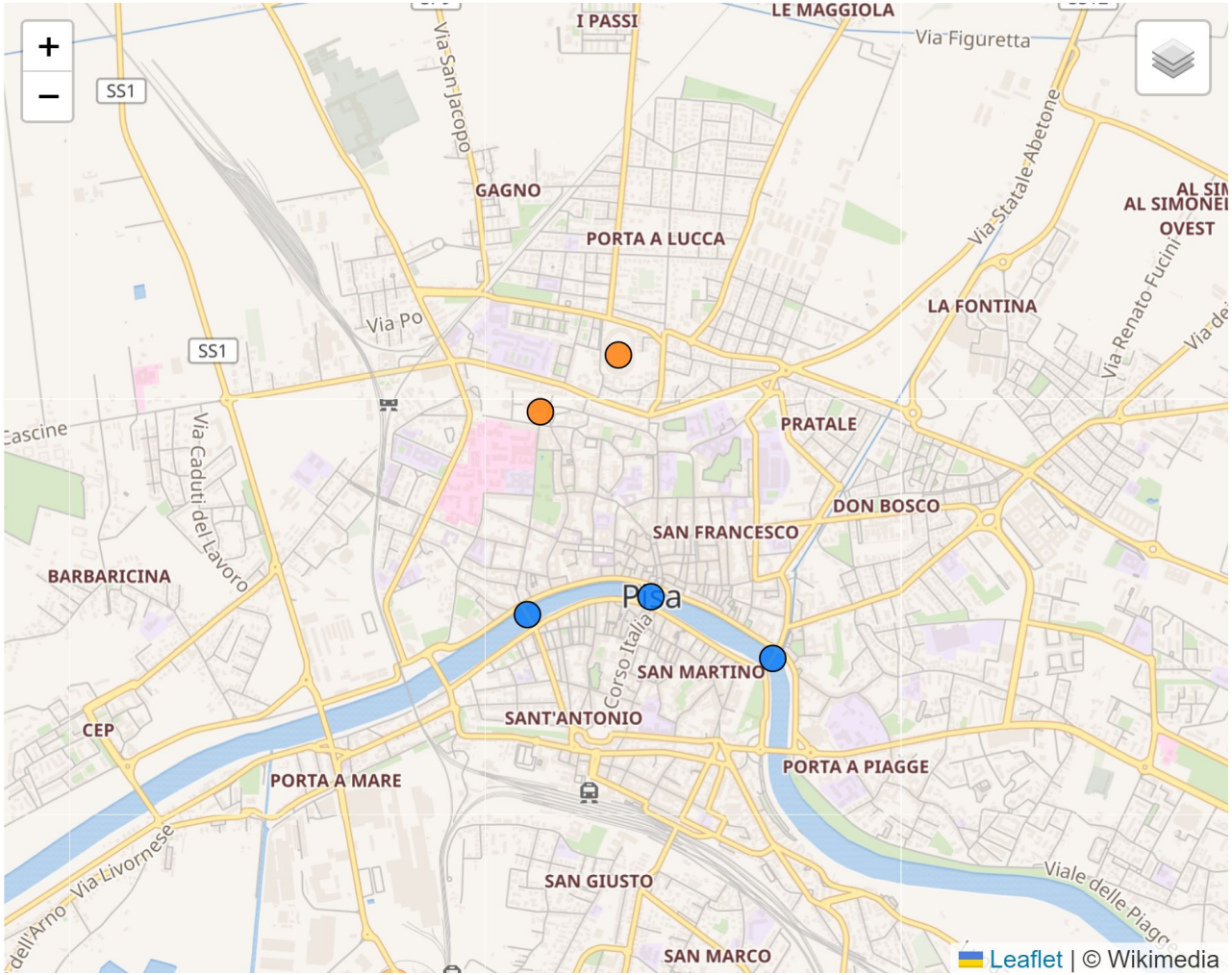

# Tile Map Server - Leaflet.js

InfoUma 2022-23 Andrea Marchetti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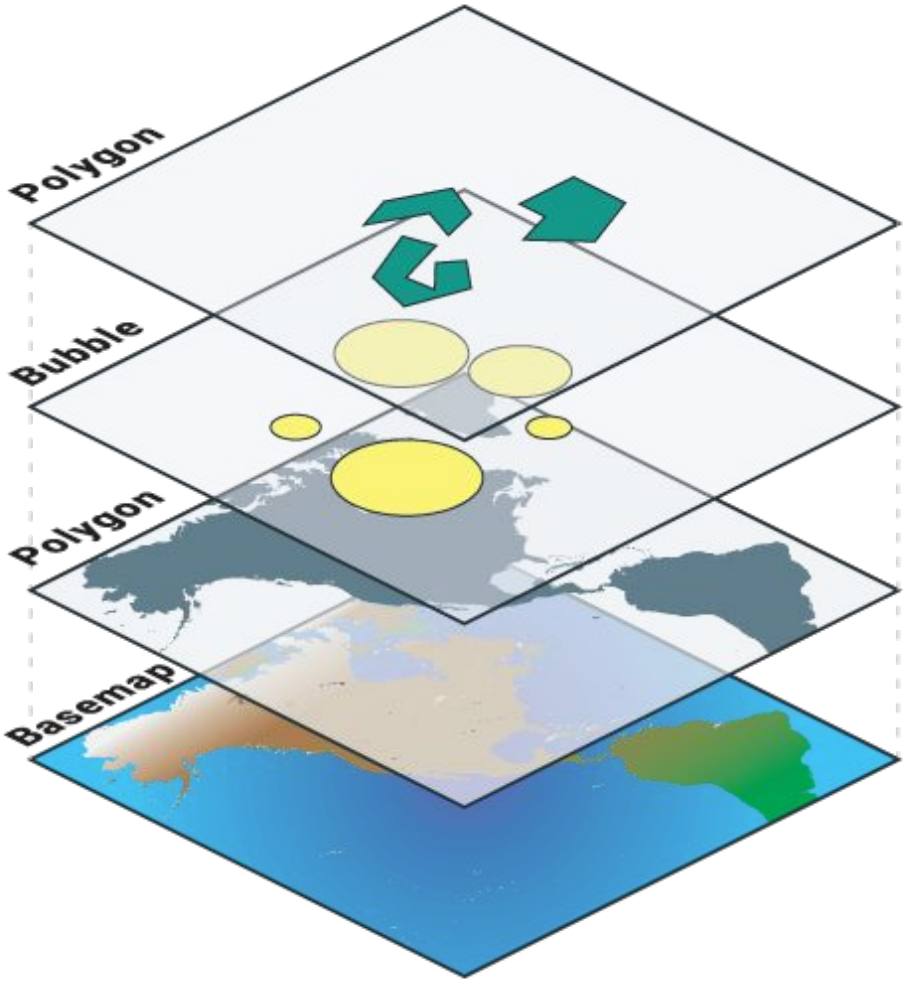
LA FONTINA
Via Renato Fucini
Via Po
PRATALE
Via Caduti del Lavoro
DON BOSCO
SAN FRANCESCO
BARBARICINA
Pisa
Corso Italia
SAN MARTINO
SANT'ANTONIO
CEP
PORTA A PIAGGE
PORTA A MARE
Via Livornese
SAN GIUSTO
Viale delle Piagg
SAN MARCO
Leaflet | © Wikimedia




BaseMap as a TileMapService

# TMS - Tile Map Service

An efficient solution to publish maps on the web

Complexity in space (rather than in time)

Used by many map providers

Google Maps, Bing, Yahoo Maps, OpenStreetMaps, ...

