



**Esri International User Conference | San Diego, CA**  
**Technical Workshops | July 2011**

# **Best Practices for Designing Effective Map Services**

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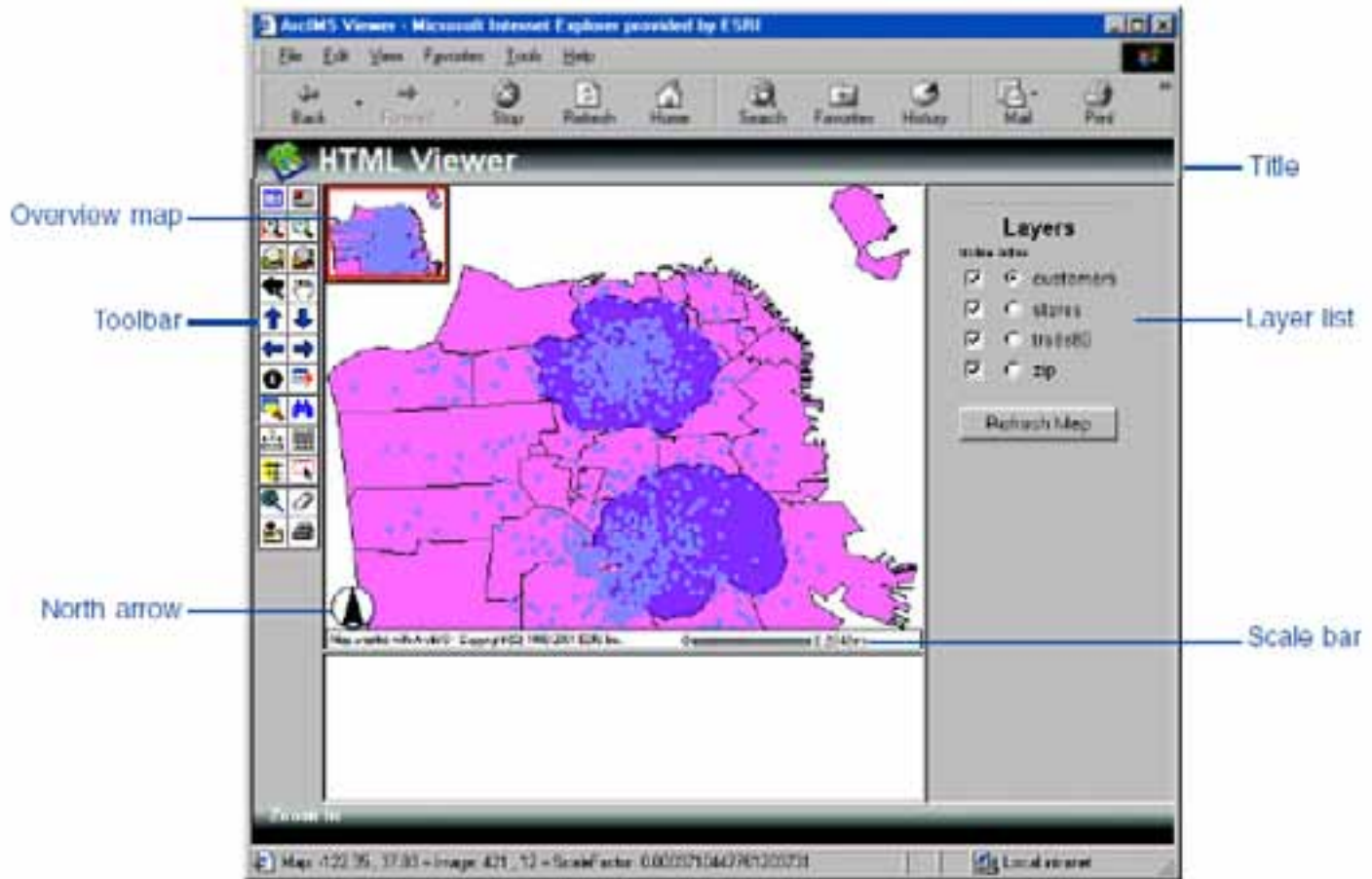
# What's in this session

