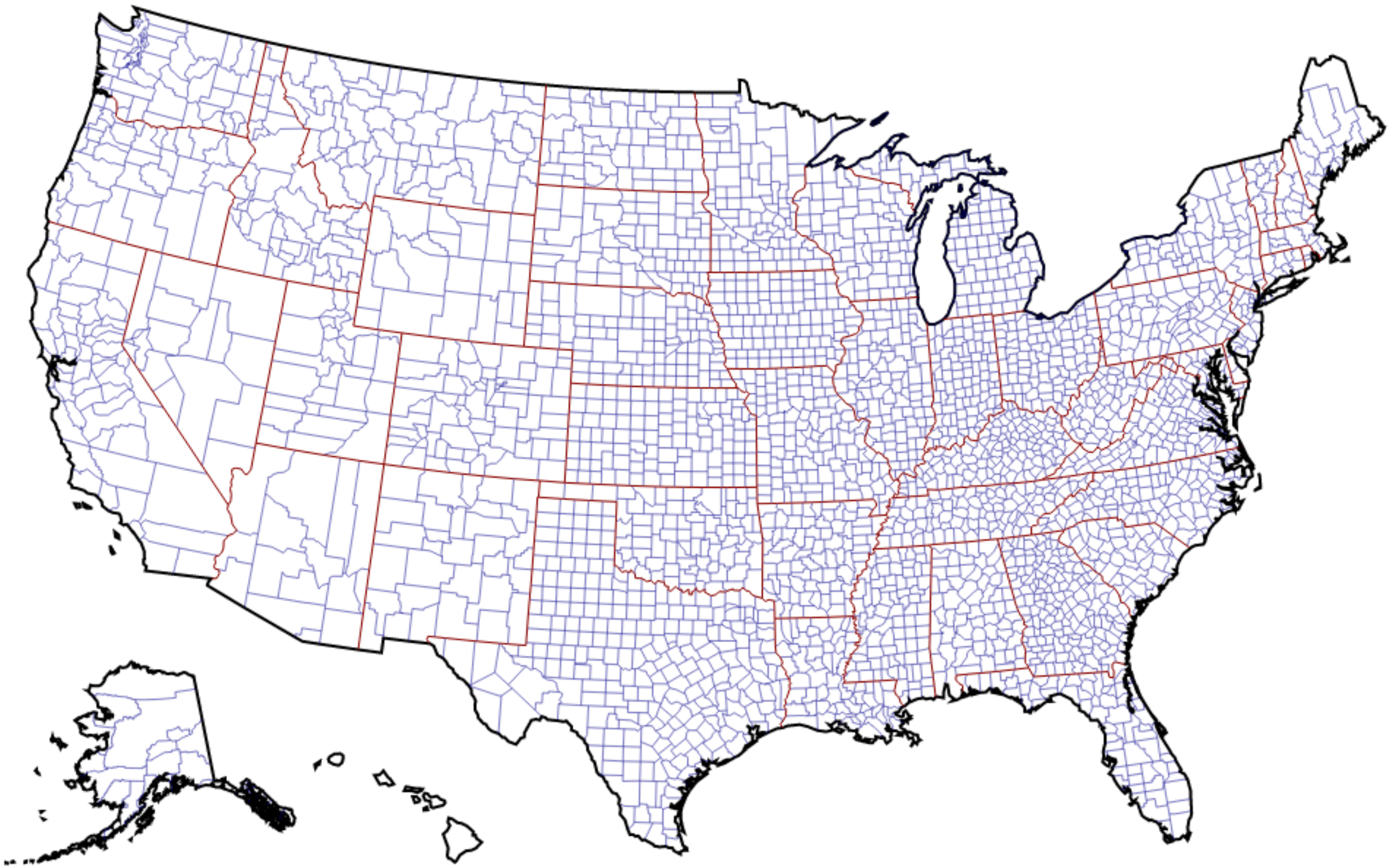
10.128.240.192:9826/#14/37.7678/-122.4435

DEMAKE

Powered by Leaflet

MapBox PBF vectiles

- z=14, 28 tiles in San Francisco
  - gzip GeoJSON: 851k
  - gzip TopoJSON: 364k
  - gzip PBF: 1040k
- *But*: PBF has many more layers in it!
  - z=12 misc: 815k Topo vs. 706k PBF
  - z=14 roads: 90k Topo vs. 71k PBF
- Thanks Dane Springmeyer!



Internal boundaries

- Polygons: land, states, counties
- Renderer extracts internal boundaries
- 2374k of GeoJSON data
- 642k of TopoJSON data
- 27% the size