# Tile Map Service

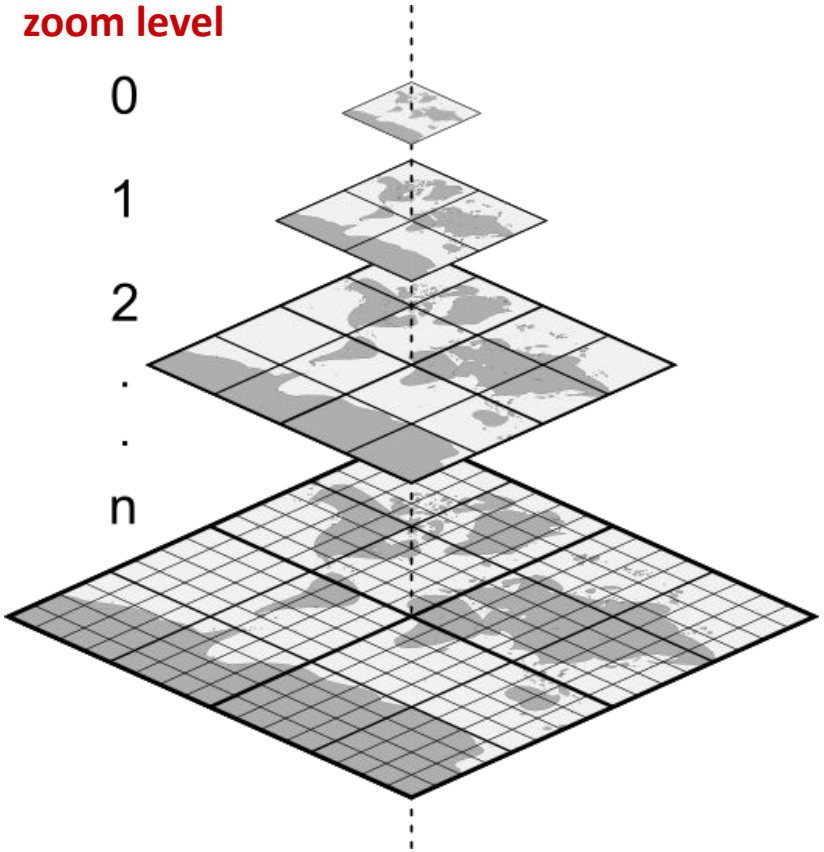
**TMap Service** or TMS, is a specification for tiled web maps, developed by the Open Source Geospatial Foundation.

The definition generally requires a URI structure which attempts to fulfill REST principles.

The TMS protocol

- fills a gap between the very simple standard used by OpenStreetMap and the complexity of the WMS (Web Map Service) standard,
- providing simple urls to tiles
- supporting alternate SRS (spatial referencing system)

# TMS - Multi Resolution Image Pyramid

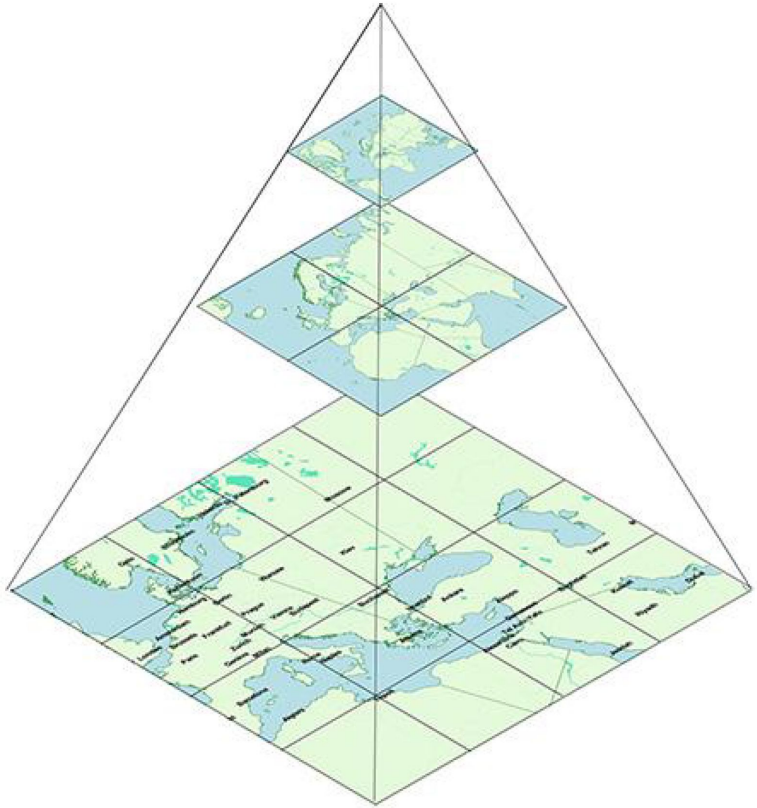



Maps are generated once for all level of zoom and then sliced into tiles

Each zoom level quadruples the number of tiles

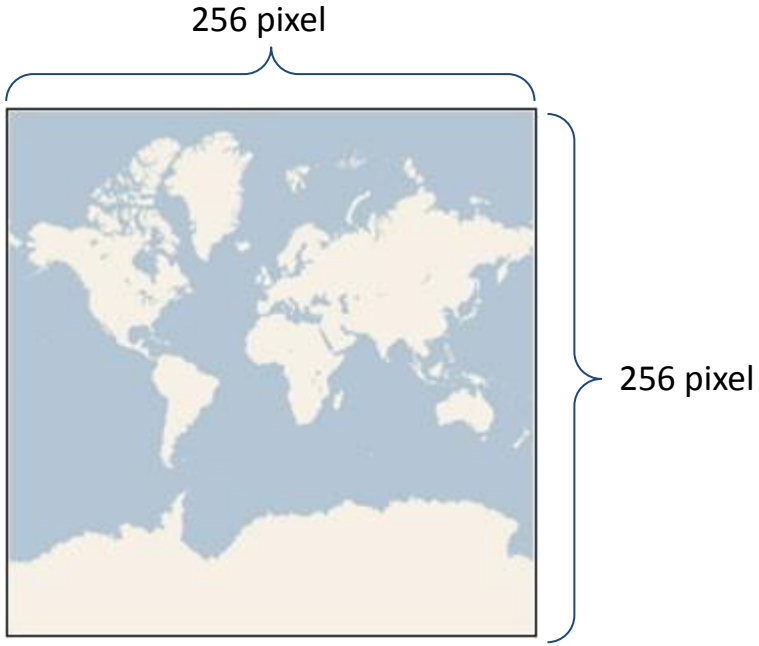
At zoom level **n** there are $4^n = 2^{2n}$ tiles

