

What: Data

# **Stenomaps:** Shorthand for shapes

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# Stenomaps

Analogy with Stenography

1 a — r , e q } U  
e. f q m e m , y  
i b q h , n r e y } b  
U y e 5 2 u } U e.  
f y p ; o r q = 50 21  
e . m e m b . e r e  
i . m e m b . e r e } 3  
e . d y m e d e e  
u r b ( e b d u r y  
i n e f q u } u e  
f o r i n i d y e a  
e n h e s f . i n e r e  
e e m e y e e e e  
f o e e e e d o f  
e f e q u e i m e  
2 y u f .

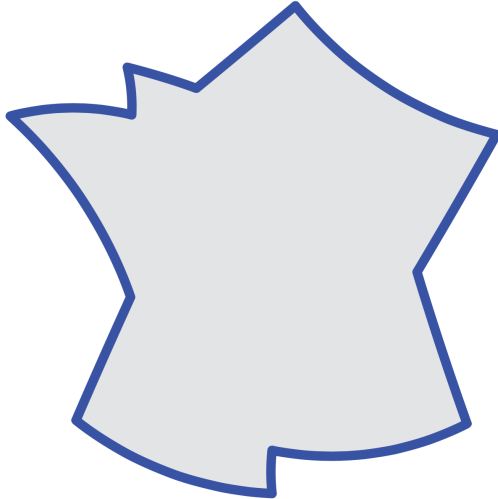
Martin J. Dupraw

What: Derived

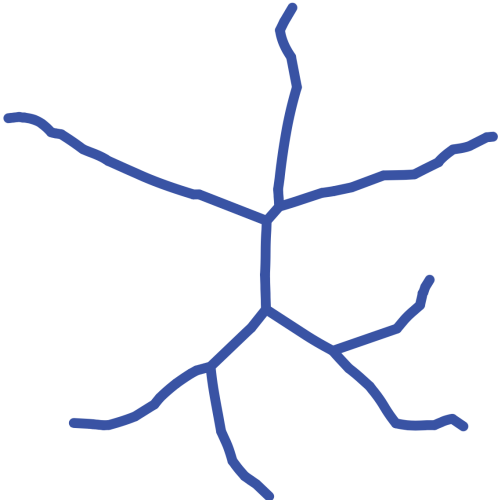
## **Area-to-line Transformation** for Geometric Abstraction

# Geometric Abstraction

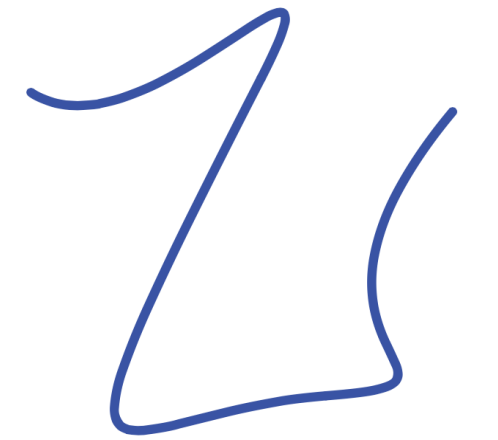
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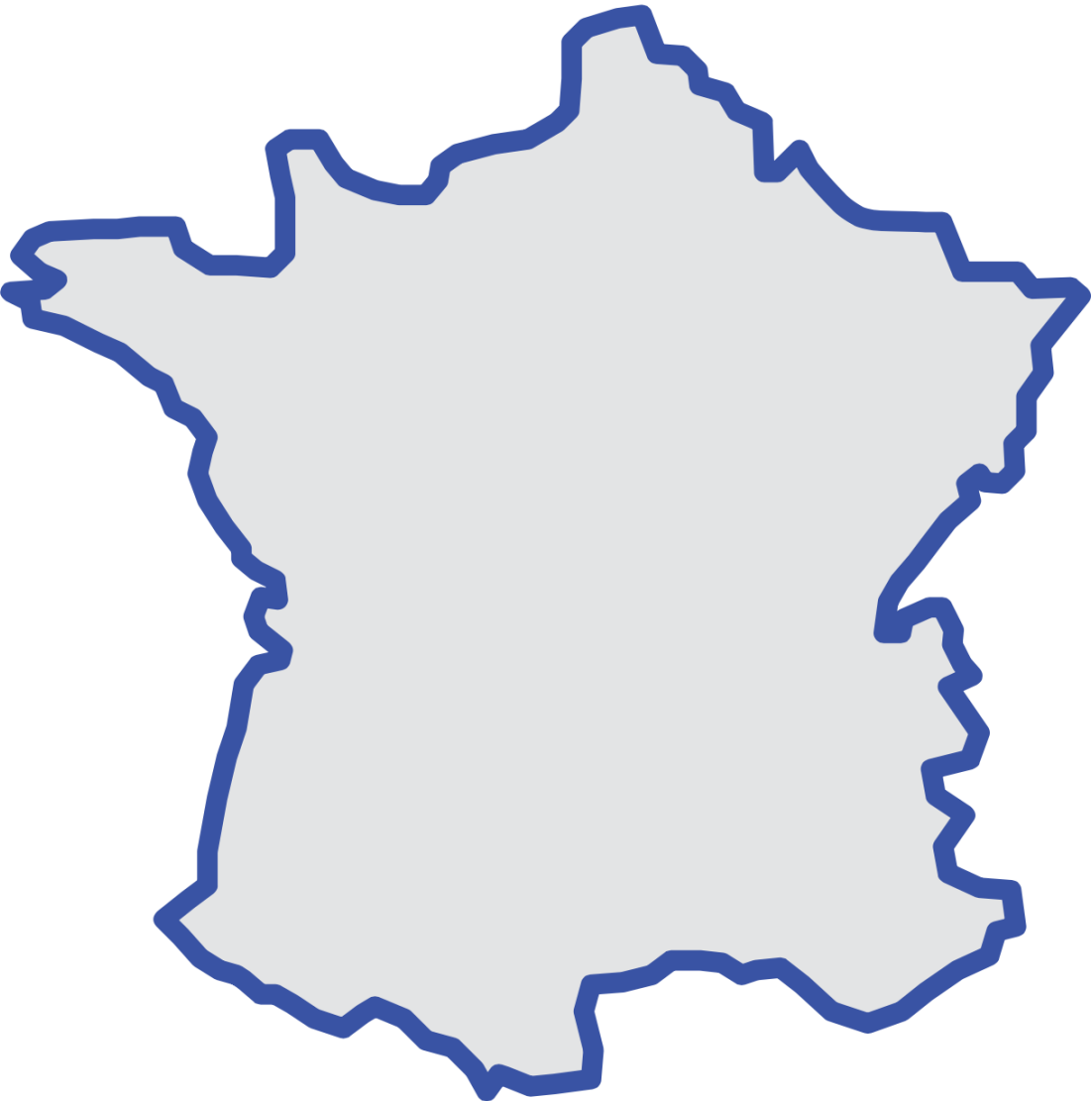
Generalized Boundaries



