

The following was presented at DMT'10  
(May 16-19, 2010).

The contents are provisional and will be  
superseded by a paper in the  
DMT'10 Proceedings.

See also earlier Proceedings (1997-2009)

<http://ngmdb.usgs.gov/info/dmt/>

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Nevada  
Digital  
Dirt  
Mapping  
Project

# The ND2MP: An experiment in supervised 'crowdsourcing' for rapid geologic map development with ArcSDE

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Jill Heaton



University of Nevada, Reno



desert conservation  
PROGRAM



# The battle wages on...



Geo-luddites

me

# 'Crowdsourcing' / Multiuser Editing

Model: Distributive problem-solving and production

Pooling and coordinating skill-sets to generate scientific data (a geologic map)

High level of collaboration enabled by multiuser database editing capability

Division of effort by skill-set (geology / GIS)

E.g.: OpenStreetMap

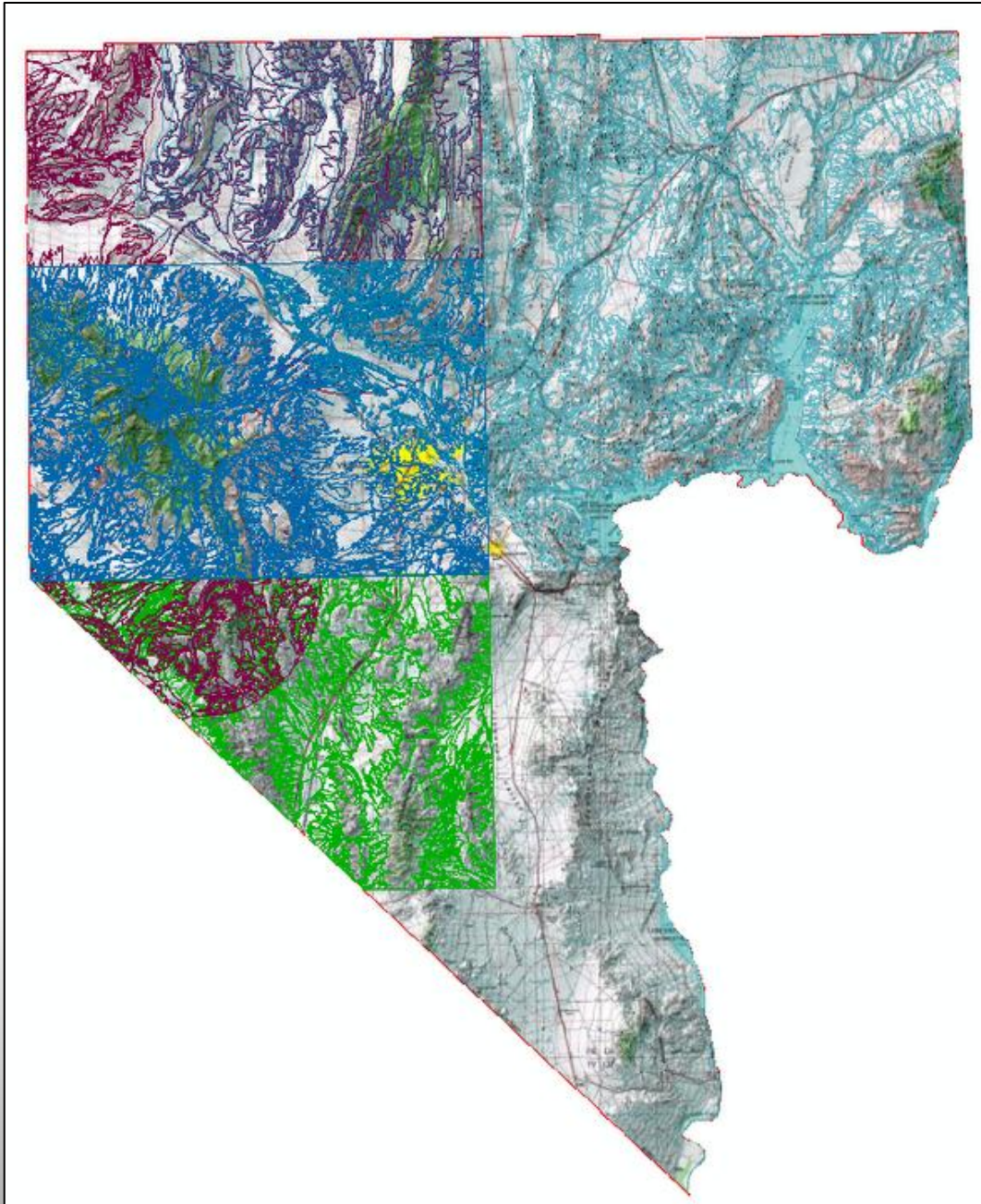


# The Experiment: Big Map, Small Budget, 18 months

- Compile and organize
- Unify (harmonization of mapped units)
- Evaluate (field and remote check)
- Panic and assemble larger team
- Edit (modify, refine, and create)
- Distribute / Review / Publish

Solution: Multiuser, versioned database.

