

OPENSTREETMAP

What is OpenStreetMap

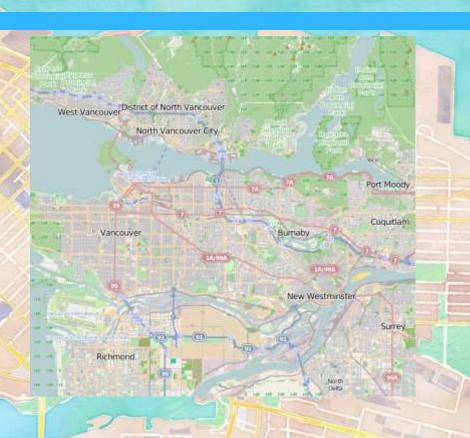
- Crowd-sourced map of the world
- Crowd-sourced database of geodata
- A mix of local knowledge, remote sensing and 3rd party data
- An open-source project with lots of interesting technical challenges

How do I fit in?

- Started editing in 2010
- Contributions have declined as I spend more time on technical, administrative, governance, developer relations and other tasks
- Help develop and maintain several key pieces of software

openstreetmap-carto

- Default map renderingon openstreetmap.org
- Written in CartoCSS, aCSS like language forstyling maps

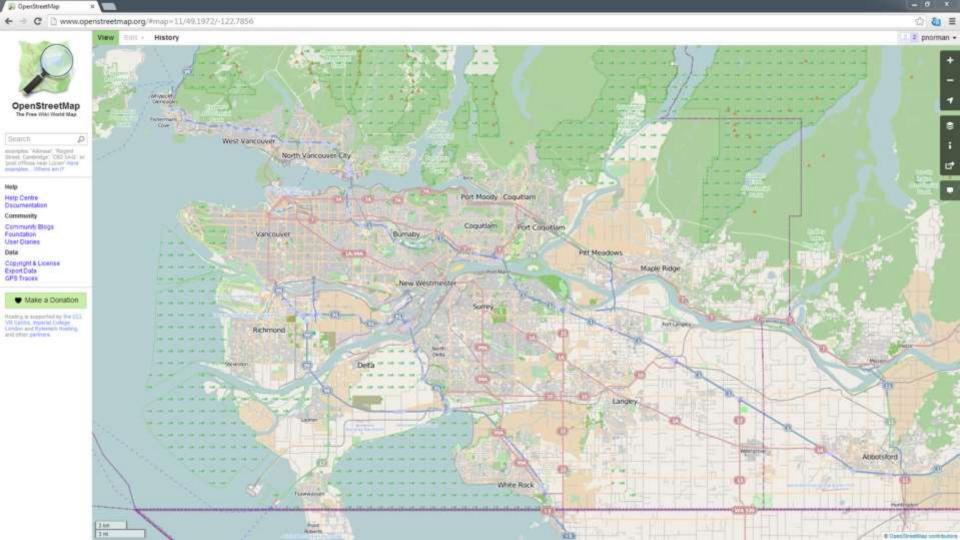


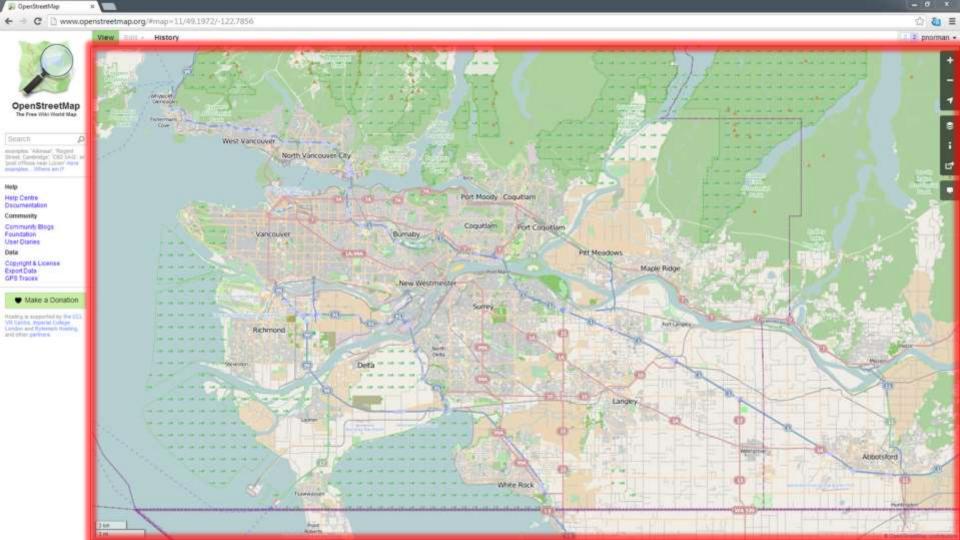
Others

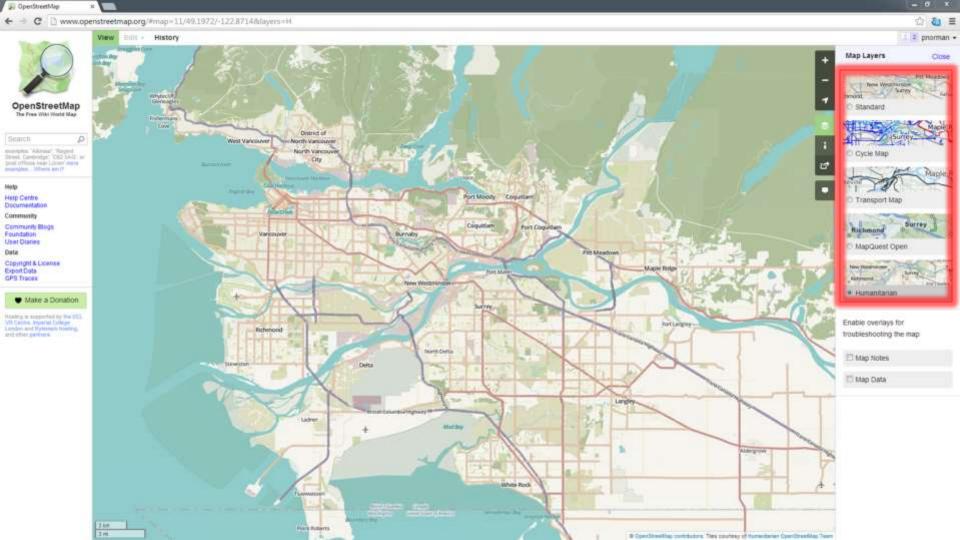
- osm2pgsql: Most common software for converting OSM data to a rendering database
- cgimap: Key part of the API used to retrieve map data for editing
- ogr2osm: Software for converting shapefiles, KML, geodatabases, geojson, etc to .osm format