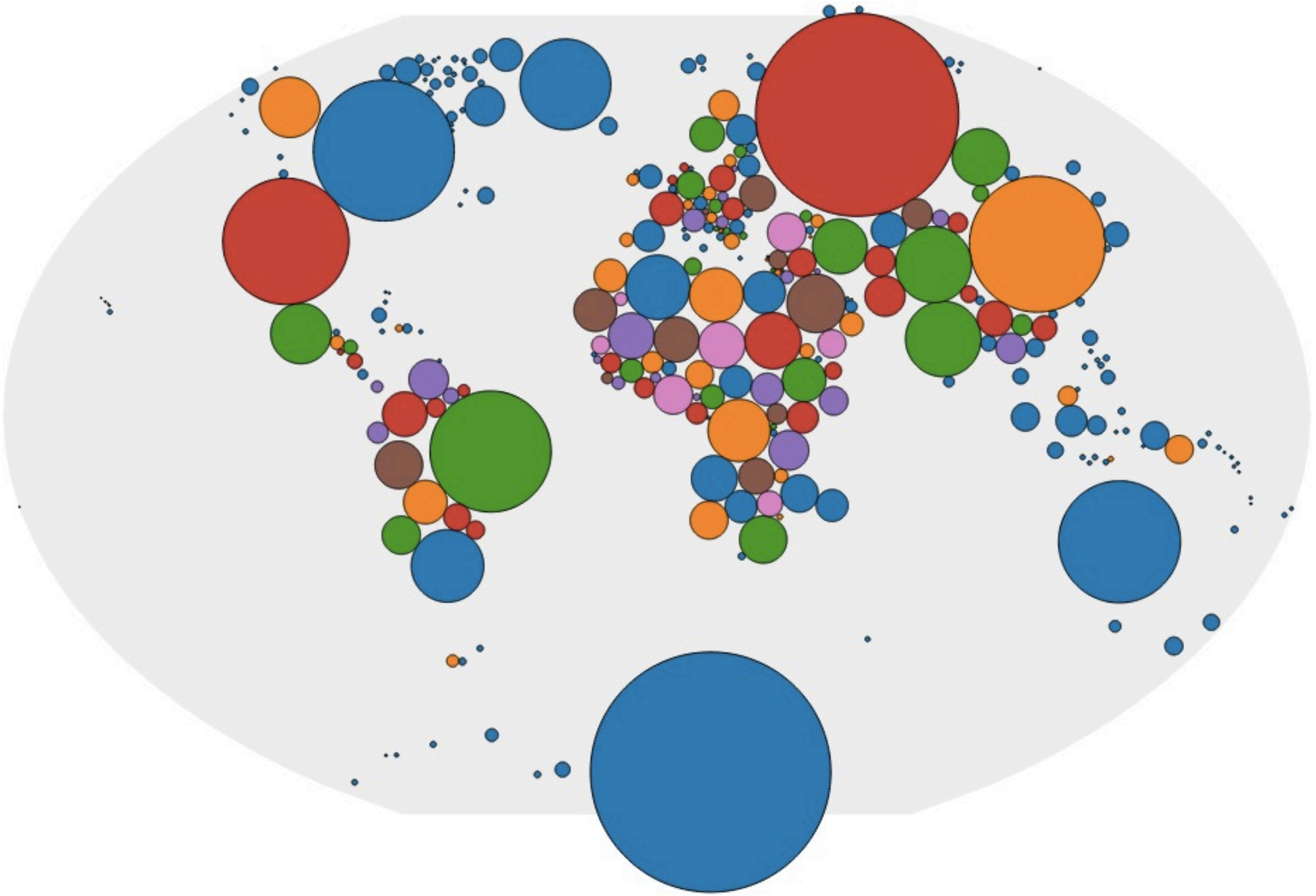
Testing boundaries

```
topojson.mesh(
    topology,
    topology.objects.counties,
    function(a, b) {
      return a !== b &&
        a.state === b.state;
    })
```

Polygon adjacency

- Dorling cartogram
  - Replace geometry with scaled circle
- Force directed layout
- Preserve country adjacency

Demo



TopoJSON tools

TopoJSON project

https://github.com/mbostock/topojson

- Command line tools (NodeJS)
- Browser API (Javascript)
- TopoJSON Wiki

Encoding

```
$ topojson
    --id-property osm_id
    -p name
    -s 0.00001
    -q 10000
    -o sf.json
    san-francisco.osm-line.shp

quantization: bounds -122.7368806 37.4490002
  -122.0110009 37.9549999 (spherical)
quantization: maximum error 4.26m (0.0000383°)
simplification: retained 334873 / 733786 points (46%)
prune: retained 167509 / 167509 arcs (100%)
```

Input files

- GeoJSON, Shapefiles, CSV, TopoJSON
- Inputs need to be topologically valid
- Giant files (> 100MB)
  - Shapefiles stream better than GeoJSON
  - `node --max_old_space_size=8192`
  - Rivers (132MB .shp): 45 seconds
  - Zip codes (836MB .shp): 150 seconds?

Properties

- Stripped by default
- -p flag; list which to include
- ISO-8859-1 by default
- Can join to CSV files

Quantization

- 10,000 x 10,000 by default
- Similar to rounding GeoJSON coords
  But more specific: 10,000 for bbox
- Think about pixels on screen

```
quantization: bounds
  -124.40958558399814 32.50005761622009
  -114.58848453257576 43.33627233273347 (spherical)
quantization: maximum error 75.5m (0.000679°)
```

Simplification

- `--spherical`
  - Simplify in geographic space
    - `-s <steradians>` (area)
    - `--simplify-proportion` (fraction)
- `--cartesian`
  - Simplify in projected pixel space
    - `--width --height`

Demo

Serving via HTTP

- Treat it like GeoJSON
- MIME type: `application/json`
- compress, serve cache headers
- `Access-Control-Allow-Origin: *`
- Beware `.topojson` file extension

Javascript client API

- `topojson.feature(topology, object)`
  - converts object to GeoJSON
- `topojson.mesh(topology, object, filter)`
  - returns merged arcs as LineString
  - filter(a, b); either side of each arc
- `topojson.neighbors(objects)`
  - list of adjacent objects

Other tools

- Sean Gillies' Python decoder
- Shan Carter's Distillery
- Josh Livni's ShpEscape
- Mike Bostock's US-Atlas
- Wanted: Python encoder (TileStache)
- Wanted: GDAL/OGR support

Use TopoJSON!

- Efficient wire format
- Easy to use simplification, quantization
- Visualize topologies, not just geometries
- Open source, simple, lots of examples

https://github.com/mbostock/topojson