# Perspective: Existing Small-Scale Data Sources



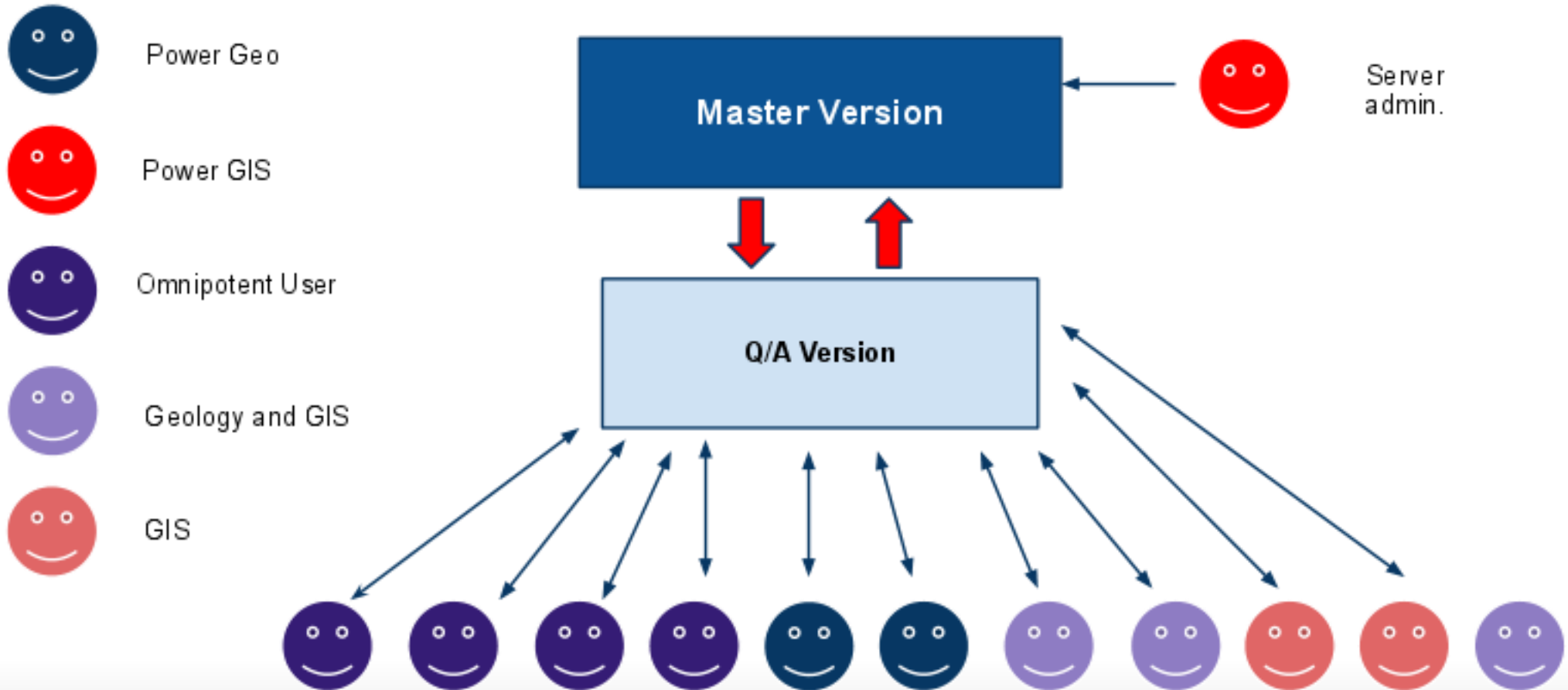
- Looks promising, right?
- Looks are deceiving
- 24k maps too detailed
- 250 k sources really problematic

