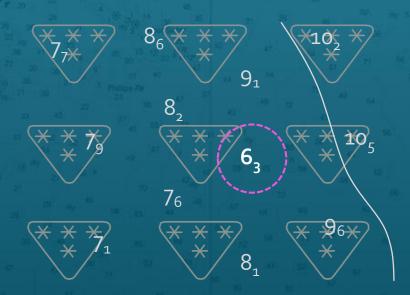


IHO Data Quality Working Group

NDRR CCOM JHC

Monaco, Feb. 4-7, 2020

An Alternative Methodology (to the star symbols)



Christos Kastrisios February 7, 2020



SCOPE



- ☐ Better communicate data quality on charts.
- Help mariners to make informed decisions.



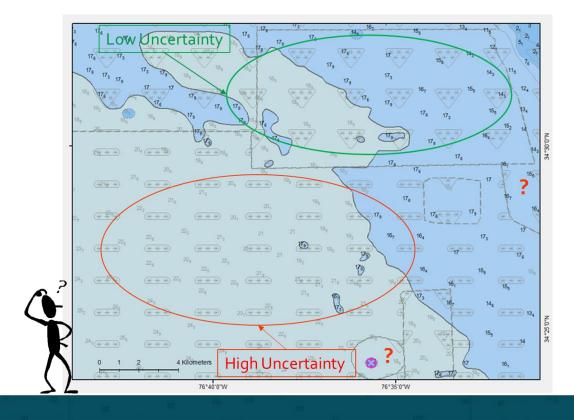




STAR SYMBOLS



- > CLUTTER
- Obscure high-quality more than low-quality data
- Not intuitive
- May not fit in small areas
- Dominate the screen









STAR SYMBOLS



- > CLUTTER
- Obscure high-quality more than low-quality data
- Not intuitive
- May not fit in small areas
- Dominate the screen

ECDIS Day Blackback Mode









STAR SYMBOLS



- > CLUTTER
- Obscure high-quality more than low-quality data
- Not intuitive
- May not fit in small areas
- Dominate the screen

"The current staggered pattern symbology of CATZOC should not be used in S-101"

DQWG14-08A

ECDIS Dusk Mode







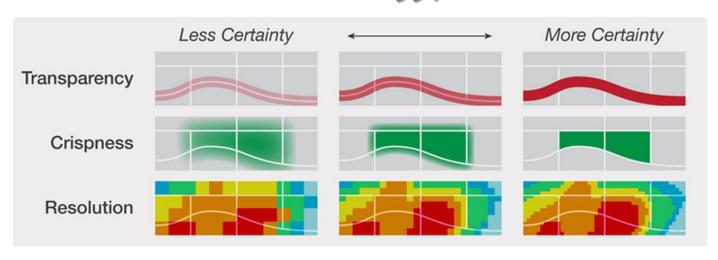


UNCERTAINTY VISUALIZATION

- Cartographic techniques:
 - Visual Variable
 - color value,
 - color saturation,
 - crispness
 - resolution,
 - texture,
 - location
 - Intrinsic / extrinsic

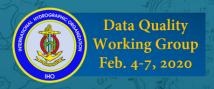
BETTER DATA -> CLEAR AND CRISP

WORSE DATA → 711334 AND NOISY

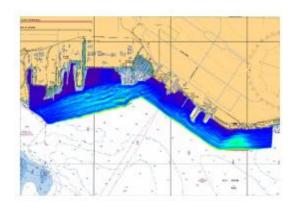






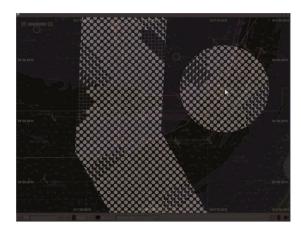


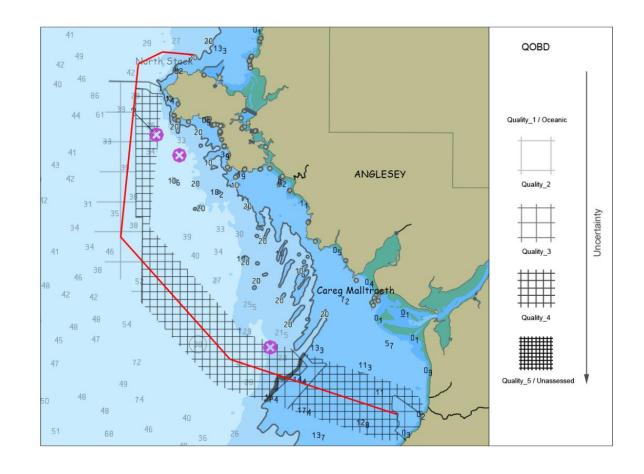
RELEVANT WORK









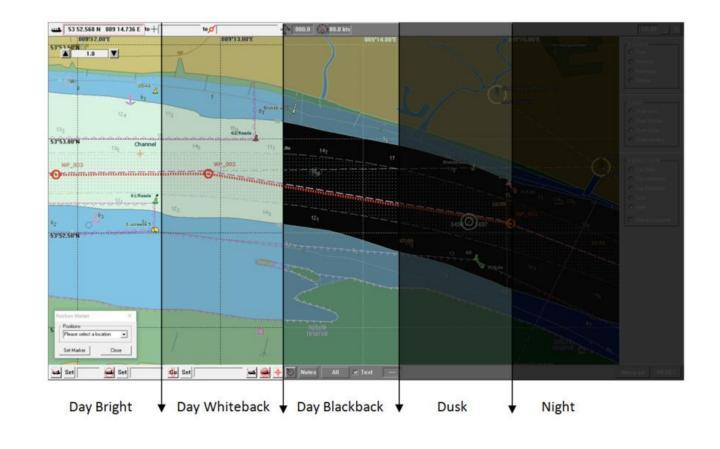






REQUIREMENTS

- Unambiguously visualize the different uncertainty levels.
- Minimize the occlusion of navigational information.
- Increase visual weight with the increase of data uncertainty.
- Maintain effectiveness in all ECDIS modes
- Be easy to memorize





METHODS

Color Hue

• Most primary and secondary colors are already reserved for other uses in the ENC/ECDIS or are not suitable for all ECDIS modes.