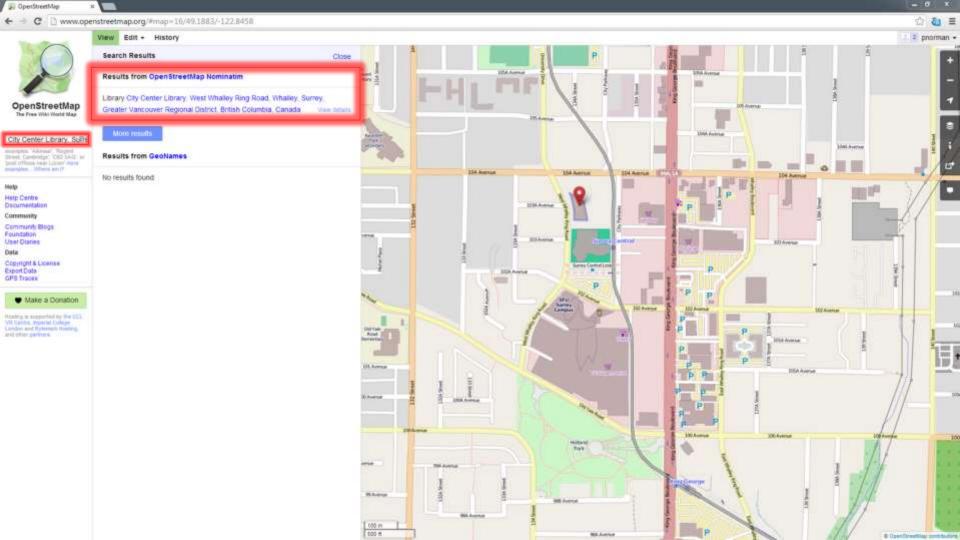
Working Groups

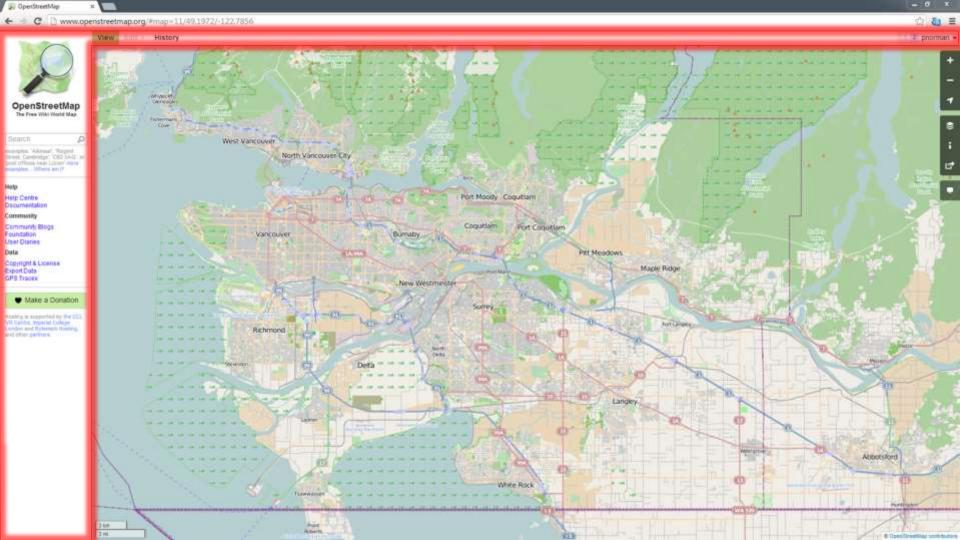
- Data Working Group: Handles vandalism and editing disputes
- Licensing Working Group: Licensing matters relating to using and creating OSM geodata as well as general legal matters
- Engineering Working Group: Creating and maintaining resources to lower the barrier to starting developing for OSM or with OSM data

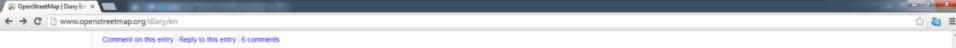














pre-SOTM drinks + Victoria + Cheshire cheese

Profest by Huary Would on 5 Comber 2013 in England English)