# Poor but published mapping of surficial geology (e.g., NBMG, USGS)



**Much larger problem than anticipated...we need a bigger team...fast.**

# One map, many mappers\*: Versioned Geodatabase in ArcSDE

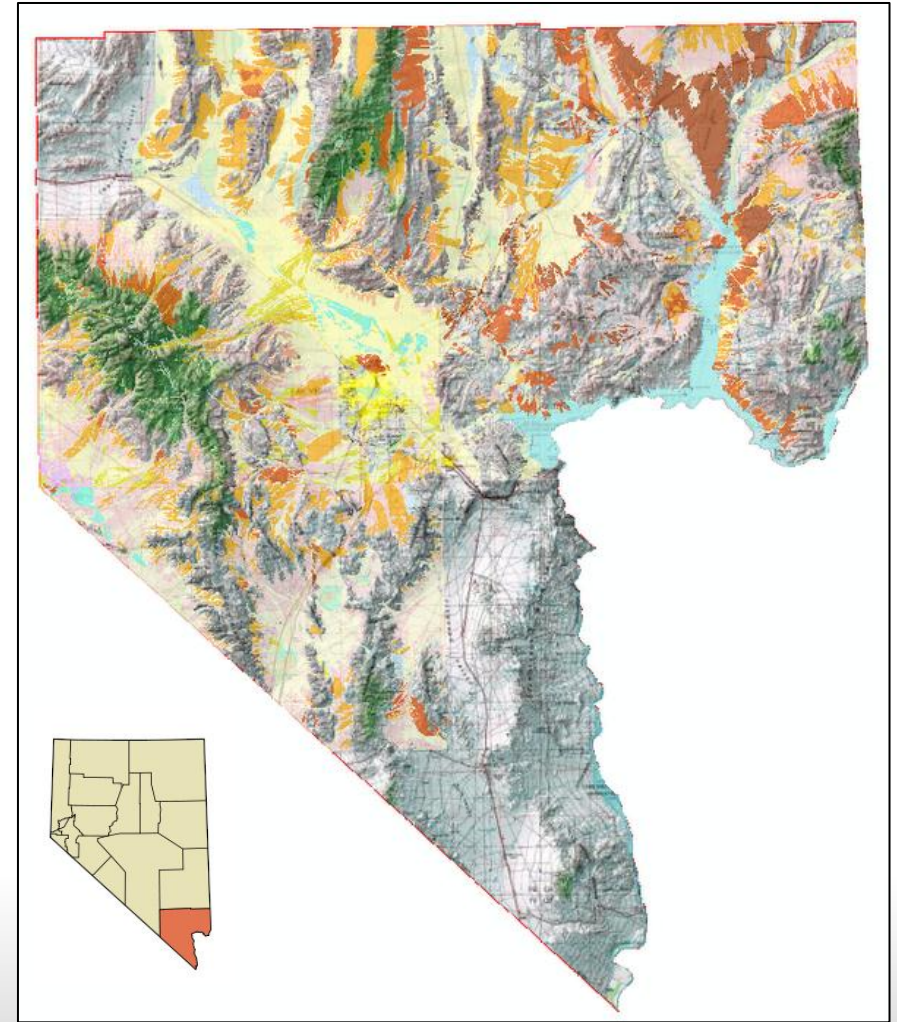


\*Inspired by Declan DePoar, Old Dominion University, VA



# The Approach: Divide and Conquer

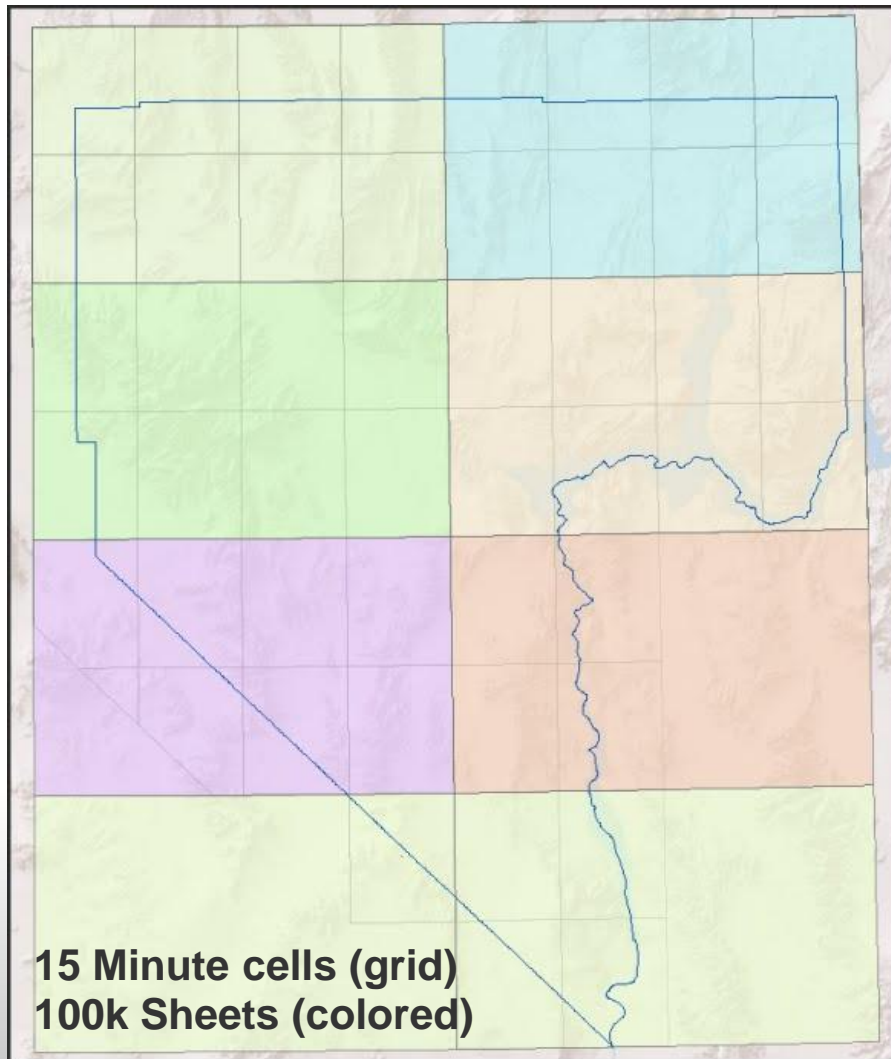
1. Material division: surficial / bedrock
2. Genetic division: types of surf and Bdrk units
3. Age division
4. Spatial division of effort