# Image Pyramid

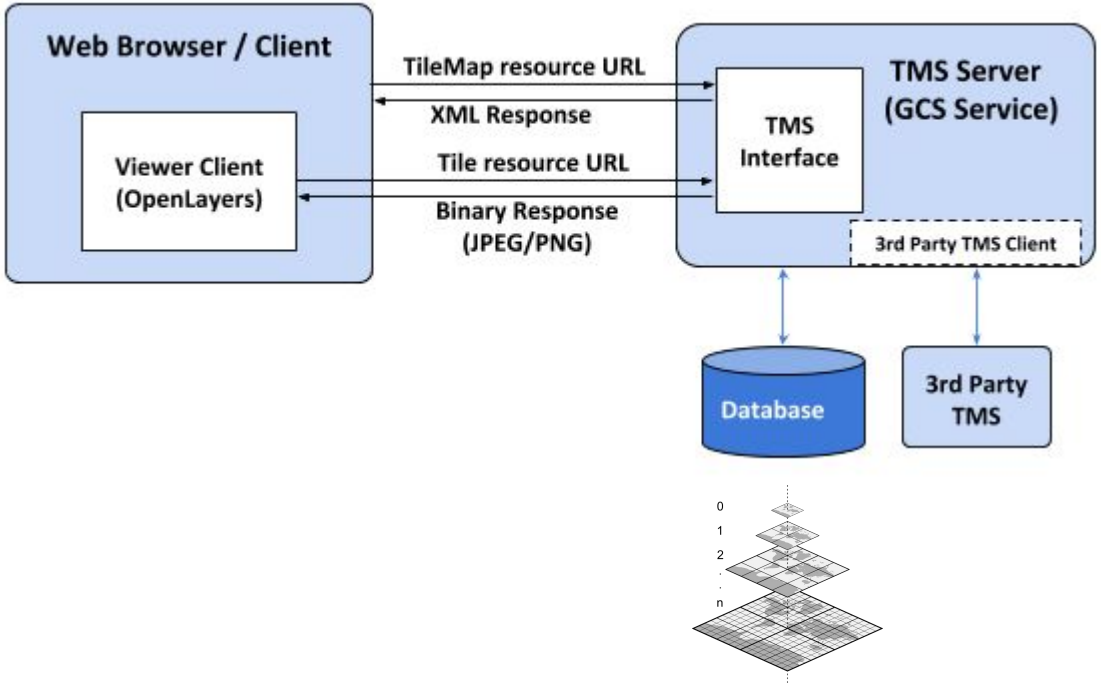


# TMS: tile

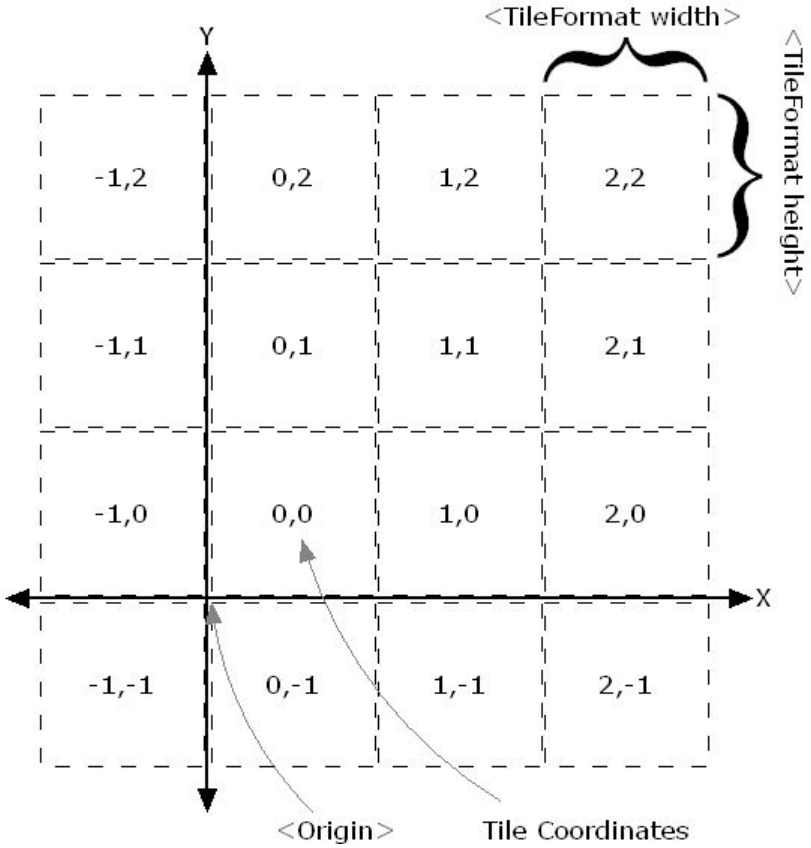
Every tile (any zoom) has a fixed dimension usually 256x256 pixel



# TMS Server

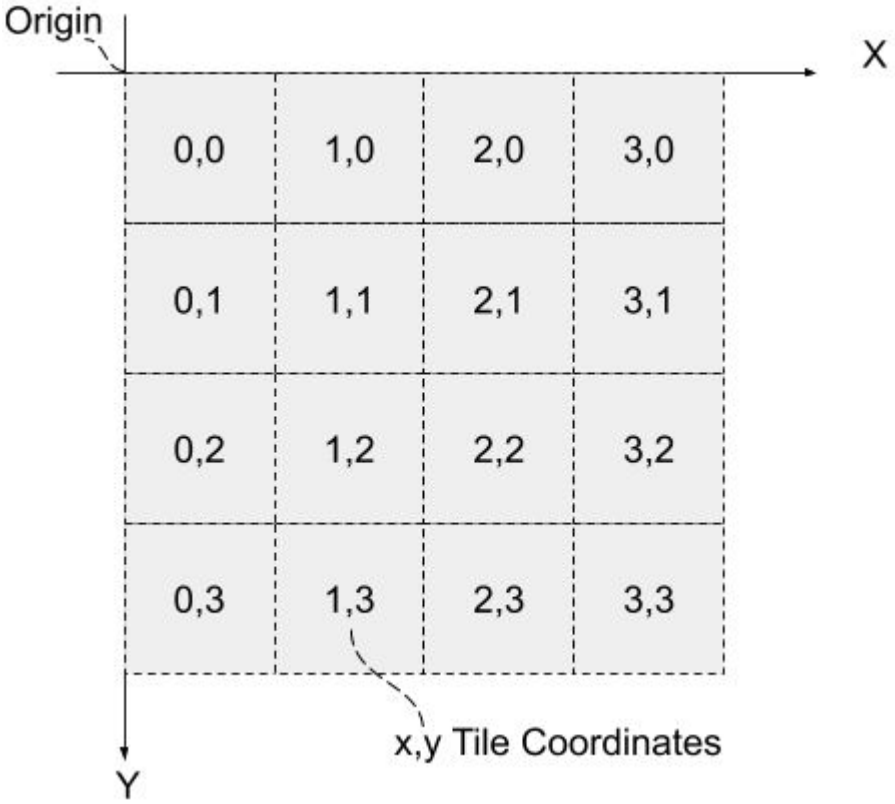

Web Browser / Client
Viewer Client
(OpenLayers)
TileMap resource URL
XML Response
Tile resource URL
Binary Response
(JPEG/PNG)
TMS Server
(GCS Service)
TMS
Interface
3rd Party TMS Client
Database
3rd Party
TMS
0
1
2
n

# Tile coordinates




As depicted in the TMS specification—TileMap Diagram section, the Y-coordinates grow from south to north.