- Map service planning and design
- Ways to serve your maps
  - Cached tiles
  - Dynamic map service
  - Client-side graphics
- Authoring a good Web map
- Performance tips for map services

**Please!**  
Turn **OFF** cell phones  
and paging devices



# How Web maps have changed!



# Organize data into logical groupings

## Basemaps

Geographic frame of reference

Contain static vector  
and raster data

Reusable in multiple applications



## Operational Layers

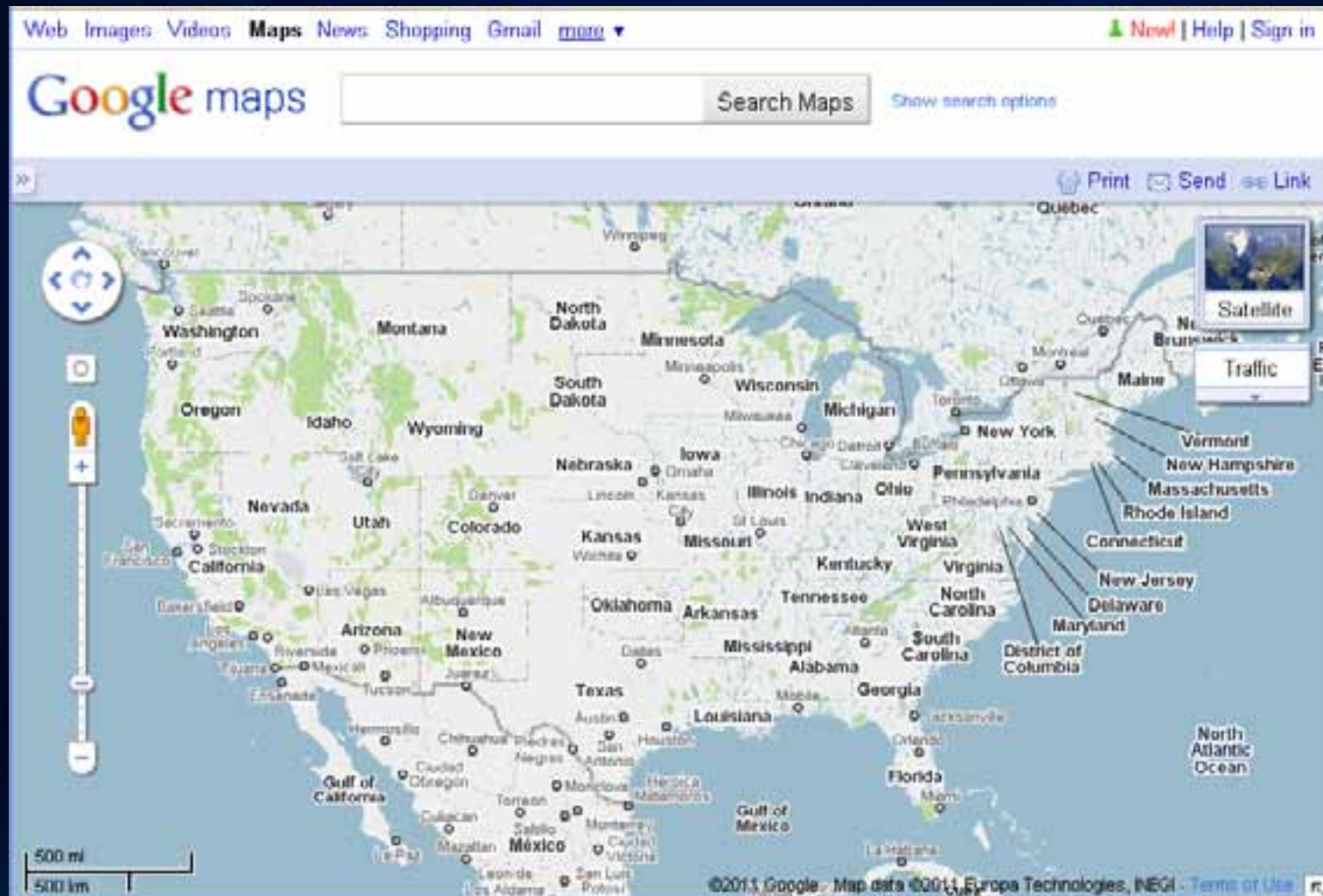
Show a focused item of interest

Support functionality  
of the application

Displayed on top of base map



# Case study: Google Maps





# Google Maps base maps

## “Map”

- Highways
- Streets
- Ferries
- Railroads
- Transit centers
- Cities
- Parks
- Military reservations
- Municipal boundaries
- Lakes
- Rivers
- Golf courses
- Hospitals
- Shopping centers
- Airports
- Colleges
- Cemeteries
- Amusement parks