Clark County: 7,910 mi<sup>2</sup> (20,487 km<sup>2</sup>)

**Final map scale: 1:150,000**

# Grid-based effort division

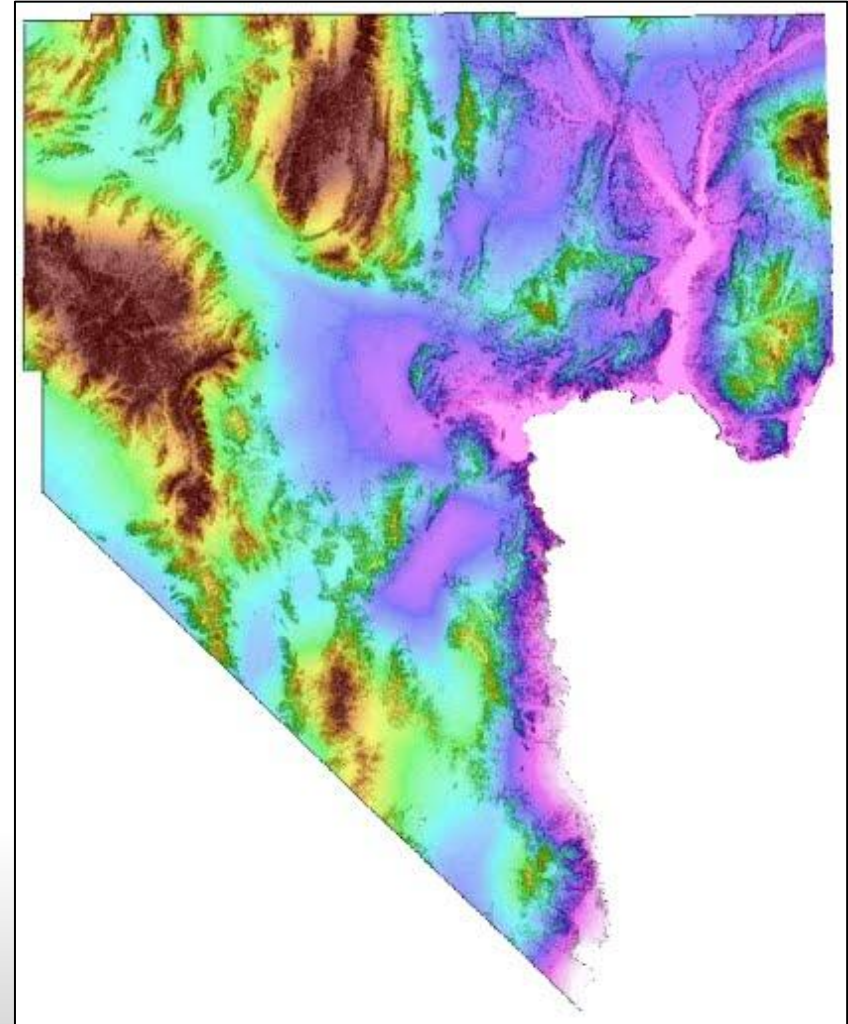
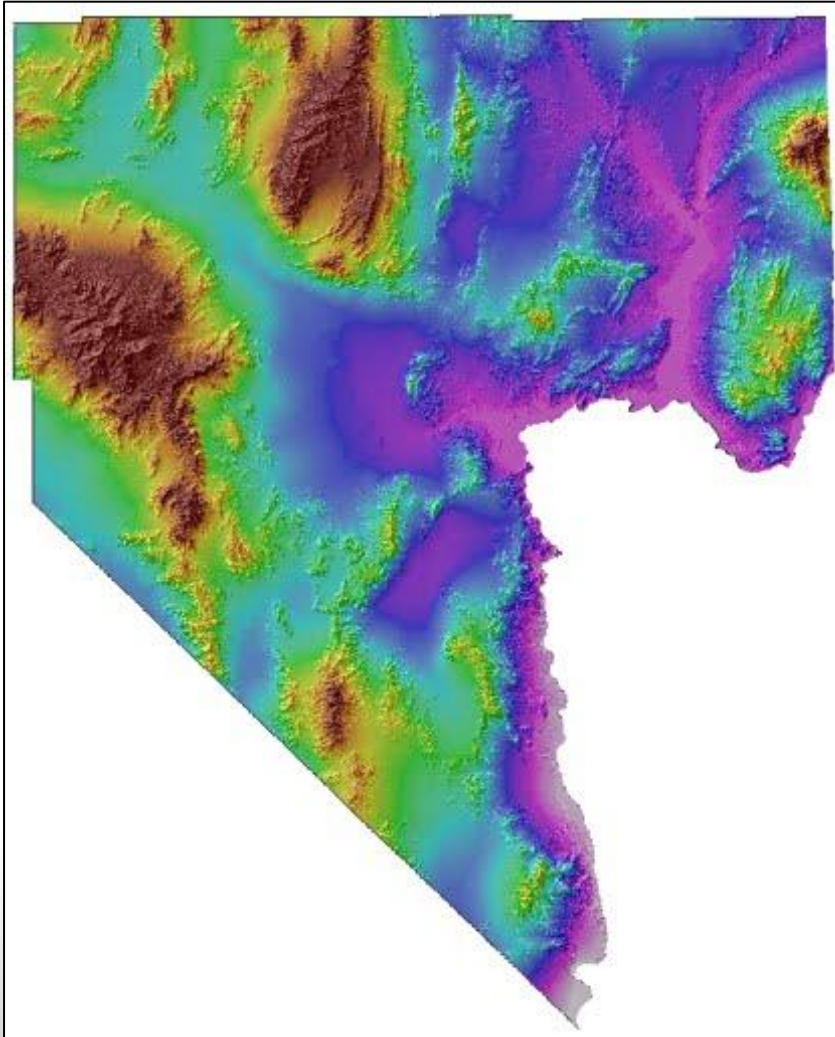