# Tile Coordinates



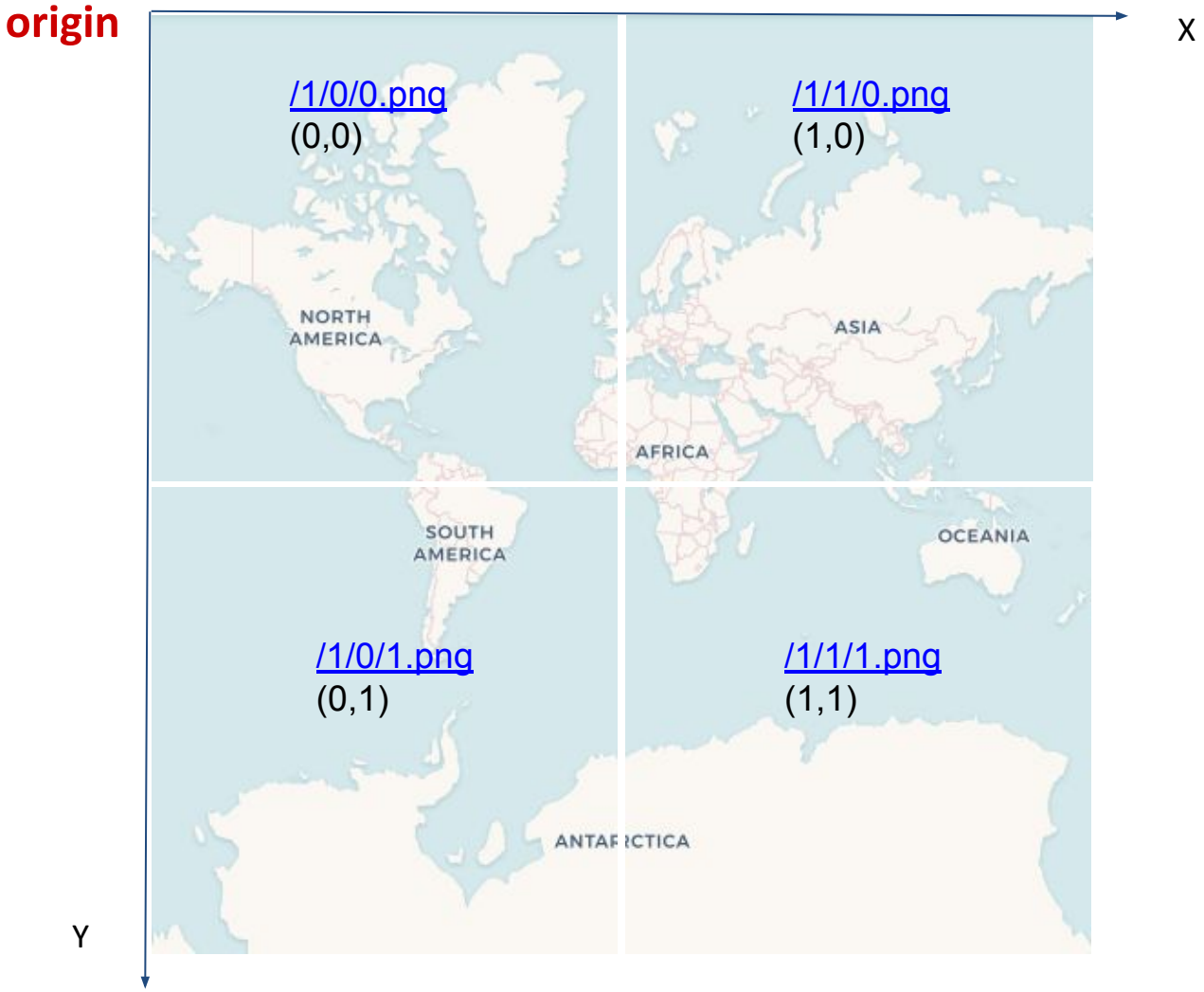

Some implementations have the opposite direction, with the grid origin at top left, and Y-coordinates numbered from north to south (e.g., OSM Tiles).
Depending on the implementation, it may be necessary to flip the y-coordinate

# Tile Resource of CartoDB

https://a.basemaps.cartocdn.com/rastertiles/voyager/ 0/0/0.png

zoomLevel/X/Y.png

https://a.basemaps.cartocdn.com/rastertiles/voyager/1/0/0.png




The 4 tiles at level 1 of CartoDB

# LeafLet

Leaflet is a JS library that simplifies access to a Tile Map Server.
But above all it is a valid alternative to Google Maps.

# Leaflet Home Page

Leaflet

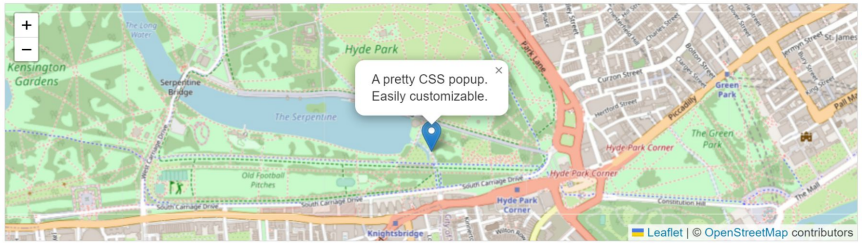
an open-source JavaScript library
for mobile-friendly interactive maps

Overview Tutorials Docs Download Plugins Blog

May 18, 2023 — Leaflet 1.9.4 has been released!

Leaflet is the leading open-source JavaScript library for mobile-friendly interactive maps. W[illegible]ing just about 42 KB of JS, it has all the mapping features most developers ever need.

Leaflet is designed with *simplicity*, *performance* and *usability* in mind. It works efficiently across all major desktop and mobile platforms, can be extended with lots of plugins, has a beautiful, easy to use and well-documented API and a simple, readable source code that is a joy to contribute to.




Version 1.9.4

See plugins for enhanced features

Many Geographic Features

Well documented

# Leaflet Features

## Features

Leaflet doesn't try to do everything for everyone. Instead it focuses on making *the basic things work perfectly*.

### Layers Out of the Box

- Tile layers, WMS
- Markers, Popups
- Vector layers: polylines, polygons, circles, rectangles
- Image overlays
- GeoJSON

### Interaction Features

- Drag panning with inertia
- Scroll wheel zoom
- Pinch-zoom on mobile
- Double click zoom
- Zoom to area (shift-drag)
- Keyboard navigation
- Events: click, mouseover, etc.
- Marker dragging

### Visual Features

- Zoom and pan animation
- Tile and popup fade animation
- Very nice default design for markers, popups and map controls
- Retina resolution support

### Customization Features

- Pure CSS3 popups and controls for easy restyling
- Image- and HTML-based markers
- A simple interface for custom map layers and controls
- Custom map projections (with `EPSG:3857/4326/3395` out of the box)
- Powerful OOP facilities for extending existing classes

### Performance Features

- Hardware acceleration on mobile makes it feel as smooth as native apps
- Utilizing CSS3 features to make panning and zooming really smooth
- Smart polyline/polygon rendering with dynamic clipping and simplification makes it very fast
- Modular build system for leaving out features you don't need
- Tap delay elimination on mobile

### Map Controls

- Zoom buttons
- Attribution
- Layer switcher
- Scale

### Browser Support

#### Desktop

- Chrome
- Firefox
- Safari 5+
- Opera 12+
- IE 7–11
- Edge

#### Mobile

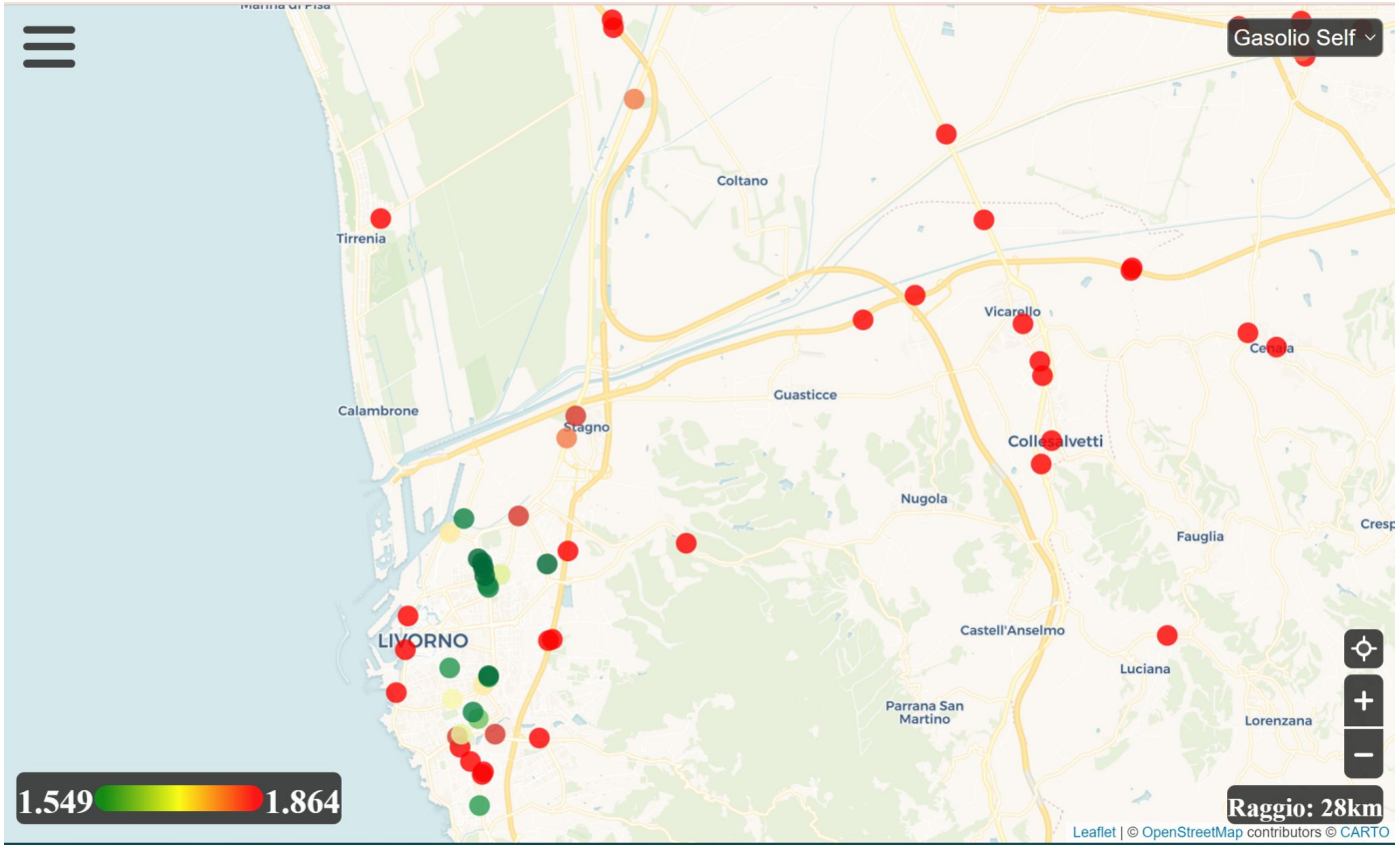
- Safari for iOS 7+
- Chrome for mobile
- Firefox for mobile
- IE10+ for Win8 devices