## “Terrain”

- Shaded relief
- Vegetation
- Highways
- Streets
- Cities
- Parks
- Military reservations
- Municipal boundaries
- Lakes
- Rivers
- Golf courses
- Hospitals
- Shopping centers
- Airports
- Colleges
- Cemeteries
- Amusement parks

## “Satellite”

- Imagery
- Source information

# Google Maps operational layers

- **Street overlay for imagery**
- **Traffic**
- **Photos**
- **Videos**
- **Wikipedia**
- **StreetView coverage**
- **Web cams**
- **Bicycle routes**

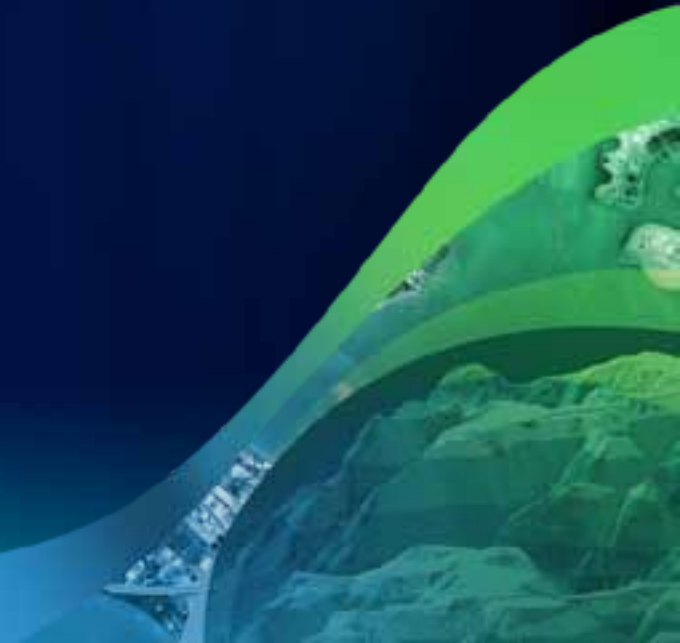
# Some ArcGIS Server examples

- [Orange County Property Appraiser Map](#)
- [City of St George](#)
- [North Vancouver Projects](#)
- [Solar Boston](#)
- [City of Greeley Property Information Map](#)





# Ways to serve your maps

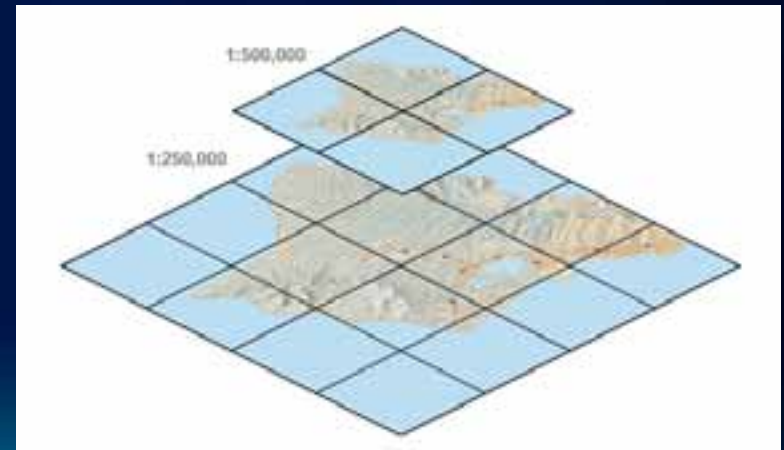


## Three options for displaying map services

- As cached tiles
- As a dynamically drawn image
- As client-side graphics

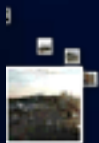
# Cached tiles

- Pre-draw map tiles and serve them to clients
- Best performance and scalability
- Standard for online maps (Google, Bing, Yahoo, etc)
- Requires you to create and maintain cache