Assign work to grid cells:  
first small, then large

Minimizes conflicts in  
reconciling edits

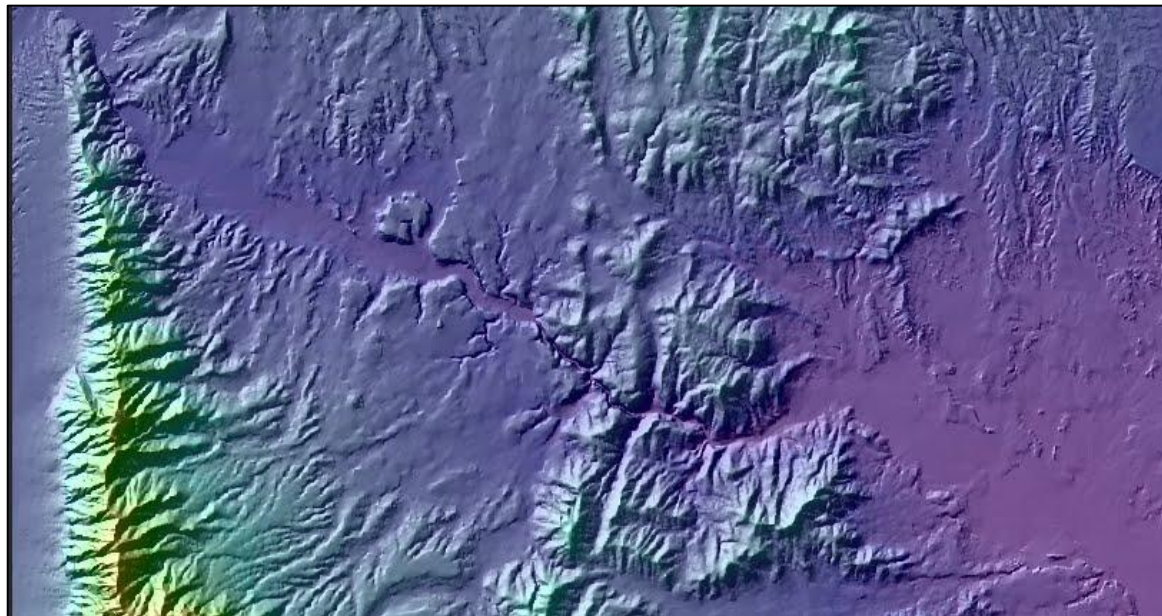
QA via review of grid cells

# Refining the Bedrock / Surficial Contact

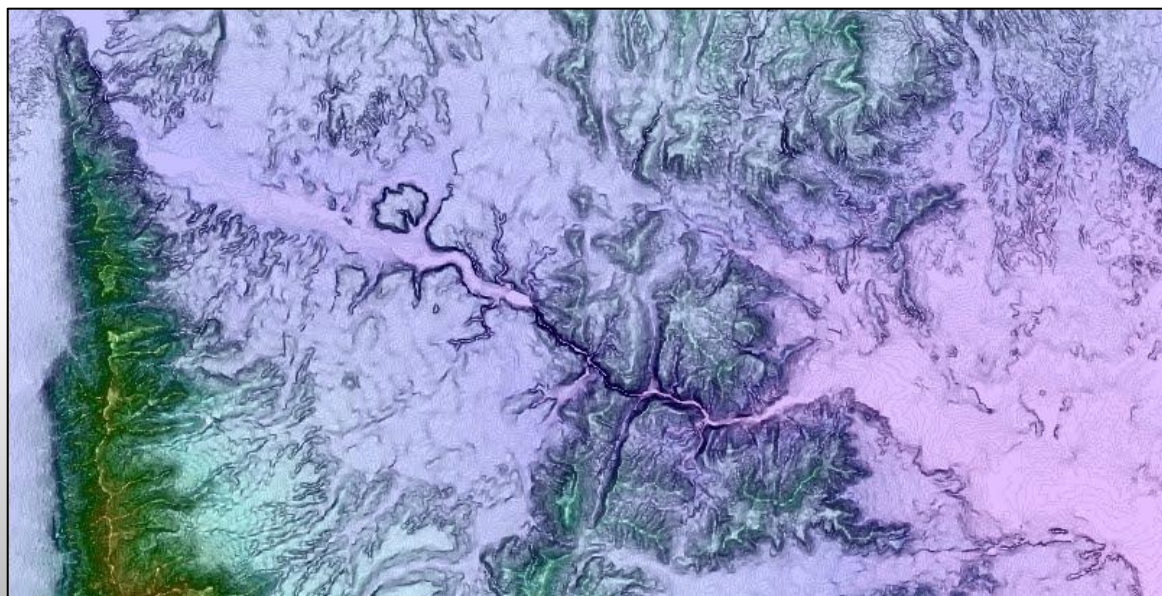


A fundamental flaw in every compiled data source (some far worse than others)