Medial Axis



Stenomap Glyph



France

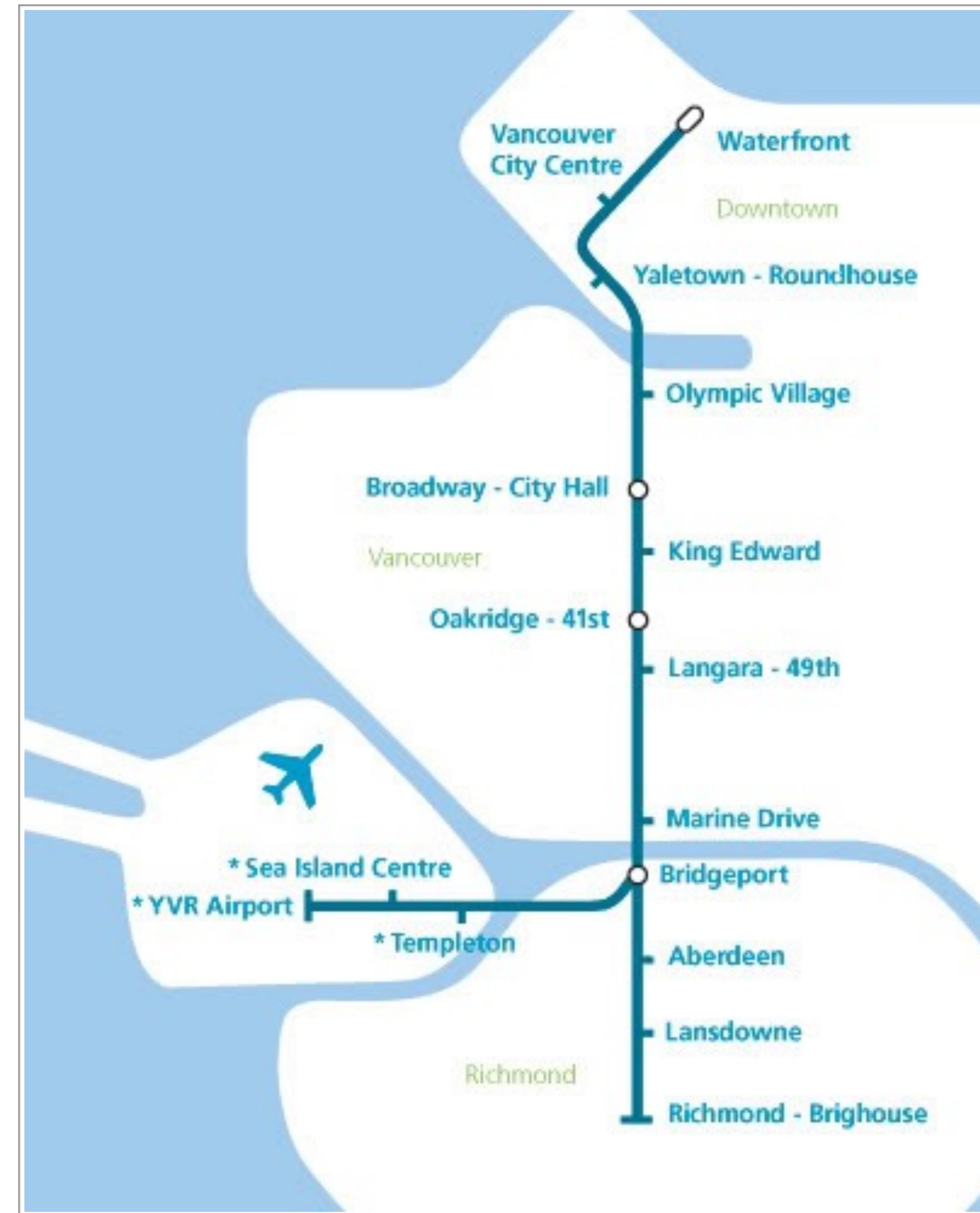
## Why: Task

# Why Abstraction?

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Free up graphical space and  
distinct visual variables