# What should you cache?

- Base maps
- Operational layers that satisfy one of the following:
  - High volumes of traffic
  - Don't change often
  - Cover small scales only



# Cache image formats

- **MIXED for most basemaps**
  - High quality (~90) for vectors
  - Lower quality (55 – 75) for imagery
- **PNG for overlay networks (boundaries, roads)**
- **PNG 8 for classified rasters < 256 colors**

## Related Session

- **Designing and using cached map services**
  - Wednesday, 8:30 AM      Room 6C
  - Thursday, 3:15 PM      Room 8
- **Advanced map caching topics**
  - Wednesday, 1:30 PM      Room 2





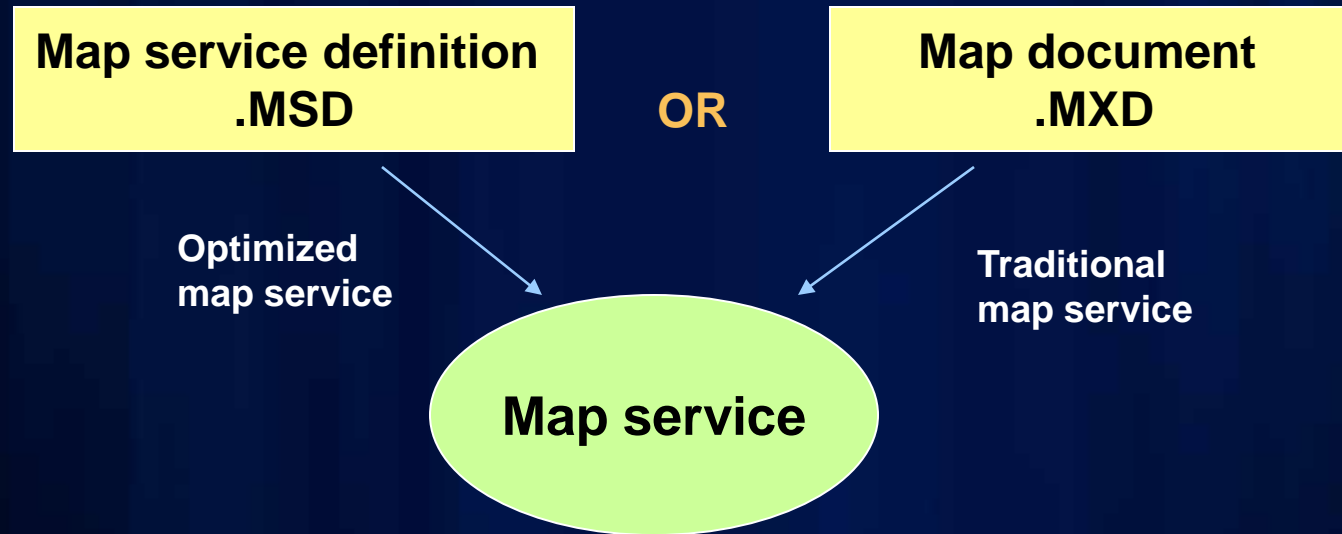
## **Dynamically drawn map services**

- **Server retrieves data, draws an image, sends image to client**
- **Slower than caching, but may be satisfactory using optimized map service**

## **Data that's OK to draw dynamically**

- **Real-time data**
- **Frequently-changing data with large scope**
- **Internal maps accessed by just a few people**

## Two types of files can support a map service



## Optimized map services

- Obtained through Map Services Publishing toolbar in ArcMap
- Supports the most common layer and symbol types
- Faster dynamic drawing than ArcIMS



# Demo

Publishing an optimized map service



# Antialiasing with optimized map services

- Improves visual quality
- Slight performance cost
  - Use Preview button to see effect on performance