### Misc

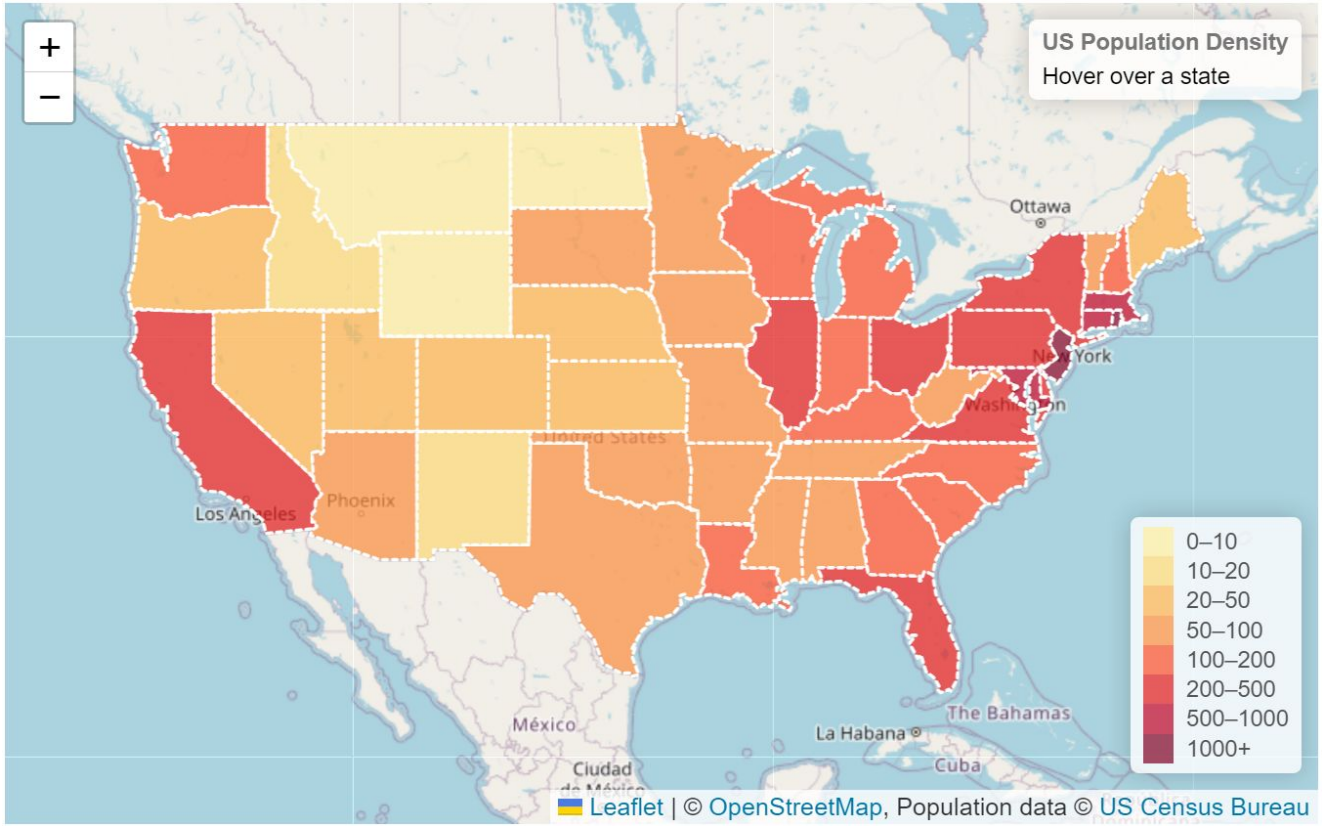
- Extremely lightweight
- No external dependencies

# Charts with Leaflet

# Map with Markers



# Choropleth Map



# Leaflet.js

- Easy to use API
- Lightweight lib (only 42kb of js)
- Support mobile applications
- A valid tool to provide tile-based maps

# Free Tiles Providers

- OpenStreetMap
  - Some issues for high traffic services
- MapQuest Open License
  - Free, by attribution
  - Special configuration for heavy usage
- MapBox
  - Free tier
  - Customizable design (see next slide)
  - Same family as Leaflet.js

# Commercial Tile Providers

- CloudMade
  - Mirror of OSM data till few years ago
  - Leaflet was born here
  - $30 per 1M tiles
- MapBox
  - Free for low traffic
  - $30 for 900k tiles
- ESRI

# Tile map providers

[Leaflet Provider Demo](#)

[Leaflet-extras/leaflet-providers](#)

[Map Compare](#)

[27- reasons-not-to-use-google-maps](#)

# Easy to install/use - Head Part

```
<head>

// Insert link to CSS
<link rel="stylesheet" href="https://unpkg.com/leaflet@1.9.4/dist/leaflet.css"
   integrity="sha256-p4NxAoJBhIIN+hmNHrzRCf9tD/miZyoHS5obTRR9BMY="
   crossorigin=""/>

// Insert link to JS
 <!-- Make sure you put this AFTER Leaflet's CSS -->
<script  src="https://unpkg.com/leaflet@1.8.0/dist/leaflet.js"
   integrity="sha512-BB3hKbKWOc9Ez/TAwyWxNXeoV9c1v6FIeYiBieIWkpLjauysF18NzgR1MBNBXf8/KABdlkX68nAhlwcDFLGPCQ=="
   crossorigin=""></script>

</head>
```