Color value and saturation

- Both interact with base information and may alter the perception of the underlying chart features.
- The portrayed layer can obscure ENC information.
- The portrayed layer of data quality can become dominant in dusk and night modes.

Size

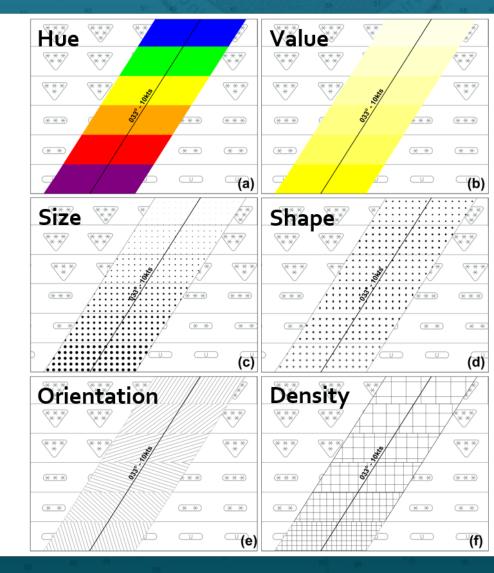
• The identification of the different CATZOC levels becomes ambiguous whenever only a few of the levels are displayed.

Shape

• Arbitrary shapes are not intuitive and require a legend.

Orientation, and density

They can create an ambiguous visualization of the different CATZOC levels.



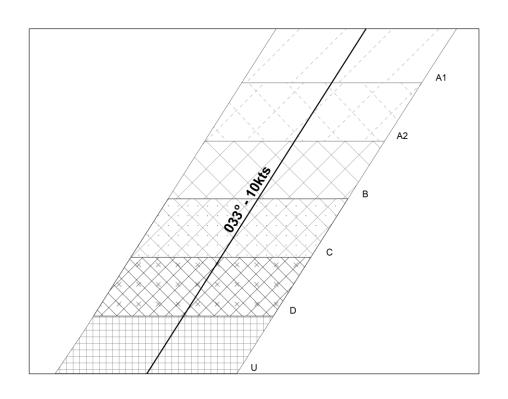


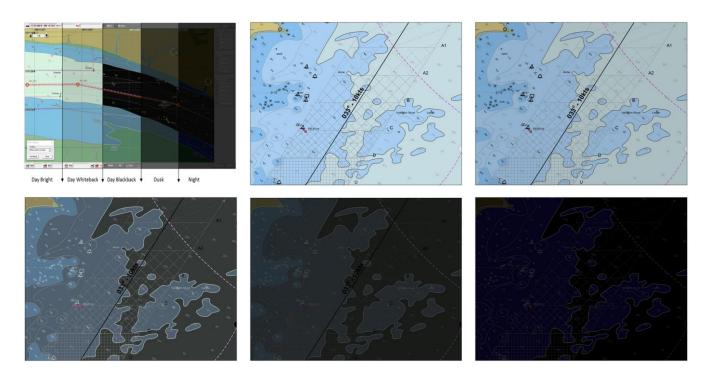




METHODS

Sequence of textures, created by combining two or more visual variables











PROPOSED SOLUTION

ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	***	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	
	0	???	

Textures of lines:

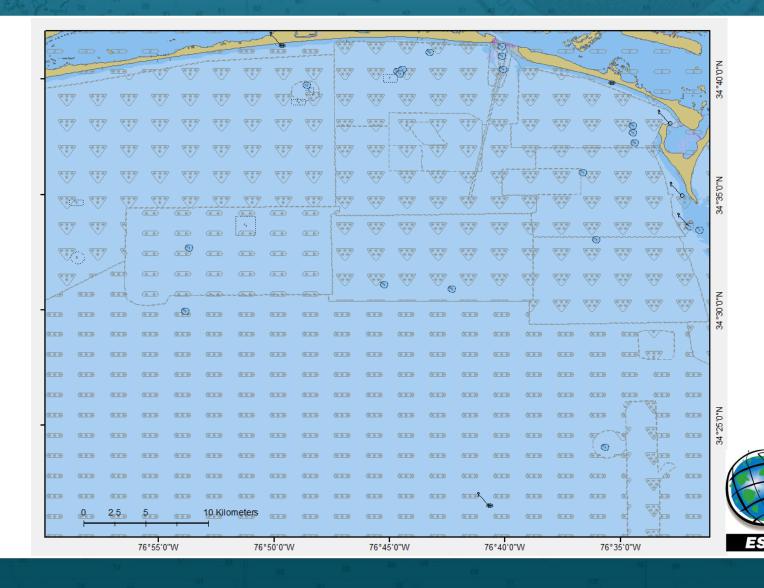
- ❖ # of Lines → Quality of Bathymetric Data (QoBD)
- ❖ Angled vs Vertical → Assessed vs Unassessed
- ❖ Single vs Double → Full vs Not Full Seafloor coverage
- ❖ Solid vs Dash → Quantified vs Not Quantified Uncertainty







ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	* * *	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	

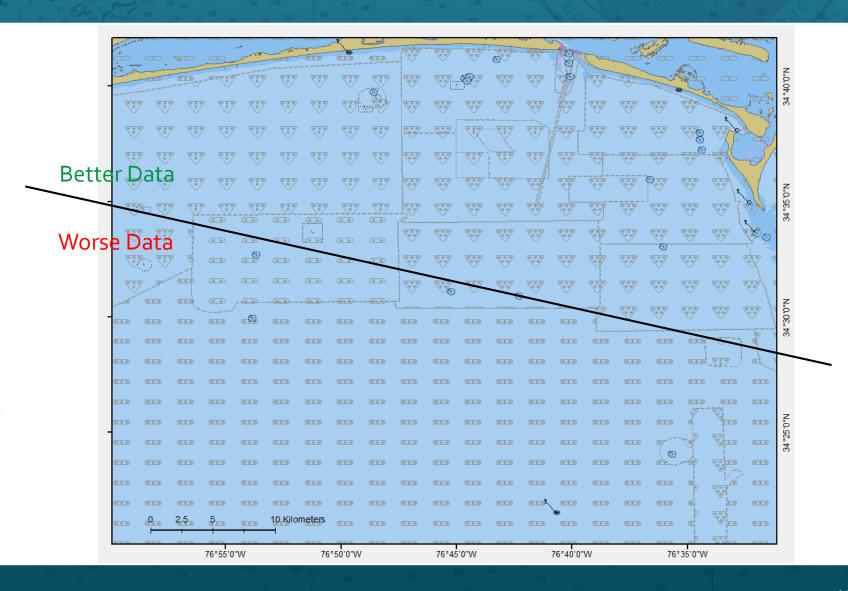








ZOC	QoBD	Symbol	Texture
A 1	1	* * *	
A2	2	***	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	







ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	* * *	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	









ZOC	QoBD	Symbol	Texture
A 1	1	* * *	
A2	2	***	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	







ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	***	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	





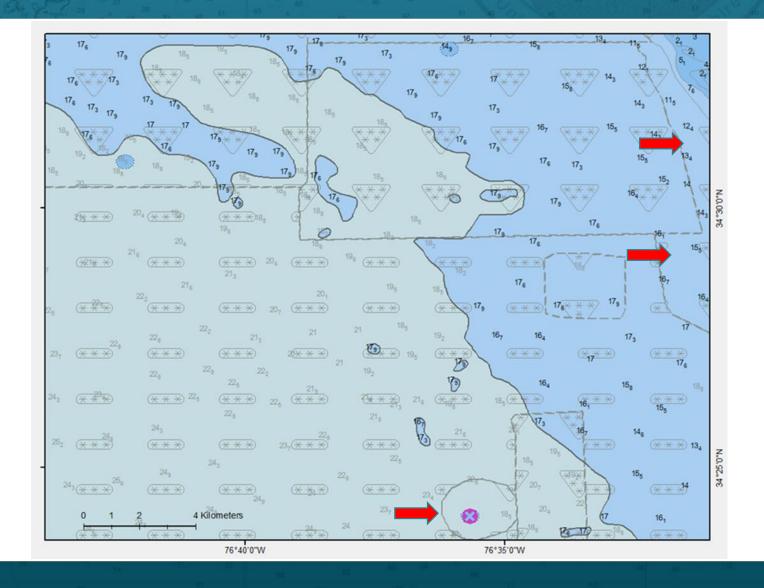


ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	***	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	





ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	***	
В	3	* * *	
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ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	* * *	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	









ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	***	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	





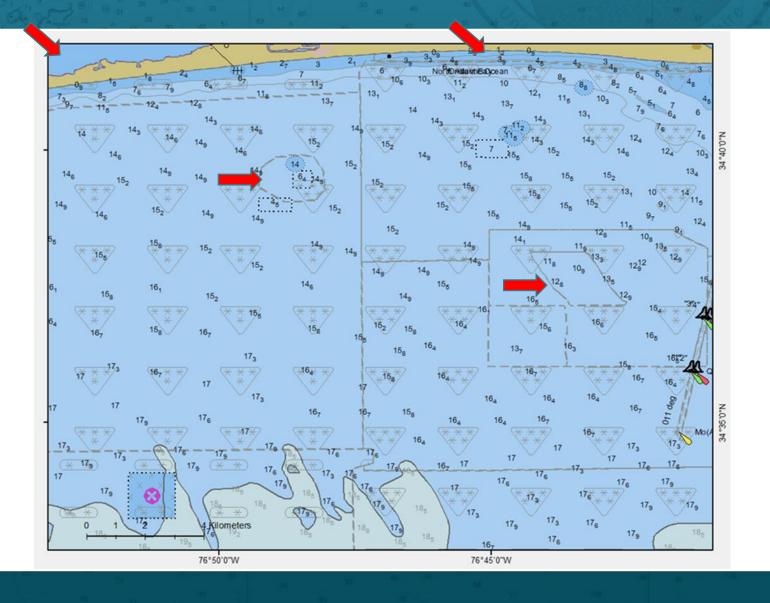


ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	***	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	





ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	* * *	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	









ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	* * *	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	

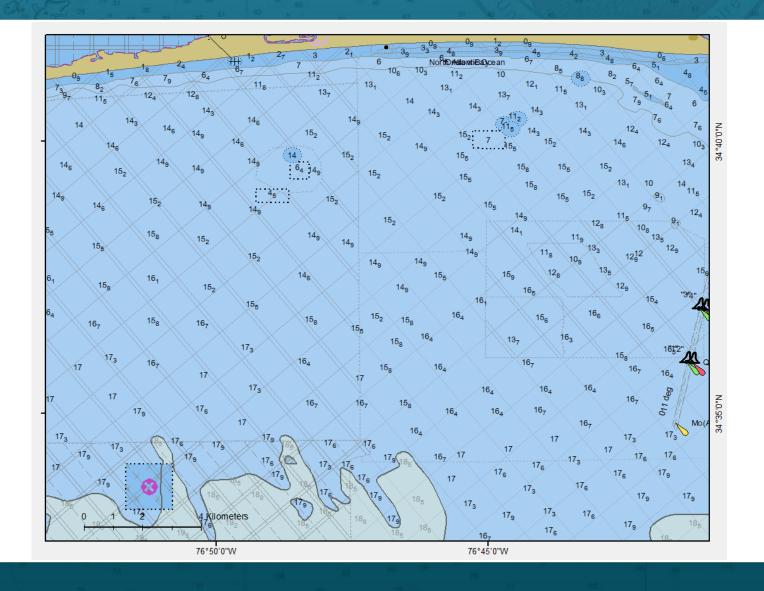








ZOC	QoBD	Symbol	Texture	
A1	1	* * *		
A2	2	* * *		
В	3	* * *		
С	4	(* * *)		
D	5	(* *)		
U	U	U		









ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	* * *	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	