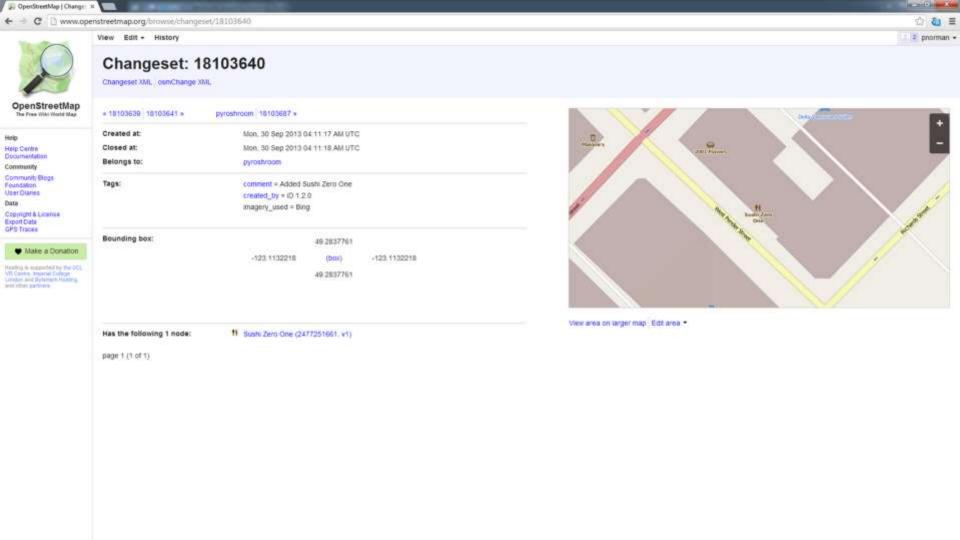
We've had a few OpenStreetMap events lately which I didn't report back on yet. The big one of course. State of the map, up in Birmingham. Fit come back to that, but also quite a few London events (The next London event is this coming Thursday)

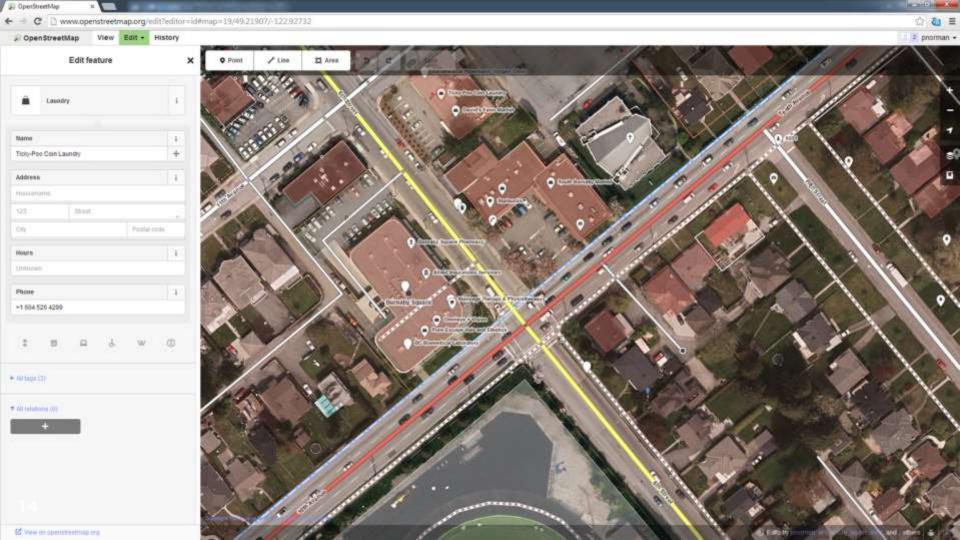
There were the pre-SOTM drinks with the MapBox guys. Strongroom bar was less annoyingly crowded than I remembered it, so that was good, I shall have to go back there (prefty close to my office) Having said that, we did have quite a crowd made up of OSMers getting together before the conference, and some other Shoreditch start-up tech community type folios.