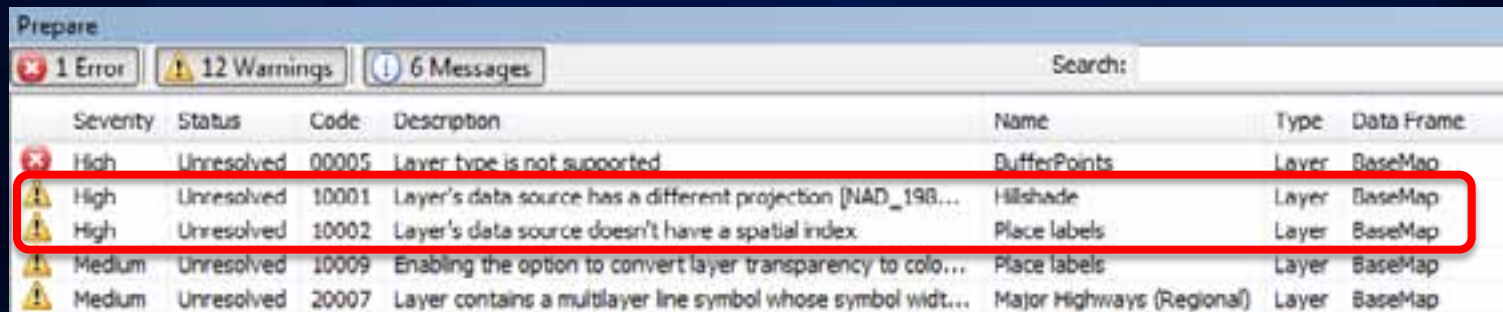
# What's available through optimized services?

- **Most data and layer types**
  - You'll get an Error in analyzer if not supported
- **New at 10.0: Maplex and cartographic representations**
  - Recommended for caching only



## If you have to use an MXD-based service...

- Move whatever layers you can into a separate optimized map service
- Use ESRI\_Optimized style for drawing
- Still use the Analyze button to catch performance warnings



Prepare

1 Error 12 Warnings 6 Messages

Search:

Severity	Status	Code	Description	Name	Type	Data Frame
High	Unresolved	00005	Layer type is not supported	BufferPoints	Layer	BaseMap
High	Unresolved	10001	Layer's data source has a different projection (NAD_198...	Hillshade	Layer	BaseMap
High	Unresolved	10002	Layer's data source doesn't have a spatial index	Place labels	Layer	BaseMap
Medium	Unresolved	10009	Enabling the option to convert layer transparency to colo...	Place labels	Layer	BaseMap
Medium	Unresolved	20007	Layer contains a multilayer line symbol whose symbol widt...	Major Highways (Regional)	Layer	BaseMap

# Client-side graphics

- “Data on demand” pattern treats map service as a feature server
  - Queries from map services
  - Feature services
- Server sends geometries and attributes to client
- Features drawn in browser



# What should you draw with client-side graphics?

- Interactive operational layers for mashups
- Query or geoprocessing results
- Web editing: Feature Services
- Layers that need to be thematically symbolized on the fly
  - [National Center for Education Statistics](#)