Direct attention to main data



# Use Cases of Stenomaps

# Cartographic Lines

Variation in Pattern and Width

Not as limited as boundary lines



Multi-band line symbolisation



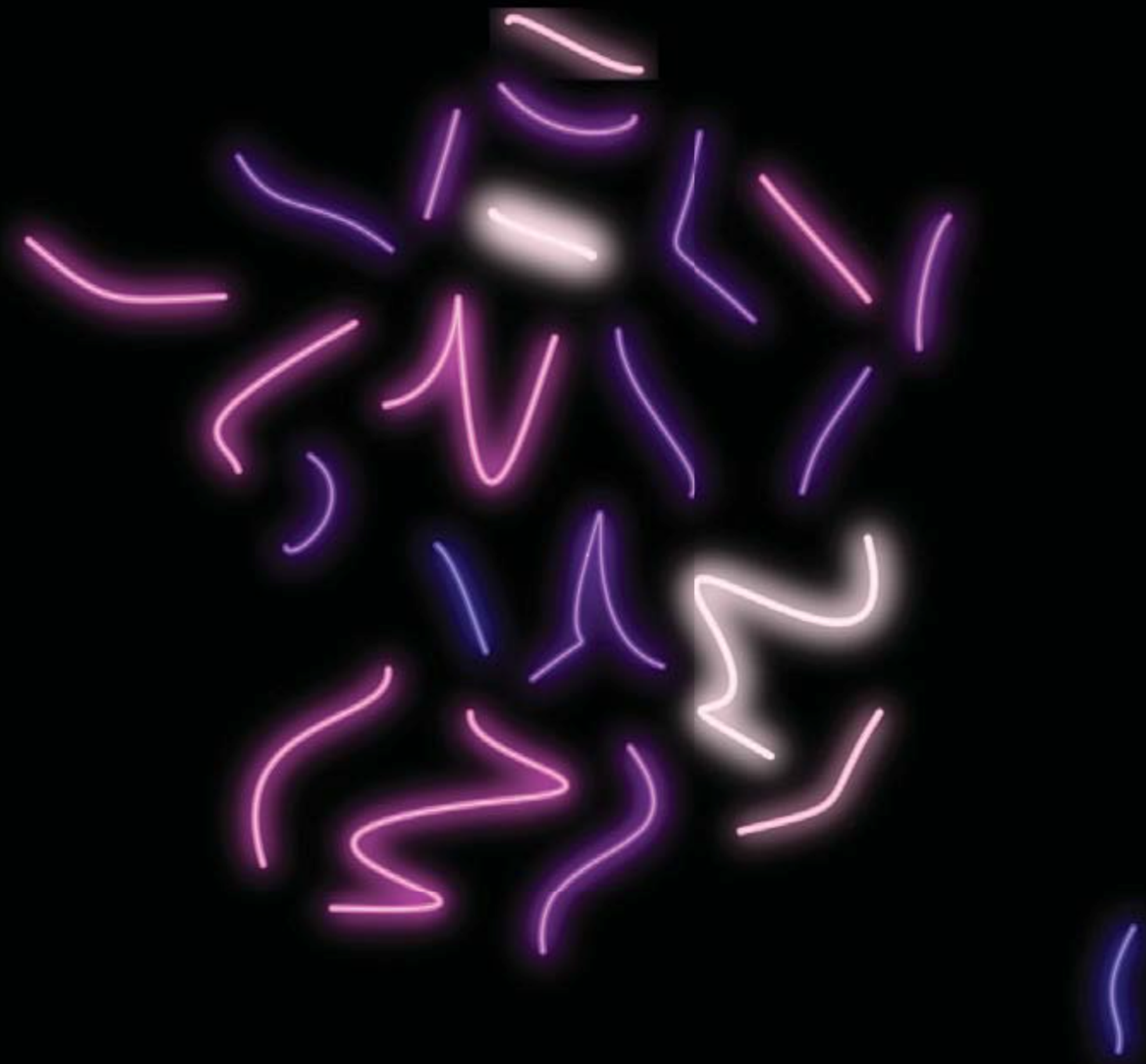
Isotype icons as line replacement



Labels as line replacement







Energy consumption in the Regions of France, 2010

# Spatial Uncertainty

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## Selective Perception

Highlight main data by reduce geography

## Illusion of Accuracy

Prevent inferences of exact location



## Cross-boundary Data

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Continuous Natural Phenomena

Not tied to political boundaries

Erroneous Perception

Colour interpreted as uniform within each polygon

Stenomaps: less intrusive

Maintain continuity

Give reference to location

Allow comparison between maps



Solar potential in Europe

# Design Choices

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## **C<sup>1</sup>-continuous**