# Improving the Bedrock / Surficial Contact: Here's a Strong Start



Hillshade



Slopesshade

*File under: amazingly useful*

# The generalization black hole

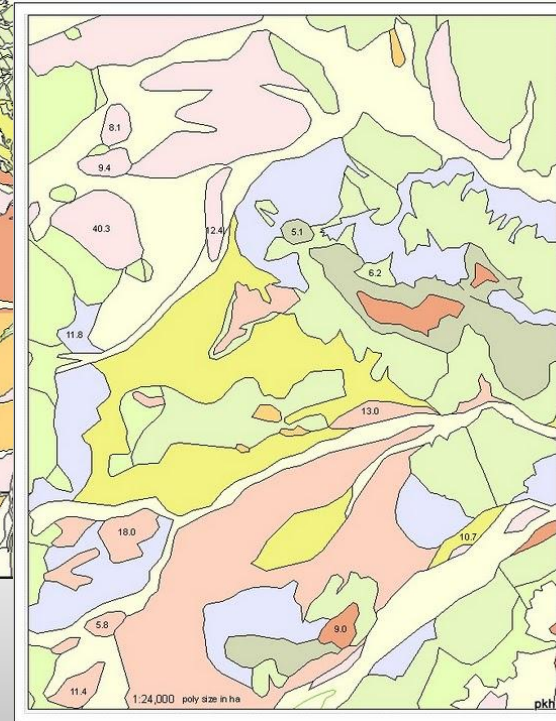
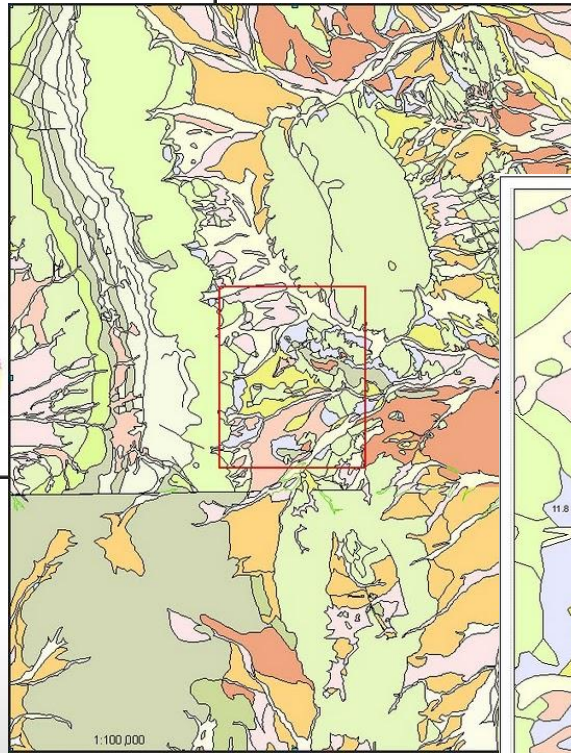
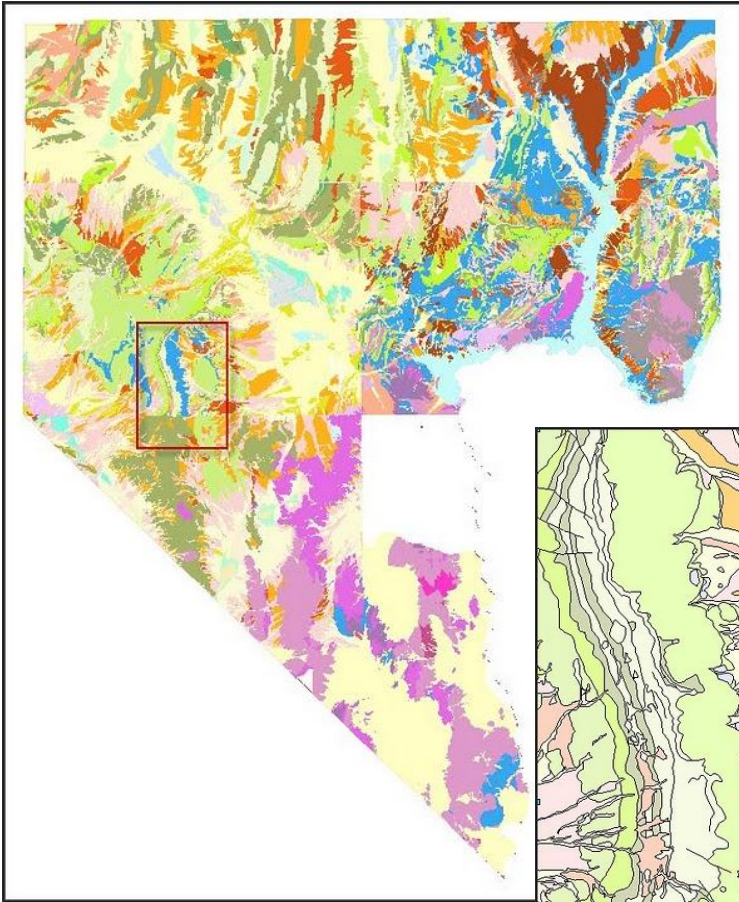