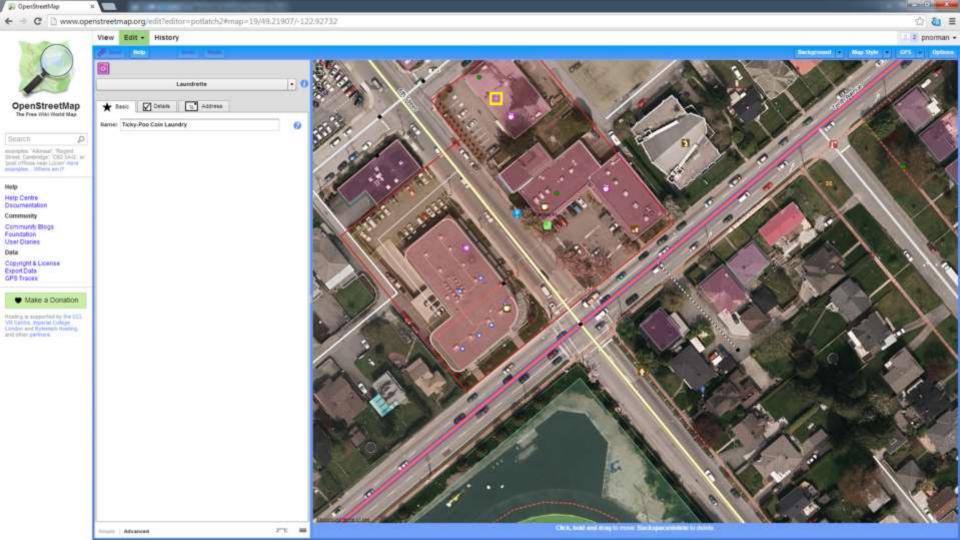


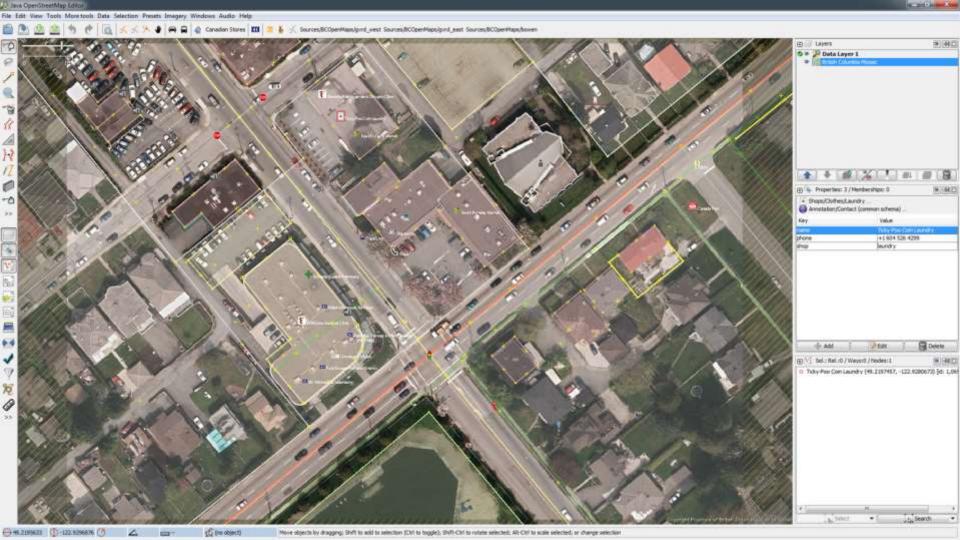
There was a couple of guys who had printed OSM maps onto liftle cards as a conceptual experiment in sharing city information with hiends. Interesting idea I thought. Can't find it online though. Mysterious. At this meet-up I full of the usual pre-SOTM excitement, plus I was excited at having just taken delivery of loads poto shirts.

An earlier OSMLondon event was our meet-up and mapping session in Victoria. Eve avoided the Victoria area for







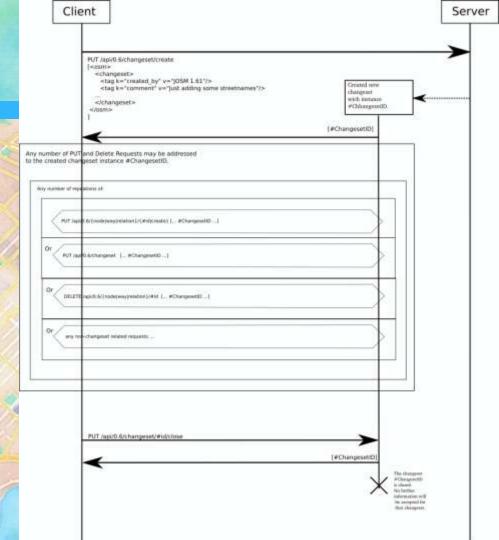


Editing workflow

- A user downloads an area in an editor from the API
- API responds with XMLrepresentation of vectordata for the area
- User edits locally