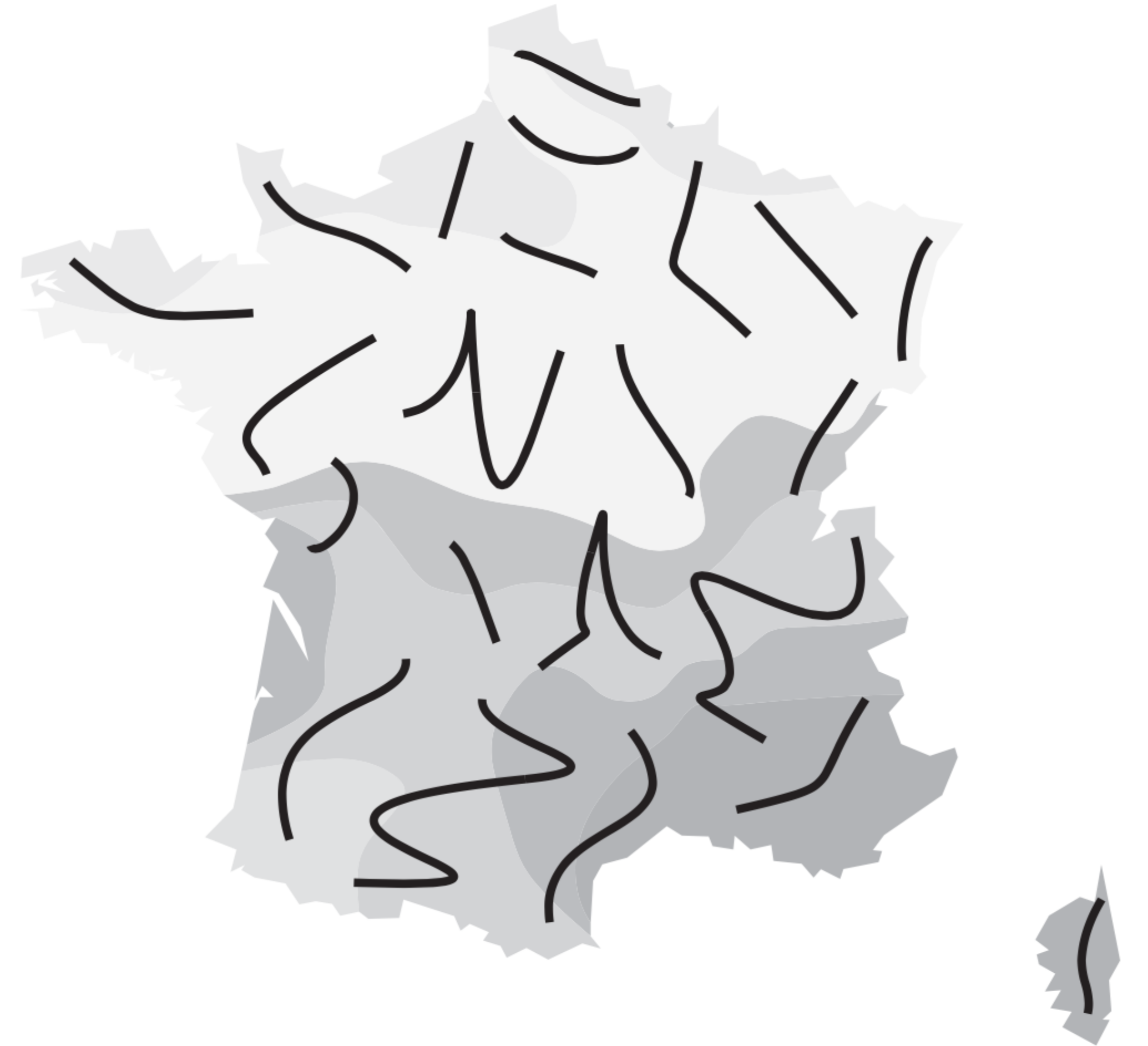
Hand-drawn appearance

## **Few curves**

Low complexity

## **Area vs Boundary**

A trade-off