House et al., 2005



Schmidt and McMackin, 2006

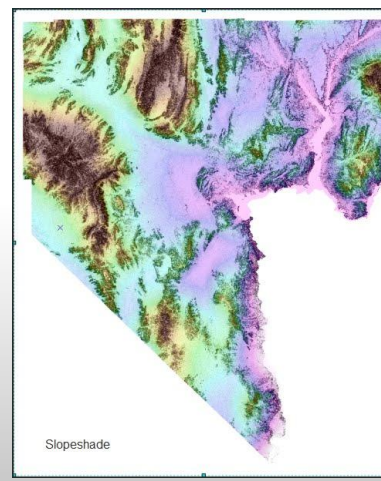
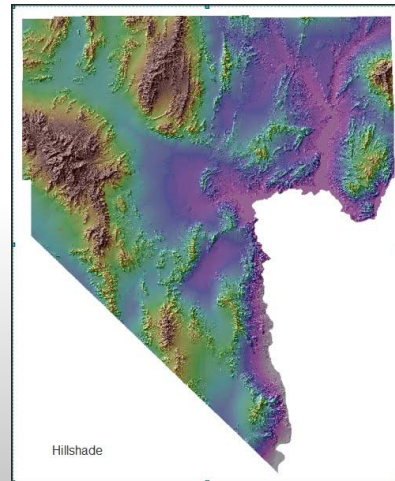
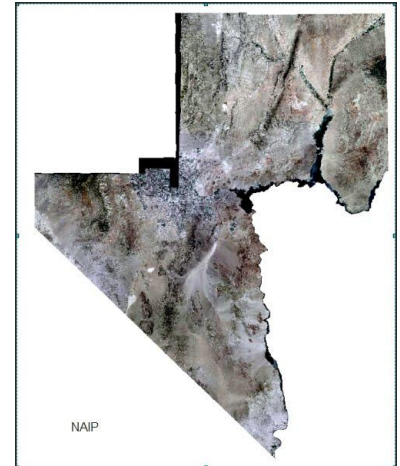
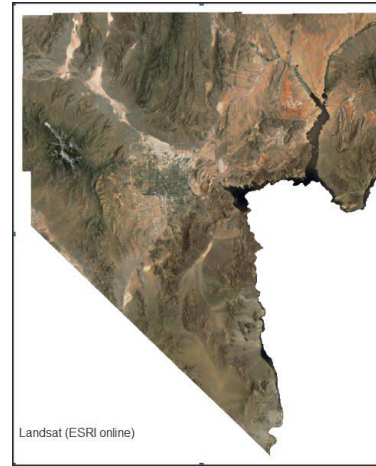
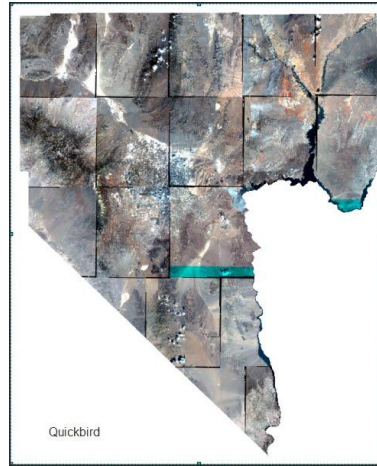
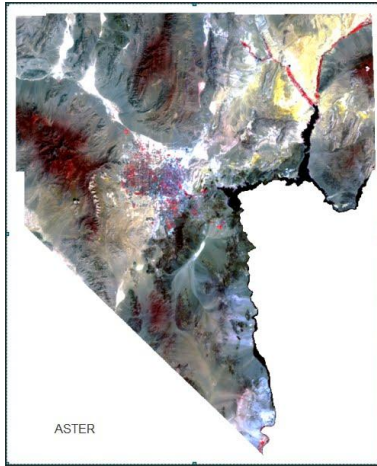
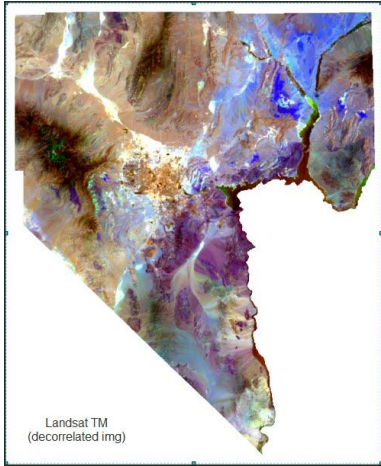