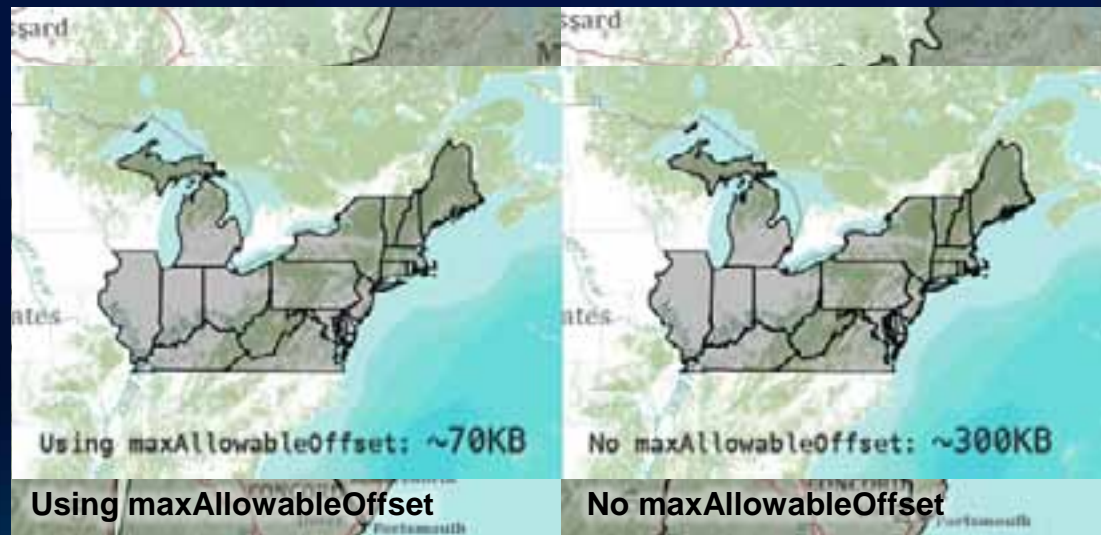
# ArcGIS Server Blog Posts

- [Determining Limits for Map Graphics](#)
- [High Performance Web Map with Large Dataset as FeatureLayer](#)
- [Out of Box Vector Tiling using FeatureLayer](#)
- [FeatureLayer can Generalize Geometries on the fly](#)

# maxAllowa... what?

## maxAllowableOffset:

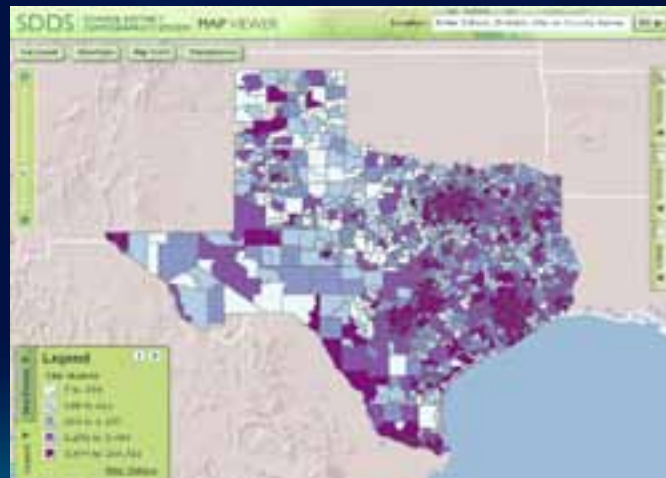
- a way of reducing the number of points in a curve
- Suggestion: a feature's geometry should not display more than one vertex per pixel





# Graphics performance considerations

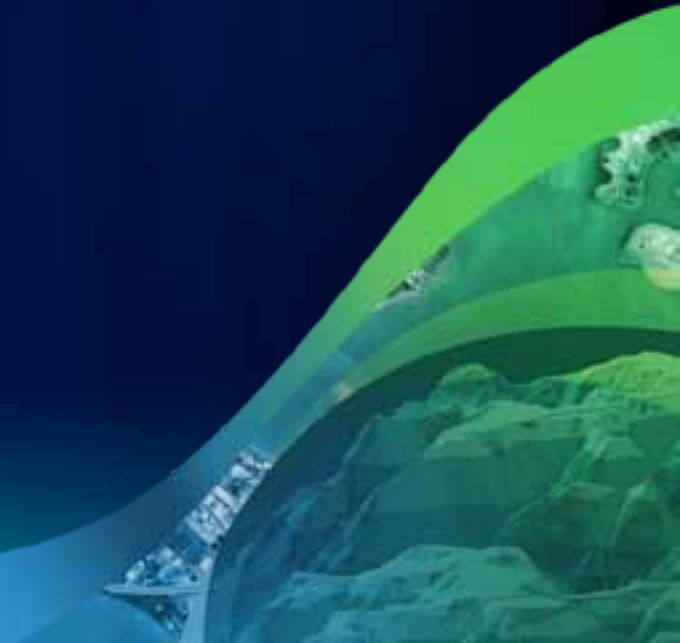
- Generalize geometries
  - **Do not generalize geometries in Editing scenario**
- Be careful not to request too many features
  - Scale dependencies with Feature Services
- Beware of server limits on number of features that can be returned
  - Default 1000
- Beware “1=1” firewall filters