# 4-step Algorithm

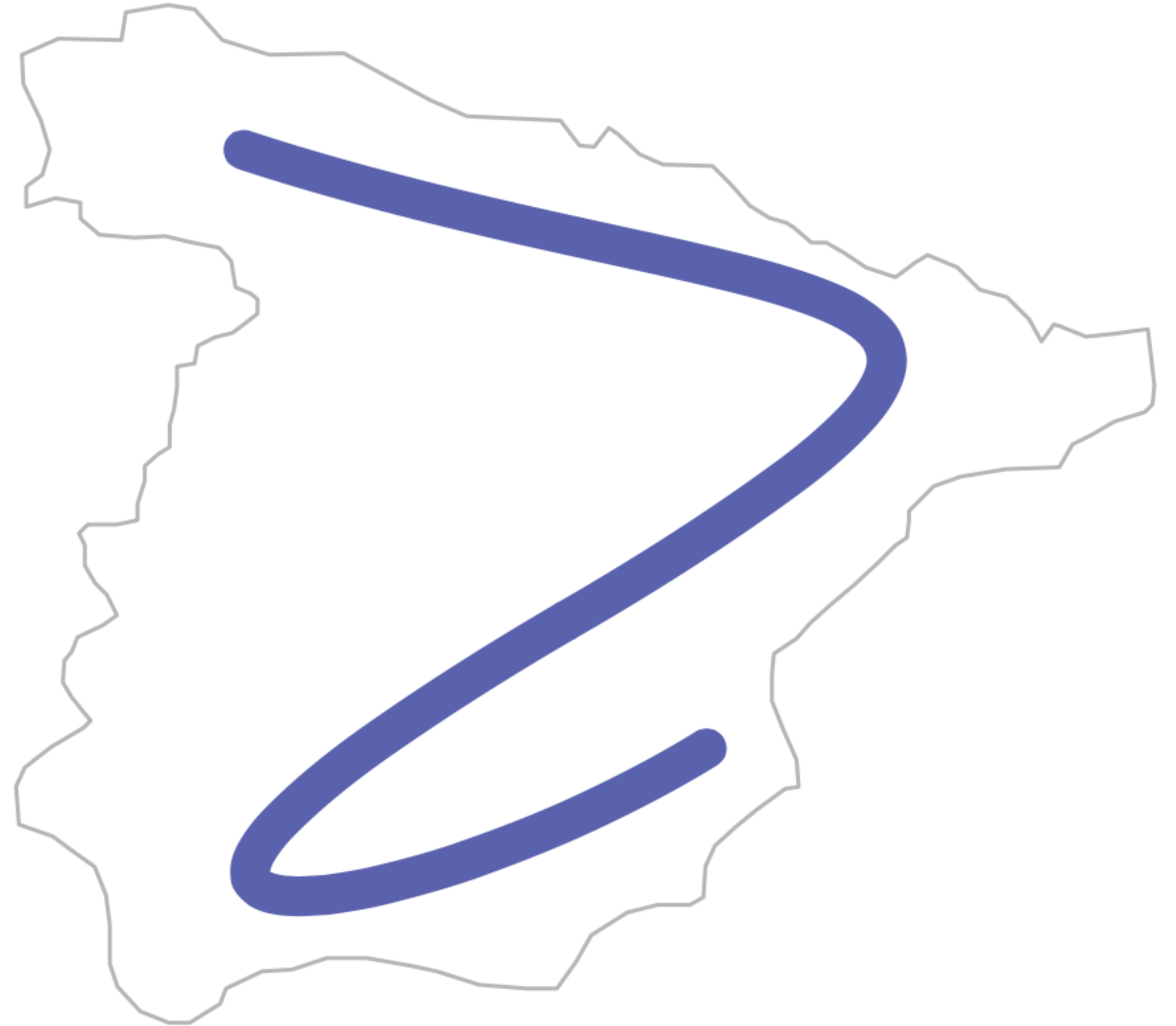
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Find **feature points**