# Easy to install/use - Body Part

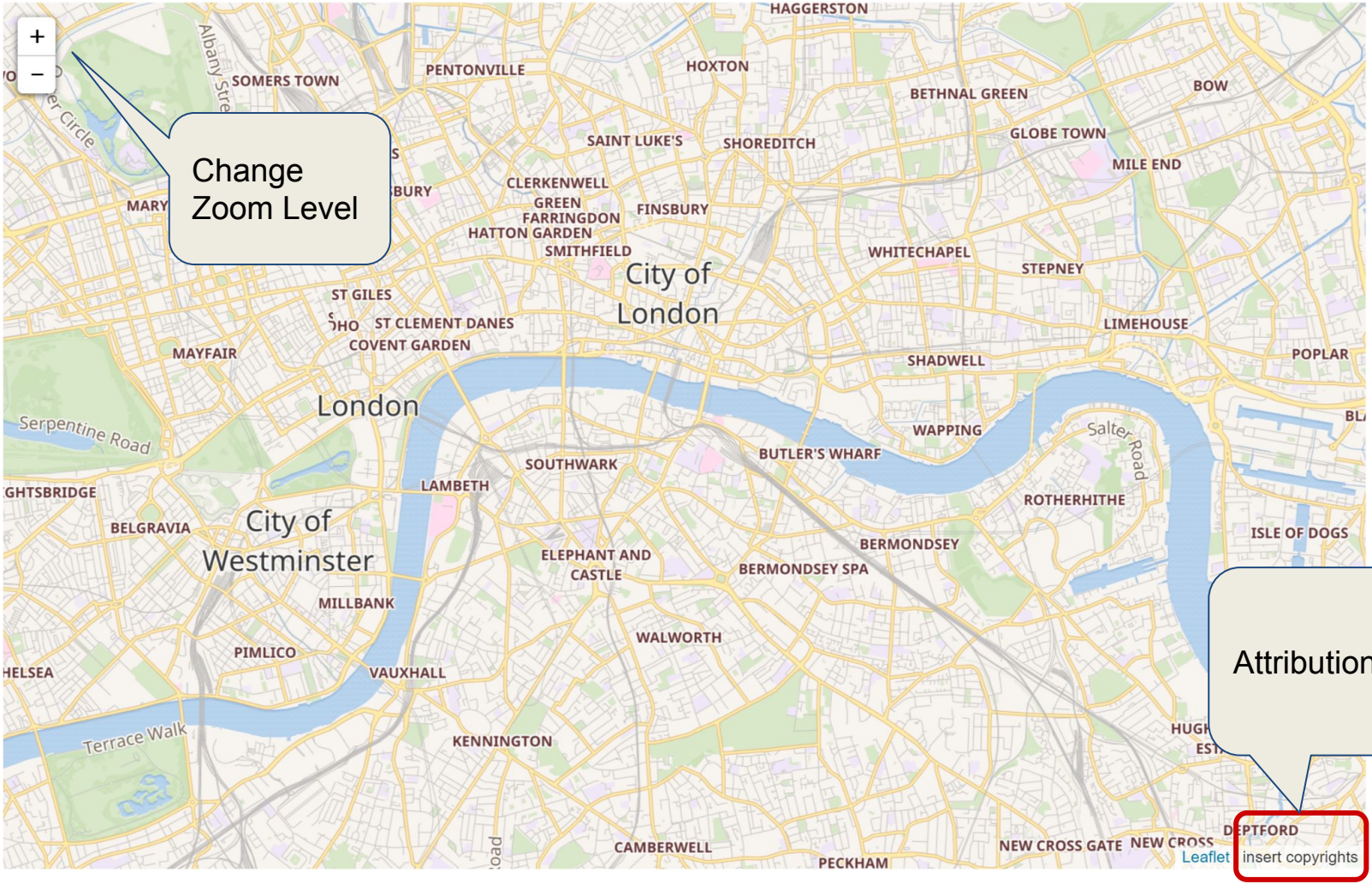
```
<body>
<script>
// Create a div element to contain the map
<div id="map" style="height: 600px"></div>

// Create an object to handle the map
var map = L.map('map').setView([51.505, -0.09], 13);

// Select the tile provider
var tms = 'https://maps.wikimedia.org/osm-intl/{z}/{x}/{y}@2x.png';

// Connect the tiles to our map
L.tileLayer(tms,{attribution: ''}).addTo(map);
</script>
</body>
```

Centre coordinates

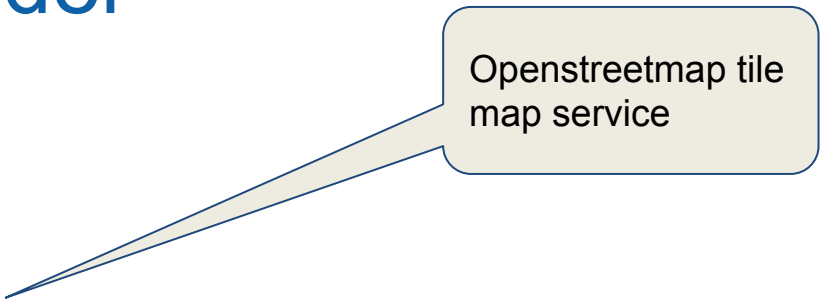
Zoom Level

Wikimedia tile map provider

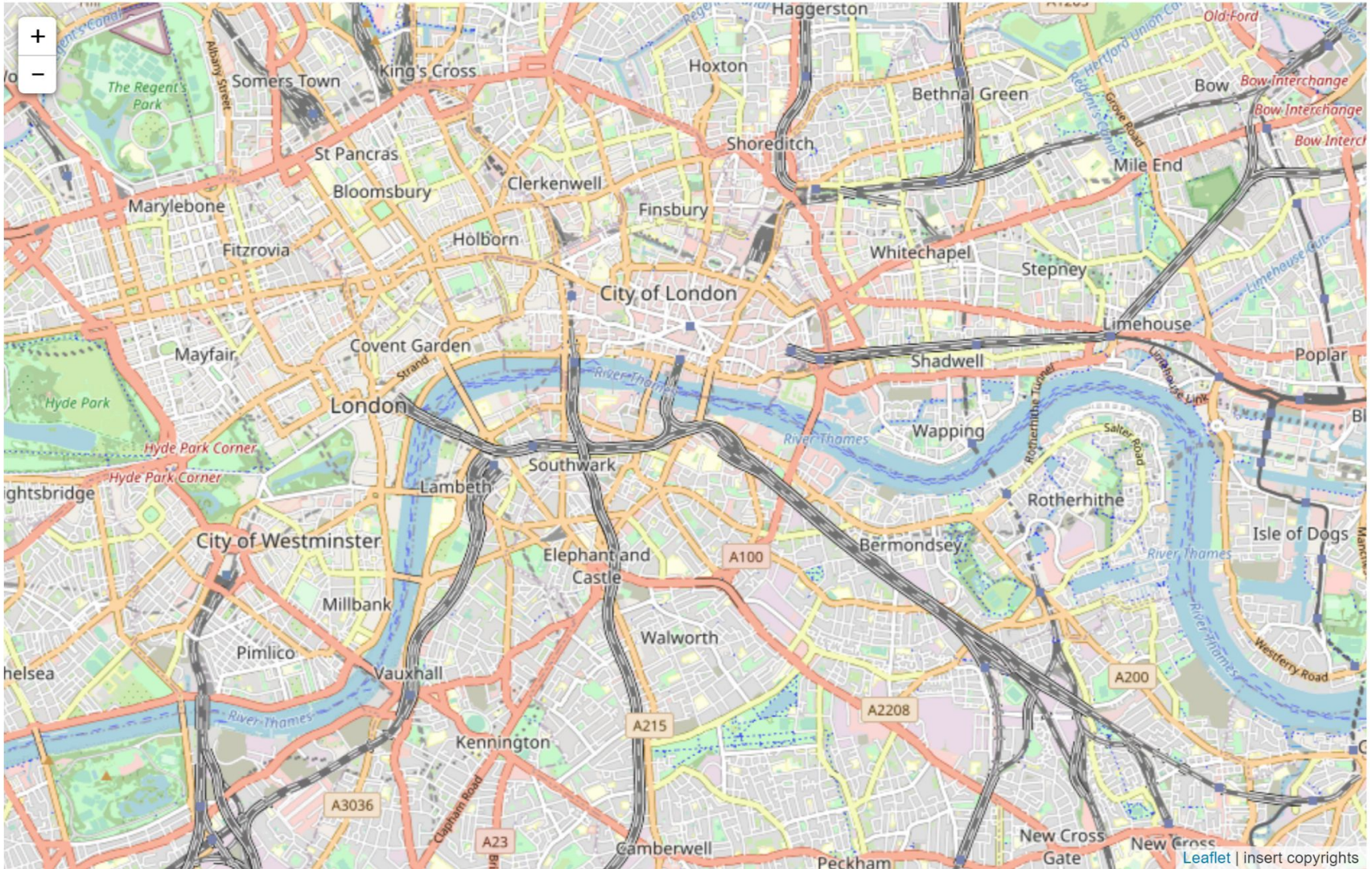
Copyright text as indicated by the tile provider