## Where can I learn more about these techniques?

- Implementation differs depending on the web API being used
- See the Web API Sessions (Javascript, Flex, Silverlight) in the agenda.
- Online examples at the [ArcGIS Resource Center](#)

# Performance tips for map services



# Pre-compute when possible

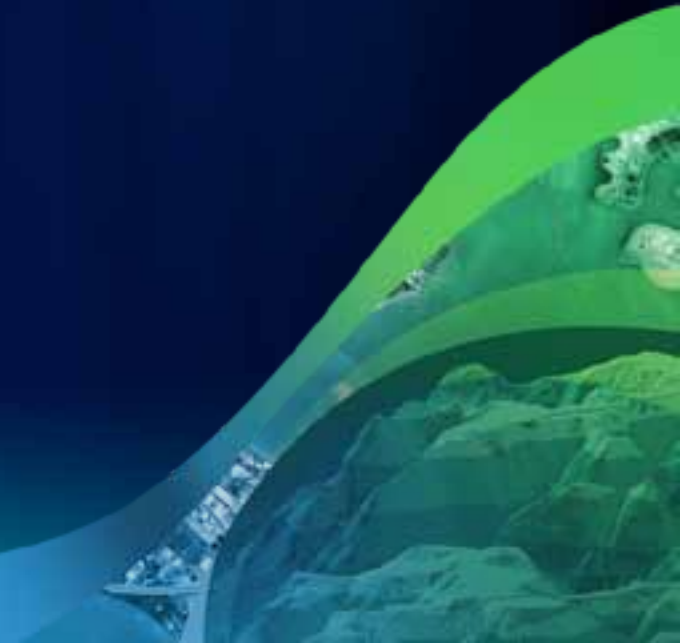
- **Cache**
- **Annotation**
- **Projection**
  - Tip: You can re-project geodatabase features during replication
- **Spatial indexes**
  - Keep up to date
  - Correct size relative to map extent



# Data access tips

- **ArcSDE geodatabase tips**
  - Tune ArcSDE
  - Use direct connect
- **Avoid UNC paths for file-based data**
- **Cached query or tool results**
  - Example: [Solar Boston](#)
- **Avoid downloading all attributes unless you have to**
- **Attribute indexes**
  - Use for joins and common queries

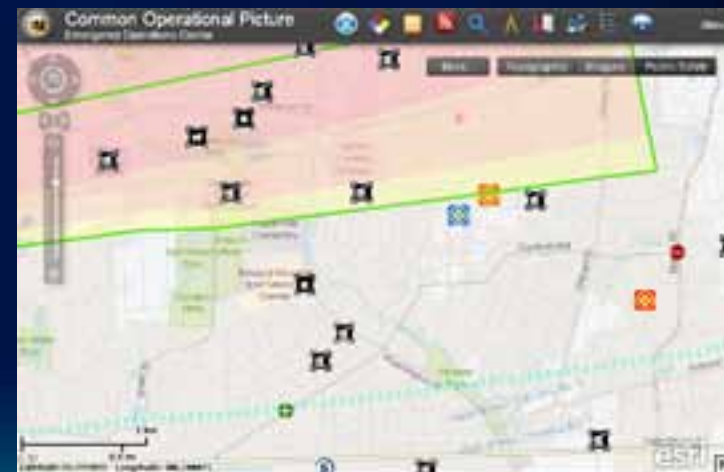
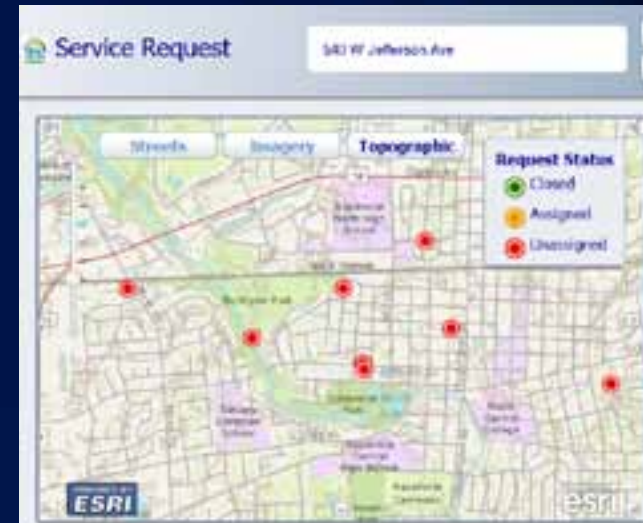
# Authoring a good web map