Obtain glyph **region**

Find **backbone**

Create **glyph**



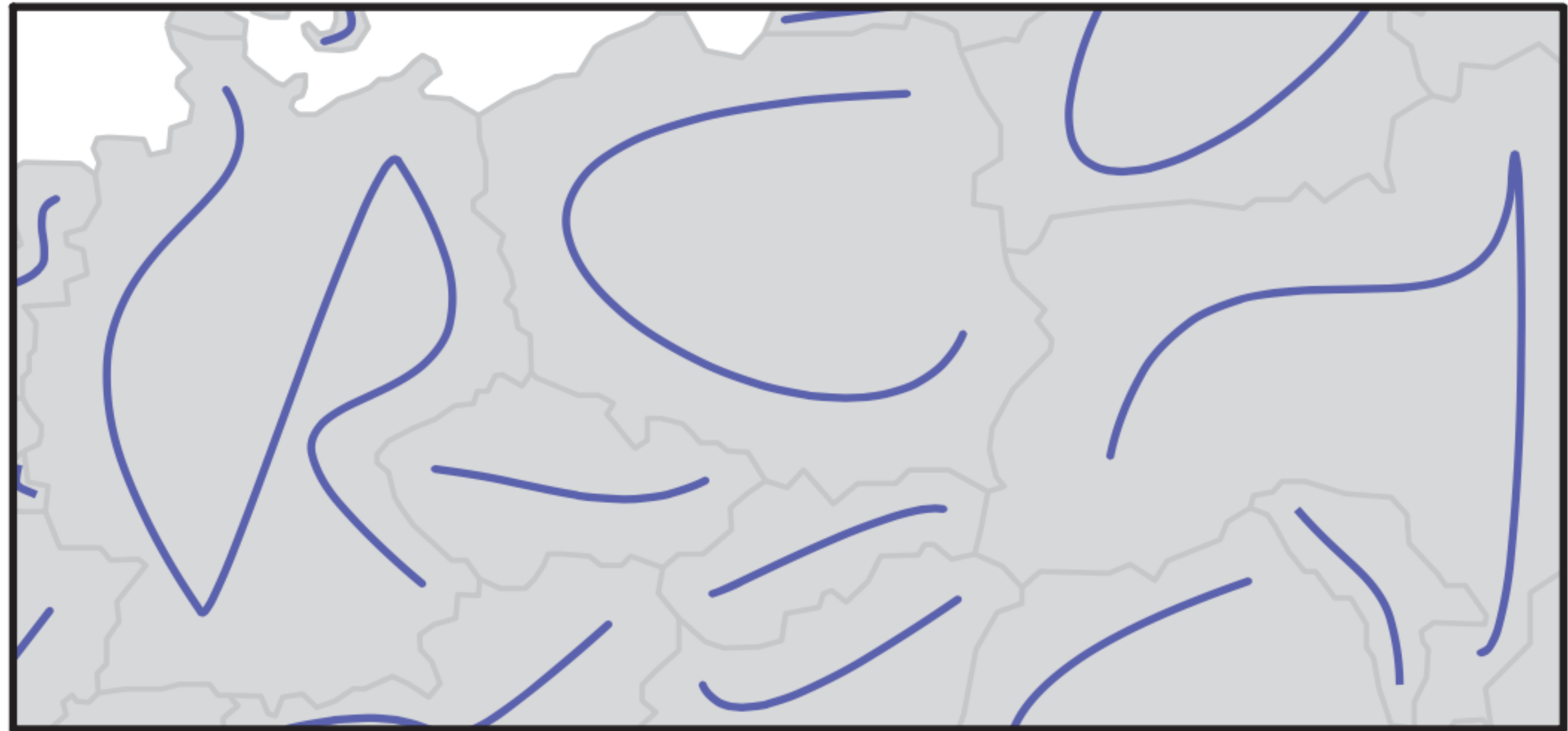
# Glyph Types

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## **Simple**

Locally intersecting