- Editor could be a mobile app, desktop app, web-based app, or other
- Working on
 standardizing a JSON
 representation for the
 core API

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- User hits upload in their editor
- Editor sends changes to server
- Editor gets applied changes back

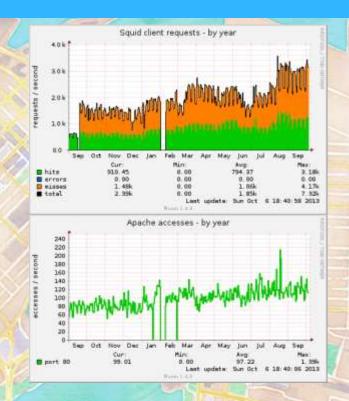


Editing workflow

- Server creates files that can be used to update local copies of data
- Rendering servers download these changes and render data
- User hits reload on the webpage (sometimes twice) and
 sees changes
- About 60 seconds between hitting upload and seeing changes

A technical challenge: Load

- >1,300,000 signed up users
- 3000 mappers a day
- 4.4 million unique visitors per month (osm.org)
- 3.5 TB Postgresql Database
- High IOPS: Concurrent Read + Write
- tile.openstreetmap.org (rendered map)
 - Live Map updates (Minute rendering)
 - Average of 2800 tiles per second. (5500 tiles per second peak)
 - Average: 195Mbits/s out (65 TB/month, 440Mbit/s peak)



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- Older hardware
 - Many HP DL360 G5 servers; their CPU line was released in 2007
 - Rendering servers using 3 year old hardware
 - Limited budget (donate.openstreetmap.org)
 - Some components upgraded
- A small volunteer team
 - 3 OSM sysadmins
 - 4 local sysadmins for particular machines

Excellent uptime

- >99.7% API uptime
- >99.95% planet (data dump) uptime
- >99.9% tile uptime, including outages that only affected on country and a migration to a new server
- >99.9% geocoder uptime
- Uptimes are over the last year and include scheduled outages and upstream network failures

Core services: Primary

- www.openstreetmap.org
- api.openstreetmap.org
 - Editing API
- planet.openstreetmap.org
 - Raw OSM data exports: weekly, daily, minutely, and streaming

Core Services: Secondary

- tile.openstreetmap.org
 - Hundreds of other tile servers out there offering their own renderings of OpenStreetMap data
- nominatim.openstreetmap.org
 - MapQuest runs a nominatim instance too
- wiki.openstreetmap.org
 - Project documentation

Services: Tertiary

Run by us help.osm.org (Q&A "stackoverflow") blog.osm.org wiki.osmfoundation.org otrs.osm.org (support tickets) piwik.osm.org (site visitor analytics) munin.osm.org (monitoring) lists.osm.org svn.osm.org git.osm.org trac.osm.org irc.osm.org dev.osm.org (aka toolserver) switch2osm.org imagery

- Run by others
 - taginfo.osm.org
 - forum.osm.org
 - ci.osm.org (Continuous Integration)

Servers!

Here be Dragons

bunyip draco errol eustace faffy fume gorynych horntail idris ironbelly jakelong katla lurien nadder-01 nadder-02 nepomuk noquiklos norbert orm ouroboros poldi ramoth ridgeback ridley sarel shenron smaug spike-01 spike-02 spike-03 tabaluga thorn-01 thorn-02 thorn-03 trogdor urmel yevaud zark

□ Total: 38

Standardizing hardware (in progress)

- HP Proliant
- Supermicro Superserver



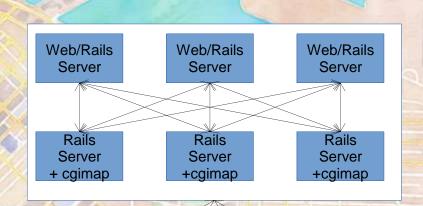
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- Ruby on rails
- https://github.com/openstreetmap/openstreetmap-website