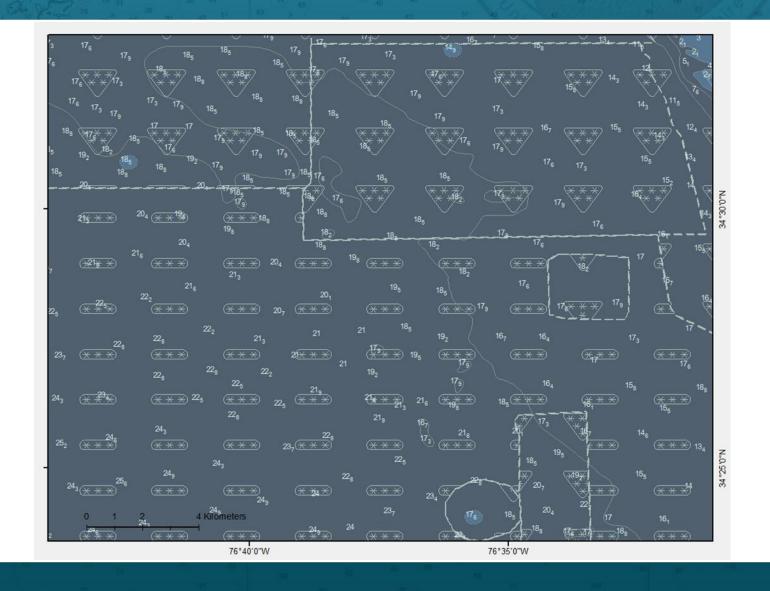








ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	***	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	

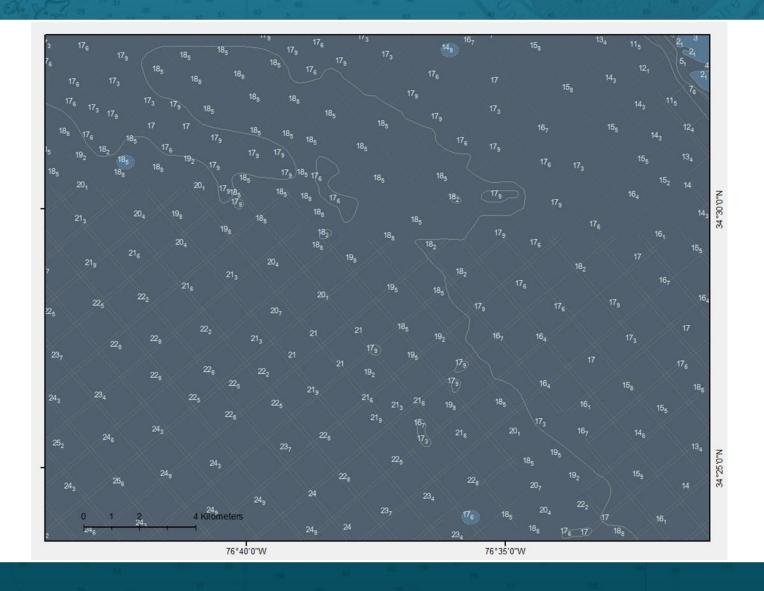








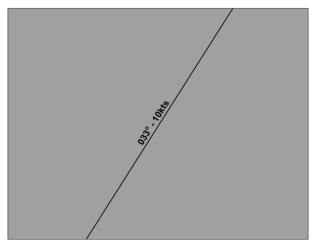
ZOC	QoBD	Symbol	Texture
A1	1	* * *	
A2	2	* * *	
В	3	* * *	
С	4	(* * *)	
D	5	(* *)	
U	U	U	

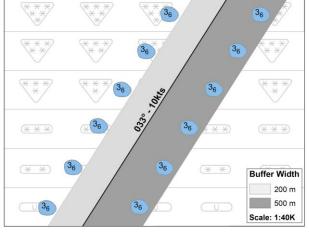


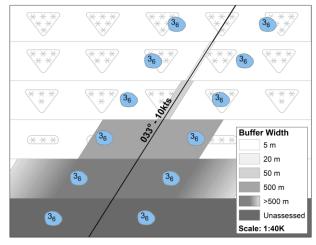


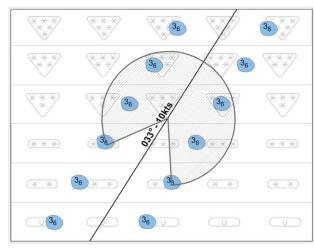


- Overview
- Safety Zone
- Safe Course
- Watch Area







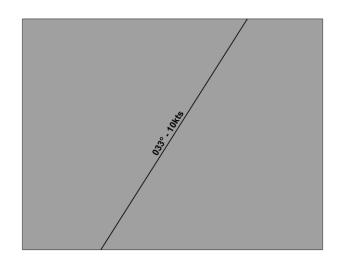








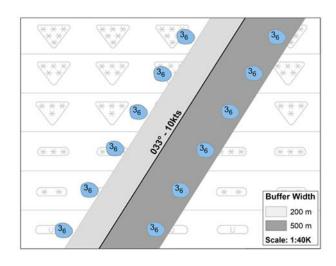
- Overview
- Safety Zone
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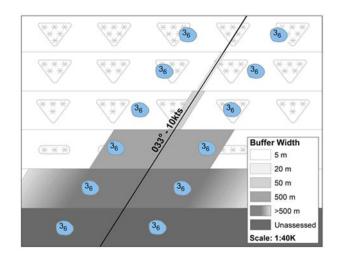
- Overview
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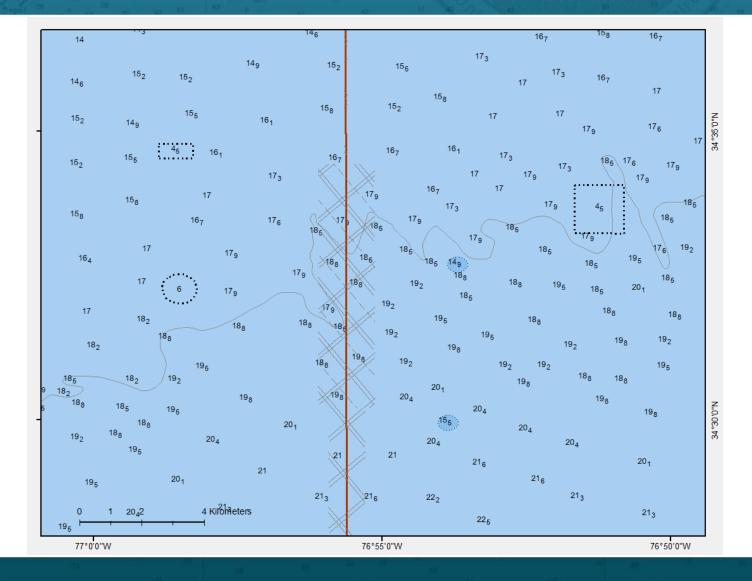