Tree-based



# Glyph Types

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Simple

**Locally intersecting**

Tree-based

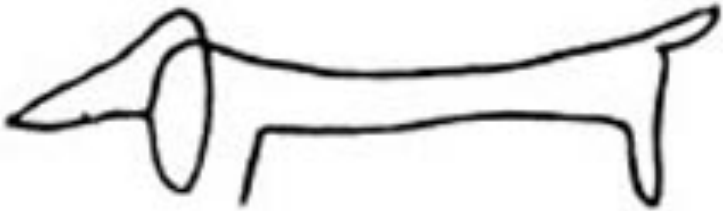
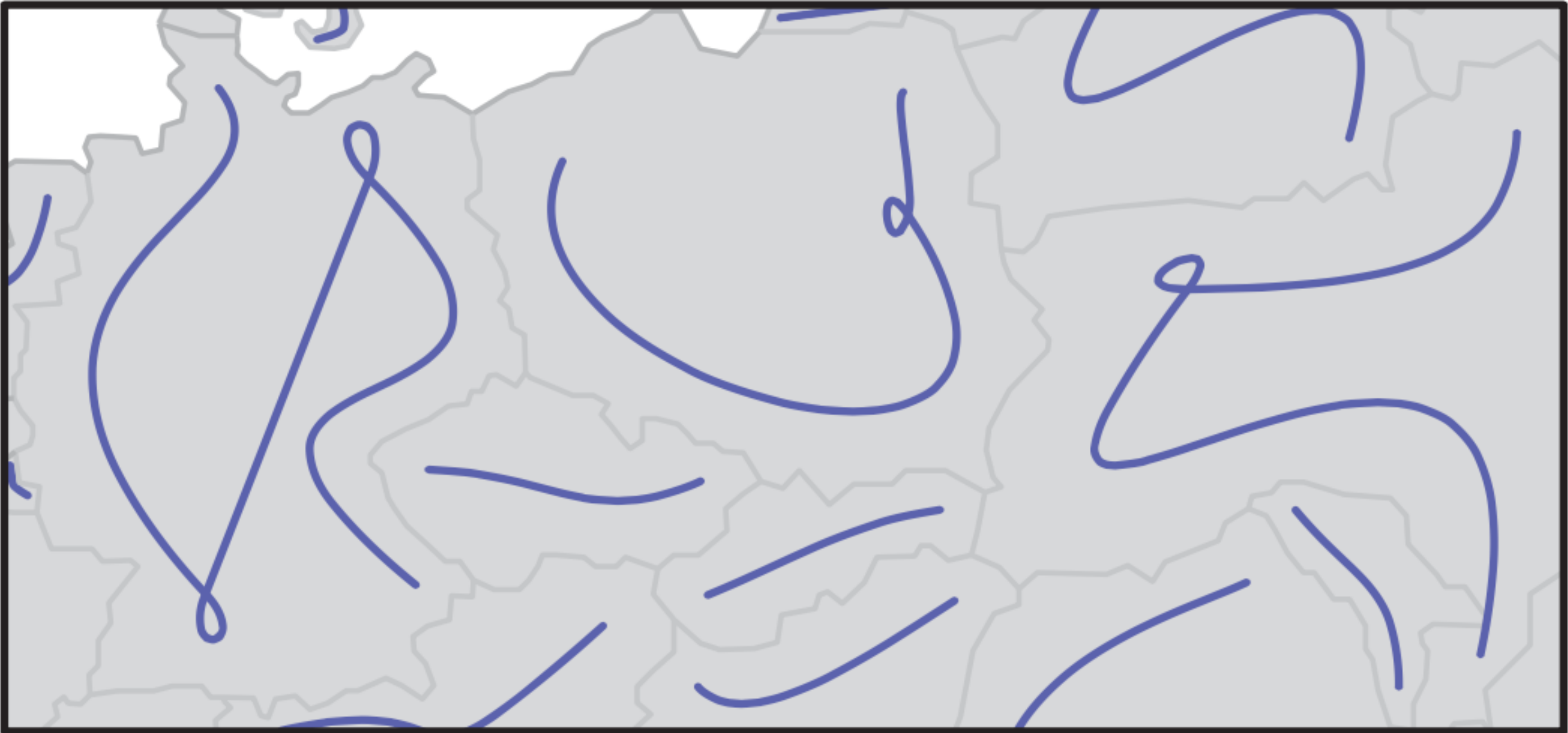