# Start with a template

- Fully functional apps, maps and data
  - Esri: [Resources.arcgis.com](http://Resources.arcgis.com)
    - User Communities
  - Community: [www.arcgis.com](http://www.arcgis.com) > Gallery
    - Look for “Configurable”
  - Download and point at your own data



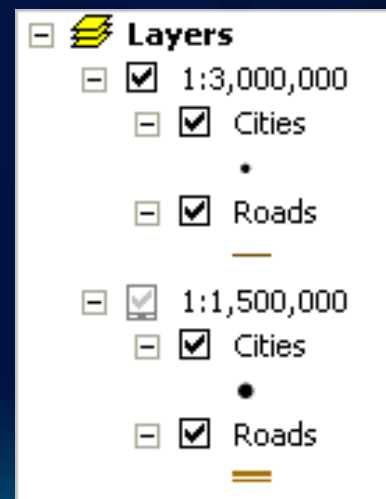
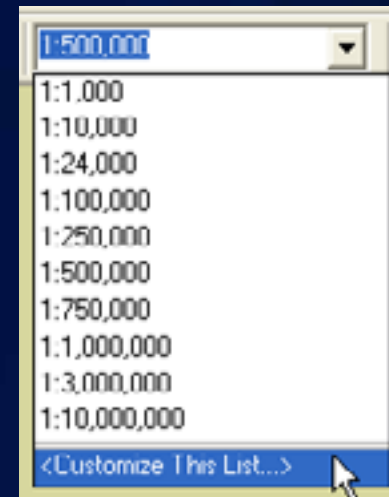
# Demo

Building a basemap from a template



# Authoring a basemap from scratch

- Only a good option if there are no templates
- Design map for cache scales
  - Add your tiling scheme scales to the ArcMap dropdown list
- Group layers by scale level
  - Only have to set the scale range at the group layer level
  - Copy layers between groups



# Authoring for feature service: symbology

- Rendered in the client
- Symbols can be Simple (Marker, Line, Fill) or Picture (Marker, Fill)
  - Complex symbols are converted to picture (PNG)
  - Most point symbols reproduced well – test
  - Avoid gradient fills

ArcMap



WebMap



# Authoring mobile maps

## Specific cartography for mobility

- **Design for purpose**
  - Remove unnecessary layers of information
  - Set scale dependency (walk, drive, etc)
  - Render editable layers to define feature types
- **Design for the environment**
  - Establish contrast, choose meaningful symbology



# Authoring mobile maps continued

## Specific cartography for mobility

- **Design for device form factor**
  - Set scale dependency based on device resolution
  - Set symbol width based upon device resolution
- **Architect and Deploy Map Data**
  - Build Compressed Base Map Datasets
  - Build Operational Mobile Caches



1280x1024  
BIG



320x240  
Small

## **Sneak peek: server side thematic mapping at 10.1**

- **New at ArcGIS Server 10.1**
- **Allows to modify renderer without downloading geometries on the client side**
  - Specially helps with too many features
- **Maps are drawn at the server side**
  - Only image is returned to the client
- **Helper function available on the server side to compute class breaks based on different classification methods.**



# Demo

Server side thematic mapping at 10.1





# Review

- **Organize map services in logical groups**
  - Base maps
  - Operational layers
- **Use a high-performance blend of display techniques**
  - Cached tiles
  - Dynamically drawn services
  - Client-side graphics
- **Follow performance tips, pre-computing when possible**

# Additional Resources

- **ESRI Showcase**
  - **Meet ESRI Development staff**
- **Other sessions**
  - **Advanced Map Caching Topics**
  - **Javascript, Flex, Silverlight web API sessions**
  - **Many other ArcGIS Server sessions**
- **Resource centers: [resources.esri.com](http://resources.esri.com)**

# Questions

Please fill out the survey for this session  
[www.esri.com/sessionevals](http://www.esri.com/sessionevals)



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