Web/Rails Server Web/Rails Server Web/Rails Server

Database Server File Server



http://github.com/zerebubuth/openstreetmap-cgimap



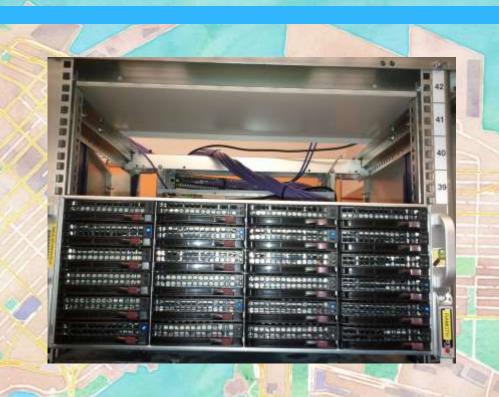
Database Server File Server

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- PostgreSQL 9.1
- Streaming replicationto 1-2 read servers
- □ 3.5TB of data

Primary DB Server

Slave DB Server

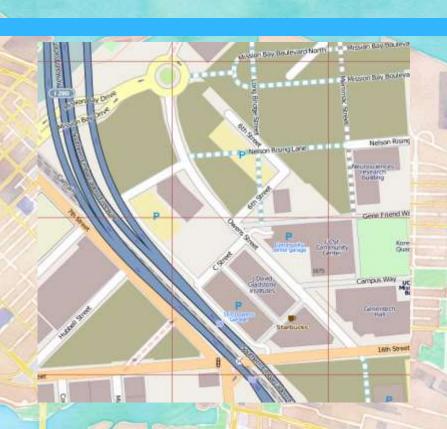
Slave DB Server



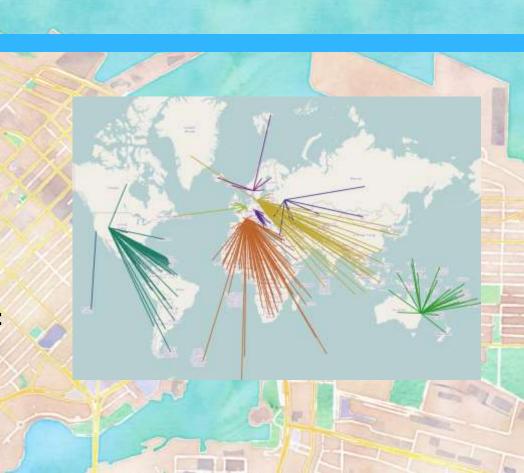
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- Raw OSM XML or binary format data
- http://planet.osm.org/
 - Streaming diffs
 - Minutely diffs
 - Daily diffs
 - Weekly dumps 370GB uncompressed

Tile Rendering

- 2 live rendering servers
- PostGIS (osm2pgsql)
- mod_tile
 - Apache module
 - http://github.com/openstreetmap/ mod_tile
- Map stylesheet
 - http://github.com/gravitystorm/
 openstreetmap-carto



- 11 caching serversaround the world
 - http://dns.openstreetmap.org/ tile.openstreetmap.org.html
- Automatically load balancing
- Rebalances in case of server failures



Nominatim (Search)

- "Unholy SQL magic"
 - http://wiki.osm.org/ Nominatim



- API in JSON
- Routing (osm.org + debugging)
- Additional horizontal scaling of API reads
- Additional tile caching in Americas + Asia
- Scaling with growth curve
 - >40% year on year

- Proactive
 - http://munin.osm.org with alerts to sysadmin team
 - Long-term planning and growth
- Reactive
 - Pingdom (sms + email alerts)

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- **604-779-2432**
- osm.org/user/pnorman

- Background by Stamen Design, CC BY 3.0, contains information from OpenStreetMap, ODbL 1.0
- http://donate.osm.org/