Figure 10

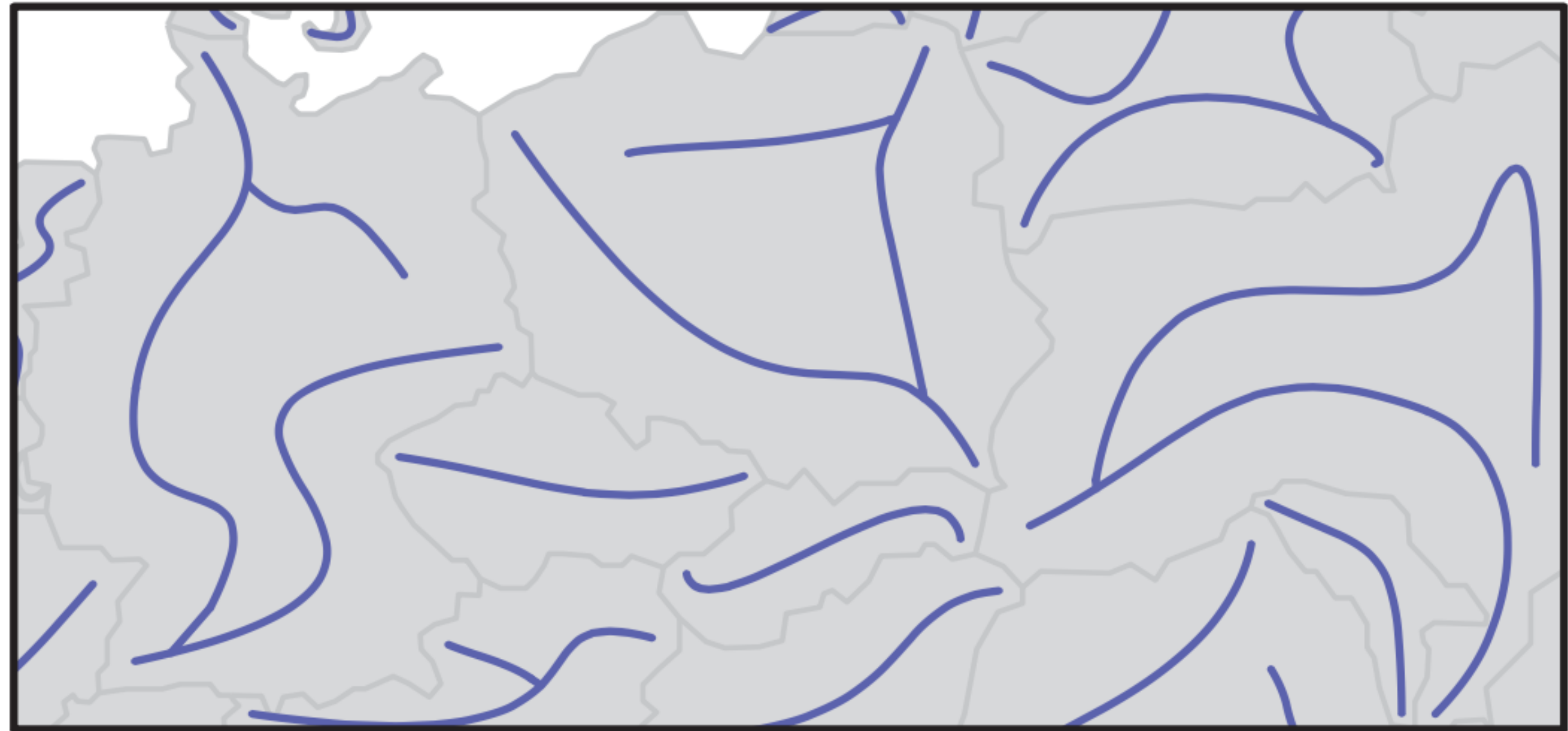
# Glyph Types

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Simple

Locally intersecting










**Tree-based**





# Parameter Space

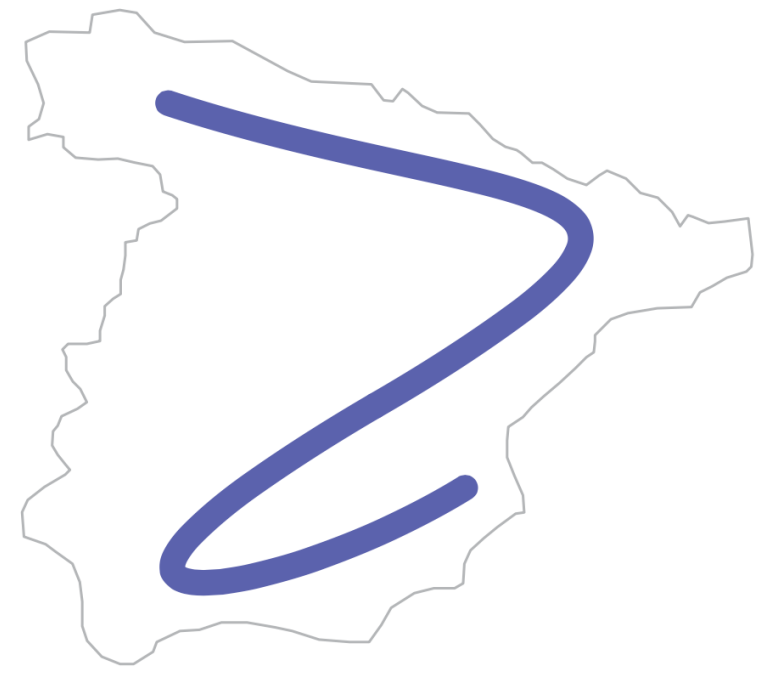
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		Pruning		
		High	Normal	Low
Area	Border			
	Normal			
	Area			



# Strengths and Weaknesses

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- Simple, smooth
  - Efficient abstraction
- Represent both area and boundary
- Opportunities to expand the cartographic design space
- Recognizability
  - Users must be familiar with the original geography
- Inconsistency in the large parameter space
- No user study

**Constraint:** Only intended for tasks where exact boundaries are not needed

# Scalability

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- If a map with borders looks reasonable, its **second-level boundaries** can likely be transformed with stenomaps.
  - Map of a continent: one stenomap for each country.
  - Map of a country: one stenomap for each province/state/region.
- Generally, it is equivalent to **up to 100 stenomaps** per map.
- Algorithm can adapt to produce the desired level of details in stenomaps.

# Summary

System	Stenomaps
What: Data	Geometry: 2D borders in maps
What: Derived	Area to line transformation, which converts a border to a line that represents both the boundary and the area features.
Why: Task	Present and enjoy the maps with less intrusive borders and without inferences of exact location.
How: Encode	Geotagged data can be encoded into the line as its width or colour, or the data can replace the line by icons or text.
How: Reduce	Dimensionality reduction (area to line).
Scale	100 stenomaps per map (generally equivalent to second-level boundaries).

# Questions?

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Thank you.