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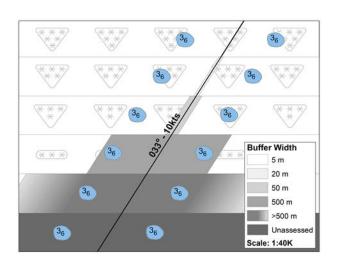


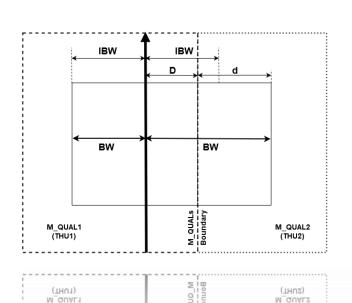


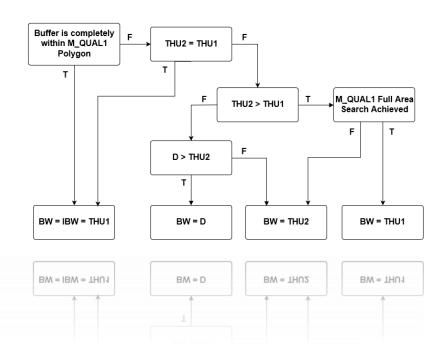
EXTENT

Decision tree

for Safe Course





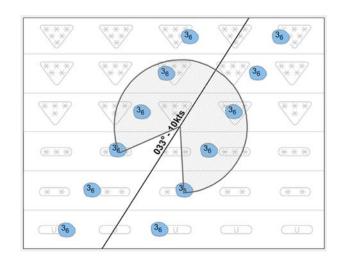


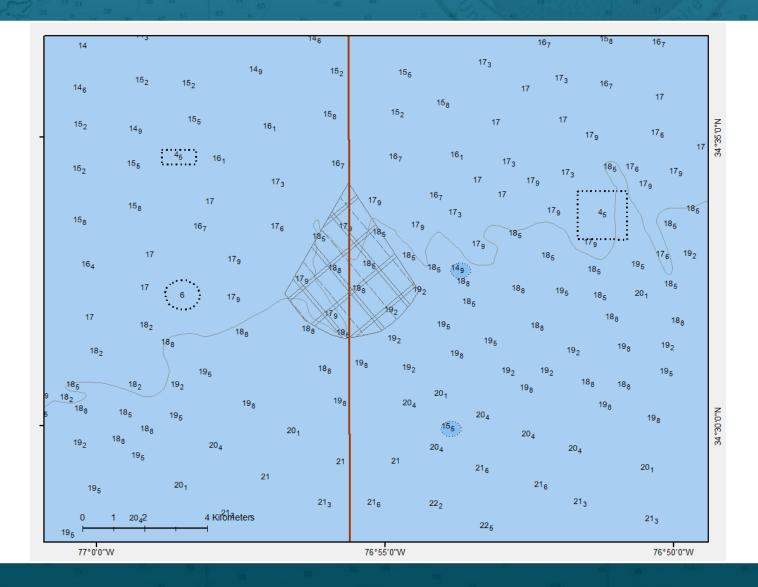


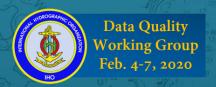




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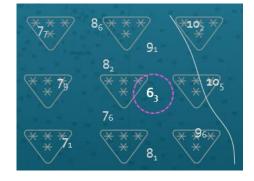
FUTURE WORK

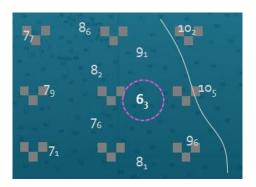
- > Investigate:
 - Spacing
 - Color
 - Line transparency
 - Line weight
 - Values for QoBD 5
- > Seek feedback
- Develop SVGs

CATZOC	symbol name	symbol explanation	symbol size	color	pattern
A1	DQUALA11	5m accuracy, full seafloor coverage	16.97x11.84	CHGRD	constant staggered
A2	DQUALA21	20m accuracy, full seafloor coverage	16.97x11.84	CHGRD	constant staggered
В	DQUALB01	50m accuracy, lines of soundings	16.97x11.84	CHGRD	constant staggered
С	DQUALC01	low accuracy or incomplete chart	16.04x4.30	CHGRD	constant staggered
D	DQUALD01	unreliable chart	16.04x4.30	CHGRD	constant staggered
U	DQUALU01	chart with quality not assessed	16.04x4.30	CHGRD	constant staggered
Table1: list	able1: list of S-52 symbols for M_QUAL/CATZOC				







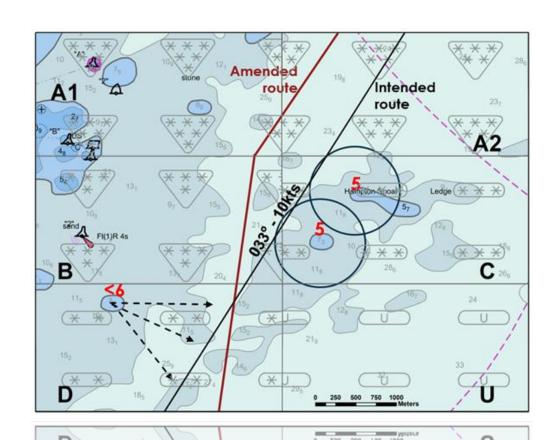








INDIVIDUAL FEATURES











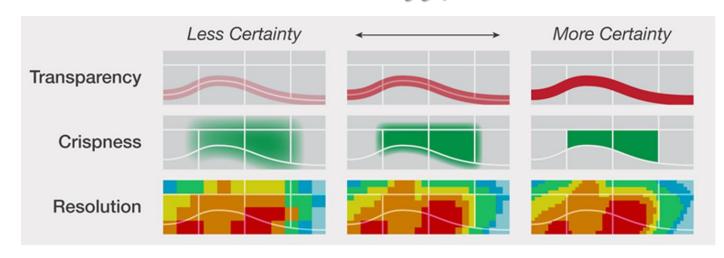
UNCERTAINTY VISUALIZATION

➤ Cartographic techniques:

- Visual Variable
 - color value,
 - color saturation,
 - crispness
 - resolution,
 - texture,
 - location
- Intrinsic / extrinsic

BETTER DATA → CLEAR AND CRISP

WORSE DATA → 711334 AND NOISY



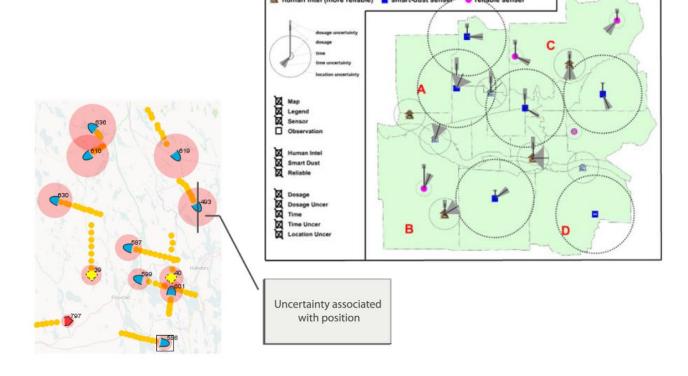




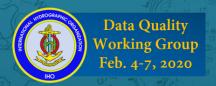
UNCERTAINTY VISUALIZATION

➤ Cartographic techniques:

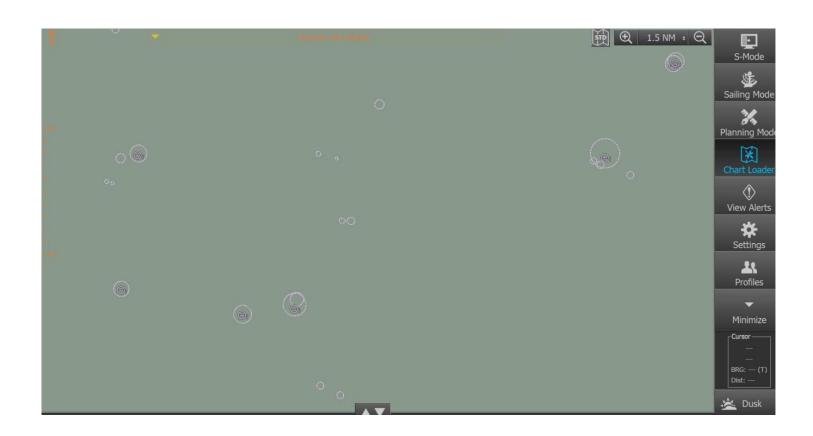
- Visual Variable
 - color value,
 - color saturation,
 - crispness
 - resolution,
 - texture,
 - location
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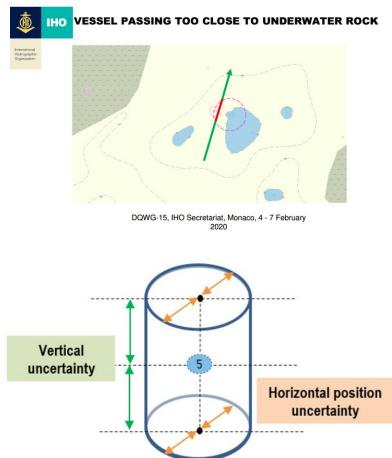






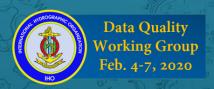
RELEVANT WORK











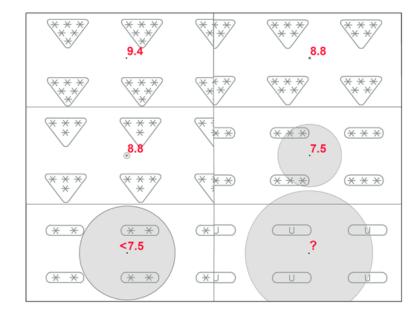
UNCERTAINTY VISUALIZATION

> Features to visualize:

- ➤ What?
- ➤ Where?
- ➤ When?
- ➤ How?

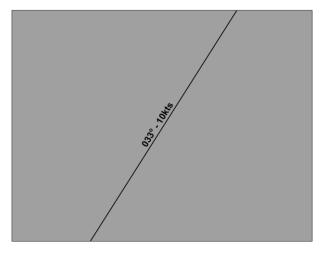
		Scale					
		1:5K	1:10K	1:20K	1:40K	1:80K	1:160K
Buffer	5 m	1	0.5	0.25	0.125	0.0625	0.03125
	20 m	4	2	1	0.5	0.25	0.125
	50 m	10	5	2.5	1.25	0.625	0.3125
	500 m	100	50	25	12.5	6.25	3.125

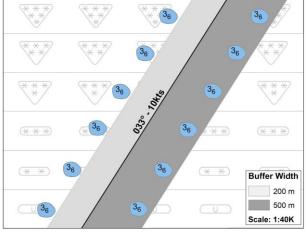


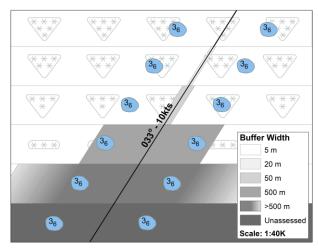


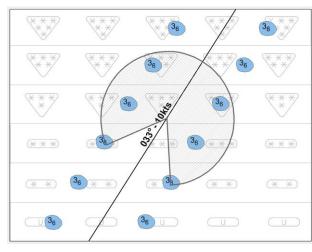


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- Safe Course
- Watch Area



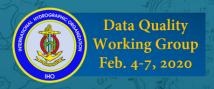




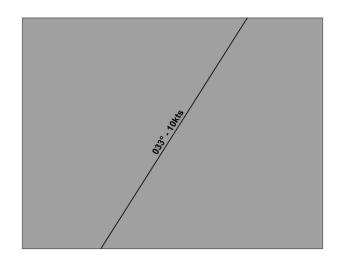








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- Watch Area

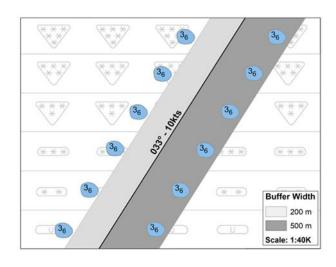






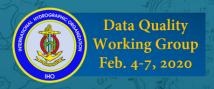


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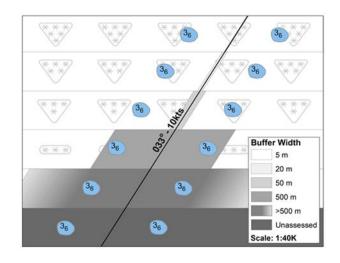