+
−
Change Zoom Level
HAGGERSTON
PENTONVILLE
HOXTON
SOMERS TOWN
BETHNAL GREEN
BOW
GLOBE TOWN
SAINT LUKE'S
SHOREDITCH
MILE END
CLERKENWELL
GREEN
FARRINGDON
FINSBURY
HATTON GARDEN
SMITHFIELD
WHITECHAPEL
STEPNEY
City of London
ST GILES
ST CLEMENT DANES
COVENT GARDEN
LIMEHOUSE
MAYFAIR
SHADWELL
POPLAR
London
Serpentine Road
WAPPING
Salter Road
BUTLER'S WHARF
SOUTHWARK
LAMBETH
ROTHERHITHE
BELGRAVIA
City of Westminster
BERMONDSEY
ISLE OF DOGS
ELEPHANT AND CASTLE
BERMONDSEY SPA
MILLBANK
WALWORTH
PIMLICO
VAUXHALL
Terrace Walk
KENNINGTON
CAMBERWELL
PECKHAM
NEW CROSS GATE
NEW CROSS
DEPTFORD
Leaflet | insert copyrights
Attribution

# Change the tile provider




```
var tms = 'https://{s}.tile.openstreetmap.org/{z}/{x}/{y}.png'
```



Leaflet | insert copyrights

# Exercise

Display the centre of Pisa 43.723, 10.396 with zoom 12

# Markers and geometries

```
// Marker
var marker = L.marker([51.5, -0.09]);

// Circle
var circleOptions = {radius:5, color:'red'}
var circle = L.circle([51.508, -0.11], circleOptions);


// Polygon
var polygon = L.polygon([[51.509,-0.08],[51.503,-0.06],[51.51,-0.04]]);
```

# Interactions - Popups

```
marker.bindPopup("<b>Hello world!</b><br>I am a
popup for a Marker");

circle.bindPopup("I am a Circle.");

polygon.bindPopup("I am a Polygon.");
```

# Layers

To display a marker ora geometry on the map we have 2 options:

```
// add each one to the map
marker.addTo(map);
circle.addTo(map);
polygon.addTo(map);

// group inside a single layer and then add the layer to the map
myLayer = L.layerGroup([marker, circle, polygono]);
myLayer.addTo(map)
```

# Organize everything with layer

```
 // MARKERS
// Point of Interest layer
var poisOptions    = {radius: 8, fillColor: "#ff7800", color: "#000", weight: 1, opacity: 1, fillOpacity: 0.8};
var markerStadium = L.circleMarker([43.72518, 10.400103],poisOptions).bindPopup("<b>Pisa</b><br>The Stadium.");
var markerTower    = L.circleMarker([43.723, 10.396],poisOptions).bindPopup("<b>Pisa</b><br>The Leaning Tower.");
var poisLayer      = L.layerGroup([markerStadium, markerTower])

// Bridges layer
var bridgesOptions= {radius: 8, fillColor: "#0078ff", color: "#000", weight: 1, opacity: 1, fillOpacity: 0.8};
var markerBridge1 = L.circleMarker([43.715876, 10.401863],bridgesOptions).bindPopup("<b>Pisa</b><br>Middle Bridge.");
var markerBridge2 = L.circleMarker([43.713549, 10.408256],bridgesOptions).bindPopup("<b>Pisa</b><br>Fort Bridge.");
var markerBridge3 = L.circleMarker([43.715217, 10.395309],bridgesOptions).bindPopup("<b>Pisa</b><br>Solferino's Bridge.");
var bridgesLayer   = L.layerGroup([markerBridge1, markerBridge2, markerBridge3]);
```

# Organize everything with layer

```
 // base layers or MAP TILE LAYER
var wikimedia     = 'https://maps.wikimedia.org/osm-intl/{z}/{x}/{y}@2x.png'
var OpenStreetMap = 'https://{s}.tile.openstreetmap.org/{z}/{x}/{y}.png'
var OpenTopoMap   = 'https://{s}.tile.opentopomap.org/{z}/{x}/{y}.png'
var wikimediaLayer     = L.tileLayer(wikimedia , {attribution: '© Wikimedia'});
var OpenStreetMapLayer = L.tileLayer(OpenStreetMap , {attribution: '© OpenStreetMap'});
var OpenTopoMapLayer   = L.tileLayer(OpenTopoMap , {attribution: '© OpenTopoMap'});

// Pisa Map
var PisaMap =  L.map('map', {
    center: [43.72, 10.4],
    zoom: 14,
    layers: [wikimediaLayer,poisLayer] // Show wikimediaLayer and poisLayer by default
});
```

# Organize everything with layer

```
        // DEFINE BASE LAYERS or TILE LAYER and OVERLAY LAYERS
        var baseLayers = {
            "Wikimedia"     : wikimediaLayer,
            "OpenStreetMap": OpenStreetMapLayer,
            "OpenTopoMap"   : OpenTopoMapLayer
        };
        var overlays = {
            "Pois"          : poisLayer,
            "Bridges       ": bridgesLayer,
        };
        L.control.layers(baseLayers, overlays).addTo(PisaMap); // add everything to the map
```

# Event handling

Every action in LeafLet, such as user click or zoom change, generates an event

We can define an handler to a particular event

```
function onMapClick(e) {
    alert("You clicked the map at " + e.latlng);
}
```

The first argument of the listener function is an event object — it contains useful information about the event that happened

And associate the handler to the event

```
map.on('click', onMapClick);
```

# Event handling

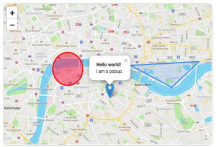
Let’s improve our example by using a popup instead of an alert

```
var popup = L.popup();

// Event handler for MapClick
function onMapClick(e) {
    popup
    .setLatLng(e.latlng)
    .setContent("You clicked the map at " + e.latlng.toString())
    .openOn(map);
}

// Subscription to the event 'click'
map.on('click', onMapClick);
```

# Documentation

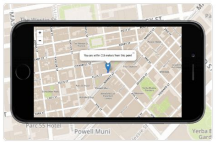
## Leaflet Tutorials

Every tutorial here comes with step-by-step code explanation and is easy enough even for beginner JavaScript developers.



### Leaflet Quick Start Guide

A simple step-by-step guide that will quickly get you started with Leaflet basics, including setting up a Leaflet map (with Mapbox tiles) on your page, working with markers, polylines and popups, and dealing with events.



### Leaflet on Mobile

In this tutorial, you'll learn how to create a fullscreen map tuned for mobile devices like iPhone, iPad or Android phones, and how to easily detect and use the current user location.

### Markers with Custom Icons

In this pretty tutorial, you'll learn how to easily define your own icons for use by the markers you put on the map.

## Leaflet API reference

This reference reflects **Leaflet v1.8.0**. Check this list if you are using a different version of Leaflet.