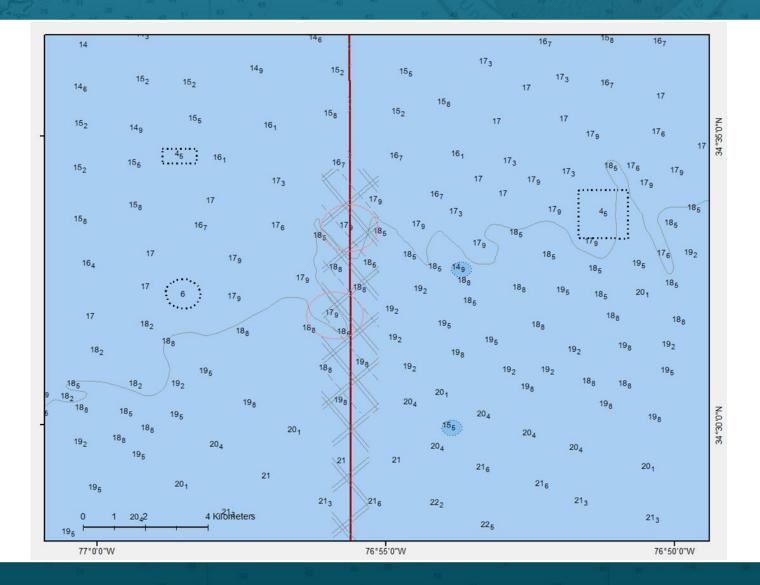






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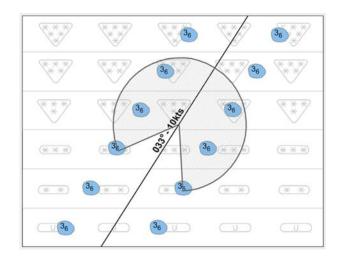


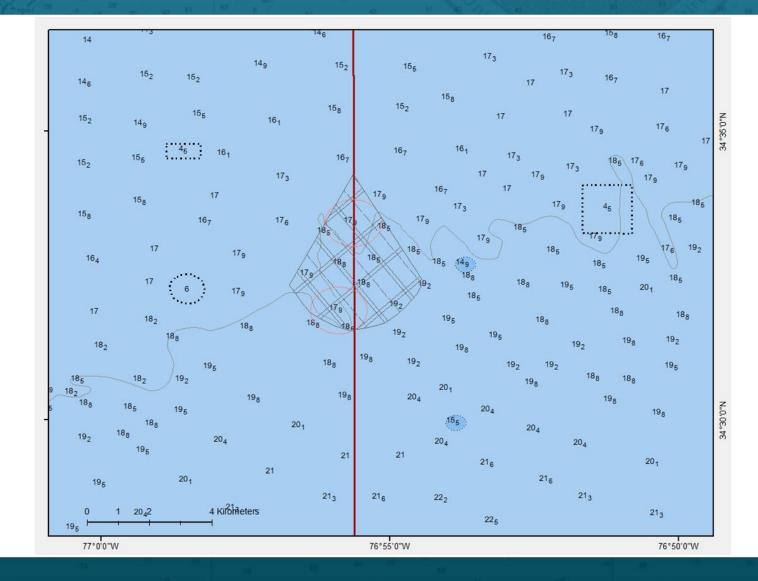






- Overview
- Safety Zone
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- Watch Area



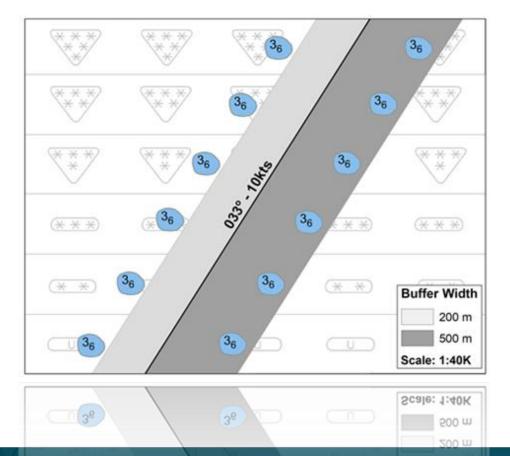


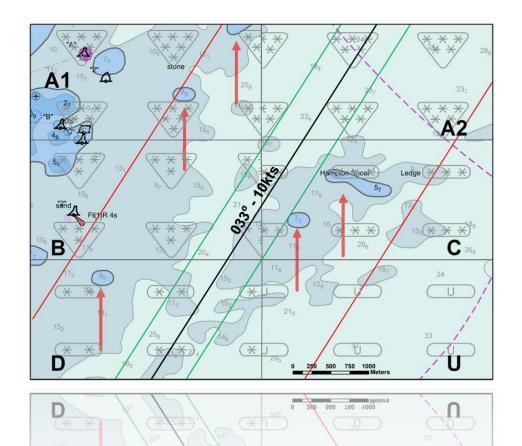




Buffer Width

Why Safe Course?



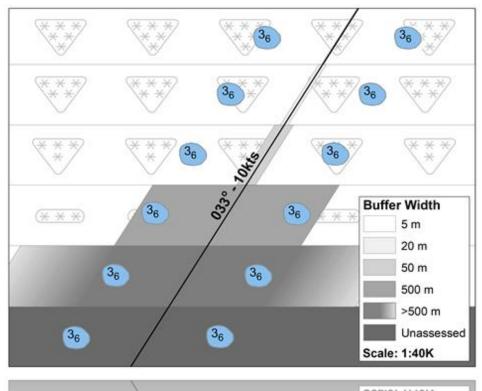




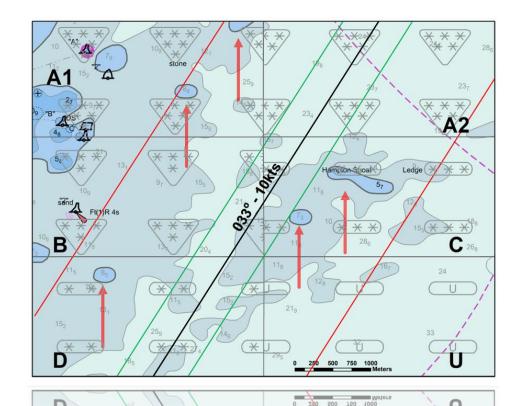




Why Safe Course?

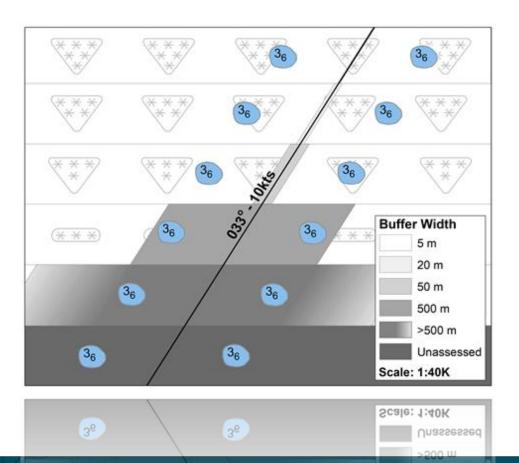




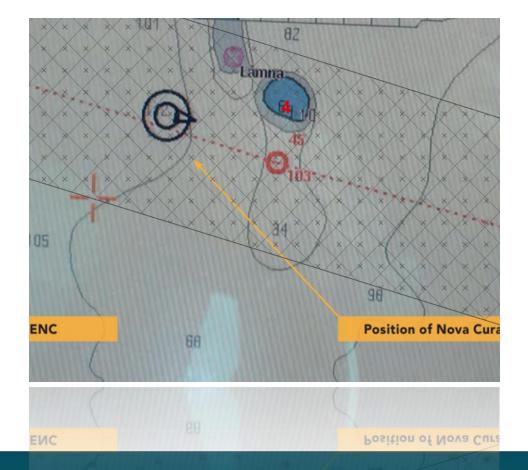








500 m



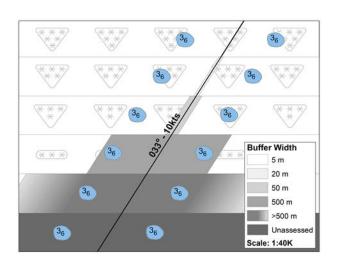


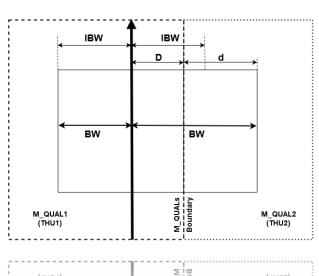




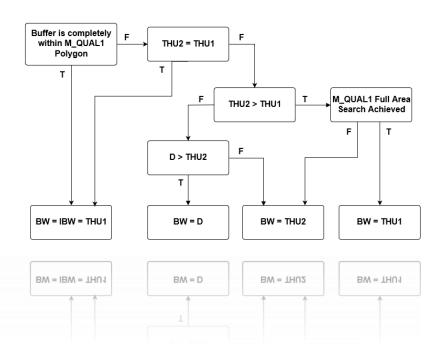
Decision tree

for Safe Course









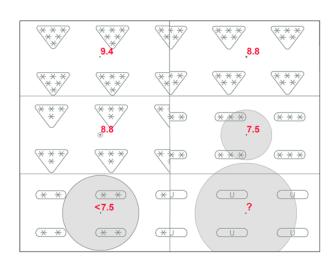


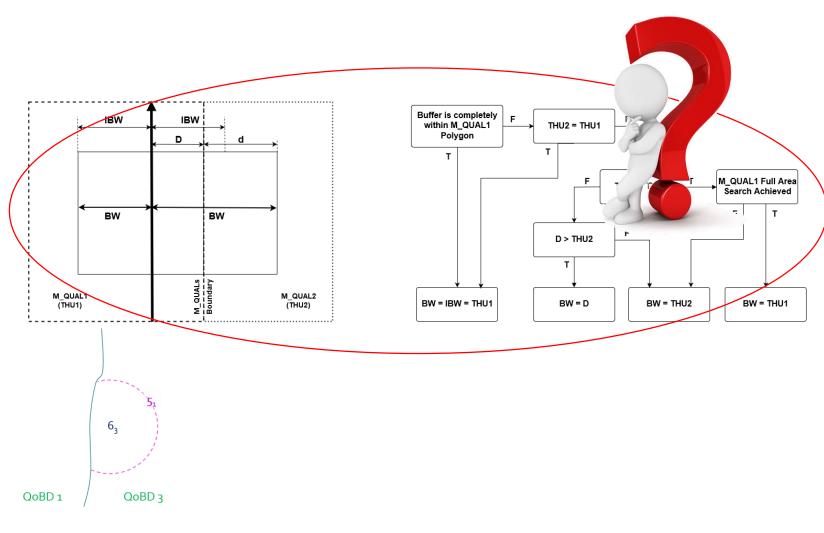


UTILIZATION

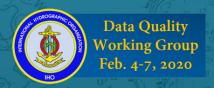
Decision tree

for uncertainty circles









FUTURE WORK

- > Investigate:
 - Line type
 - Adjusted depth location
 - Acuities
 - Temporal variation
- > Implementation
- Seek feedback

"Any functionality in order to succeed must be fully embraced and accepted by the users".

AHO











THANK YOU!



QoBD	Symbol	Texture
1	* * *	
2	***	
3	* * *	
4	(* * *)	
5	(* *)	
U	U	