### Map

Usage example
Creation
Options
Events

### Map Methods

Modifying map state
Getting map state
Layers and controls
Conversion methods
Other methods

### Map Misc

Properties
Panes

### UI Layers

Marker
DivOverlay
Popup
Tooltip

### Raster Layers

TileLayer
TileLayer.WMS
ImageOverlay
VideoOverlay

### Vector Layers

Path
Polyline
Polygon
Rectangle
Circle
CircleMarker
SVGOverlay
SVG
Canvas

### Other Layers

LayerGroup
FeatureGroup
GeoJSON
GridLayer

### Basic Types

LatLng
LatLngBounds
Point
Bounds
Icon
DivIcon

### Controls

Zoom
Attribution
Layers
Scale

### Utility

Browser
Util
Transformation
LineUtil
PolyUtil

### DOM Utility

DomEvent
DomUtil
PosAnimation
Draggable

### Base Classes

Class
Evented
Layer
Interactive layer
Control
Handler
Projection
CRS
Renderer

### Misc

Event objects
global switches
noConflict
version

# Plugins

### Tile & image layers

Basemap providers
Basemap formats
Non-map base layers
Tile/image display
Tile load
Vector tiles

### Overlay data

Overlay data formats
Dynamic data loading
Synthetic overlays
Data providers

### Overlay Display

Markers & renderers
Overlay animations
Clustering/decluttering
Heatmaps
DataViz

### Overlay interaction

Edit geometries
Time & elevation
Search & popups
Area/overlay selection

### Map interaction

Layer switching controls
Interactive pan/zoom
Bookmarked pan/zoom
Fullscreen
Minimaps & synced maps
Measurement
Mouse coordinates
Events
User interface
Print/export
Geolocation

### Miscellaneous

Geoprocessing
Routing
Geocoding
Plugin collections

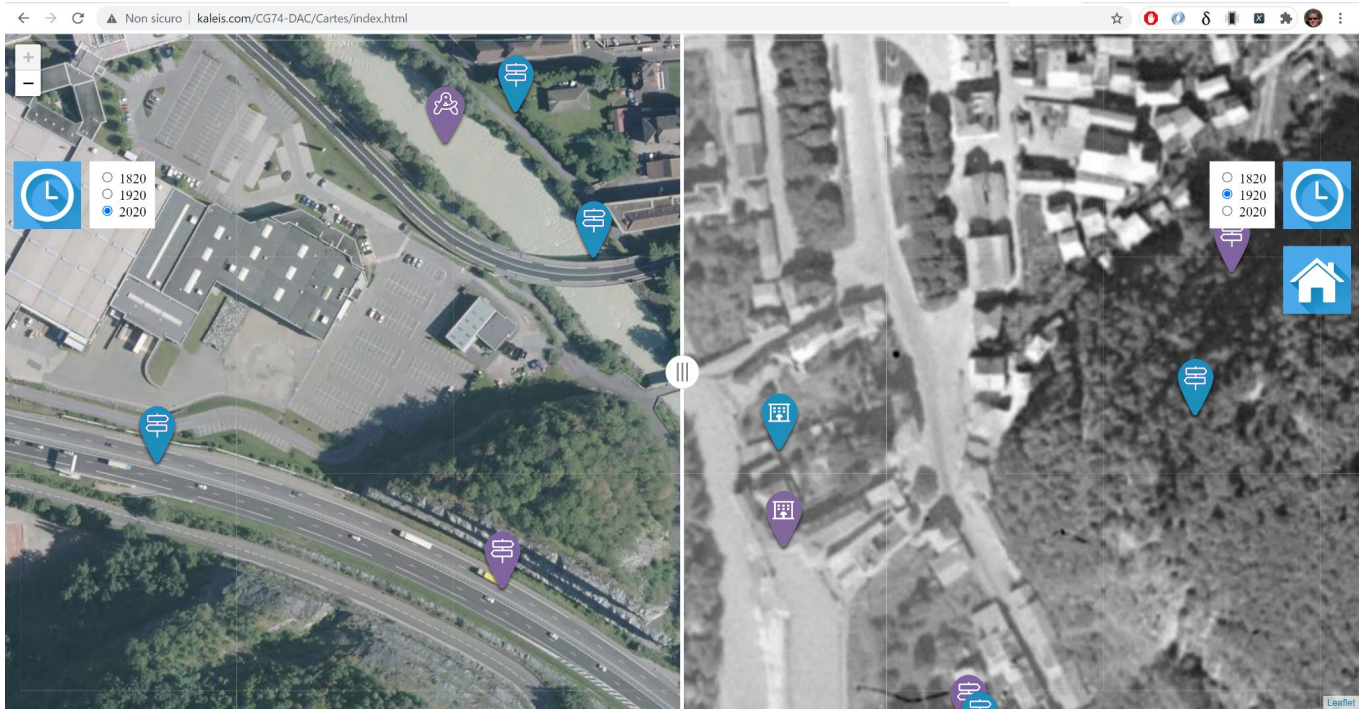
### Integration

Frameworks & build systems
3rd party

---

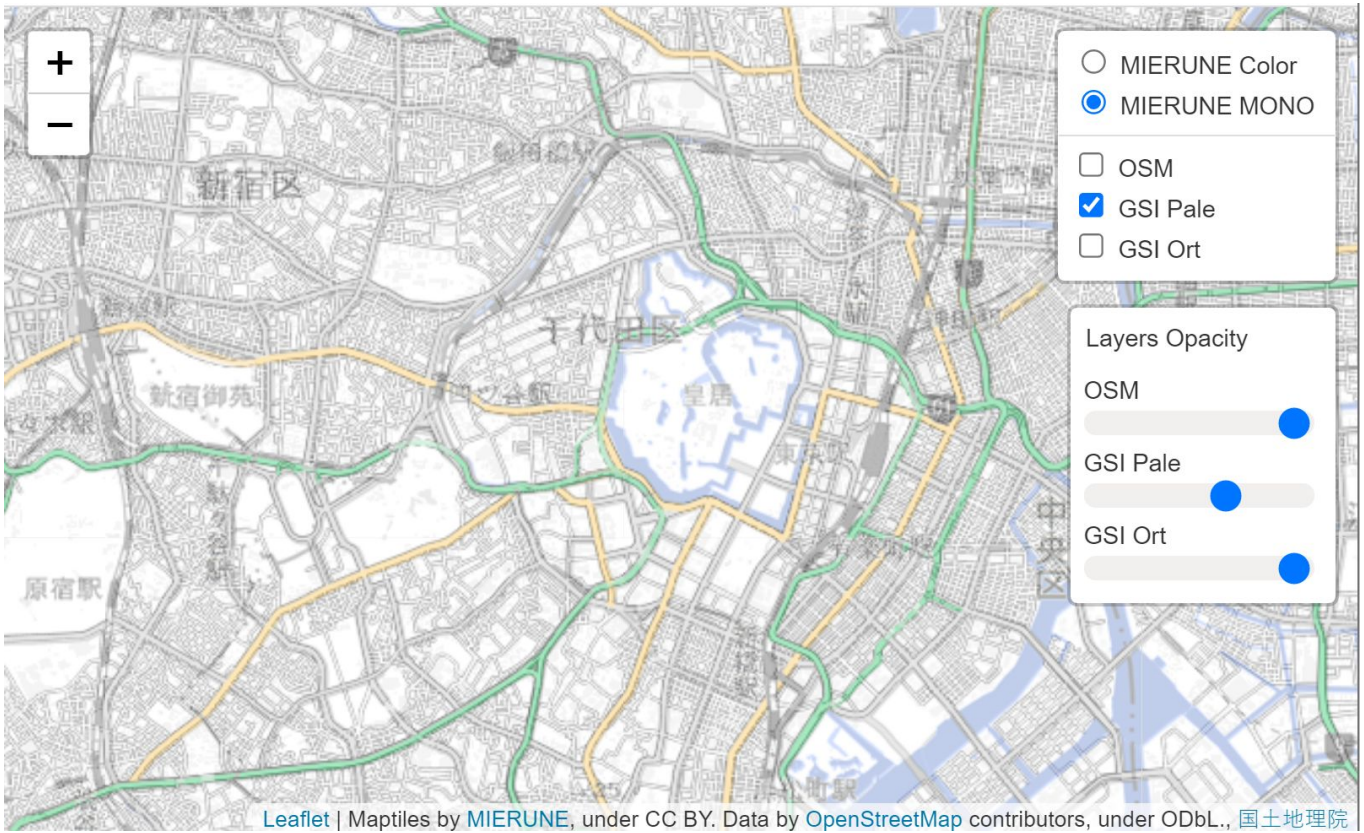
Develop your own

# Plugin - Side by side




[A Leaflet control to add a split screen to compare two map overlays]

# Plugin - Control layers opacity



# Plugin - Geocoding