# Dealing with the Minimum Mappable Unit

# Workflow Innovations

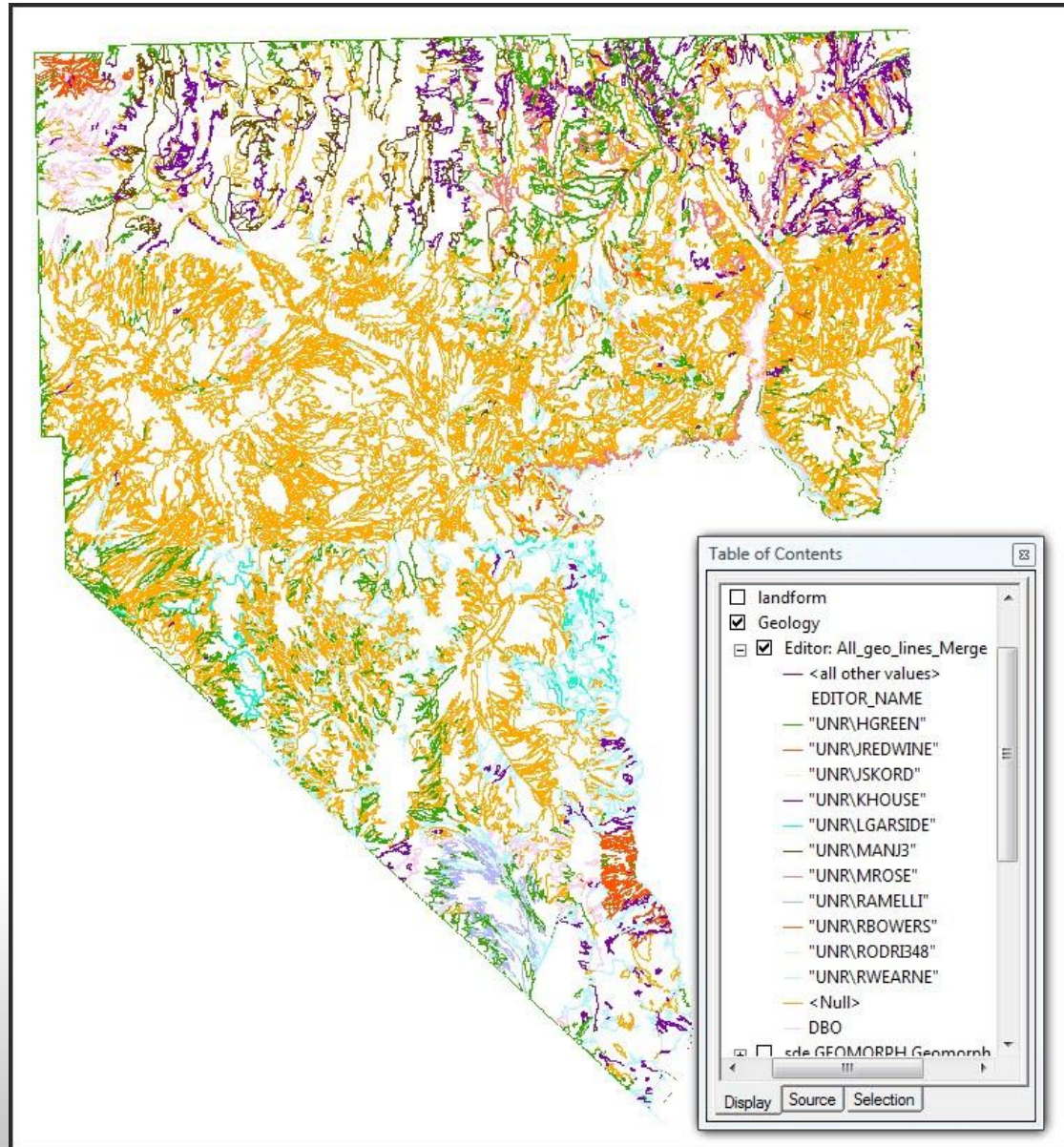
# Served and Local Images



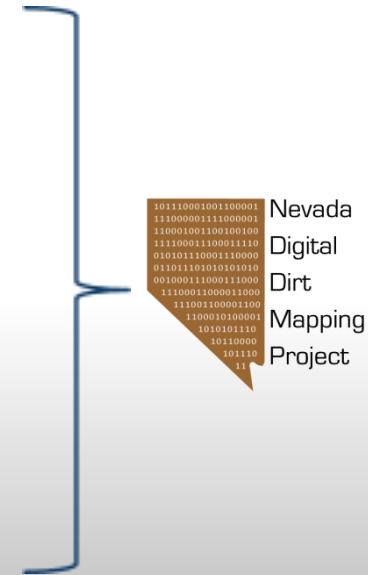
File under: Finally!



# Tracking Edits: By Editor



- Workflow monitoring
- Q/A
- Culling / re-assigning
- Motivation



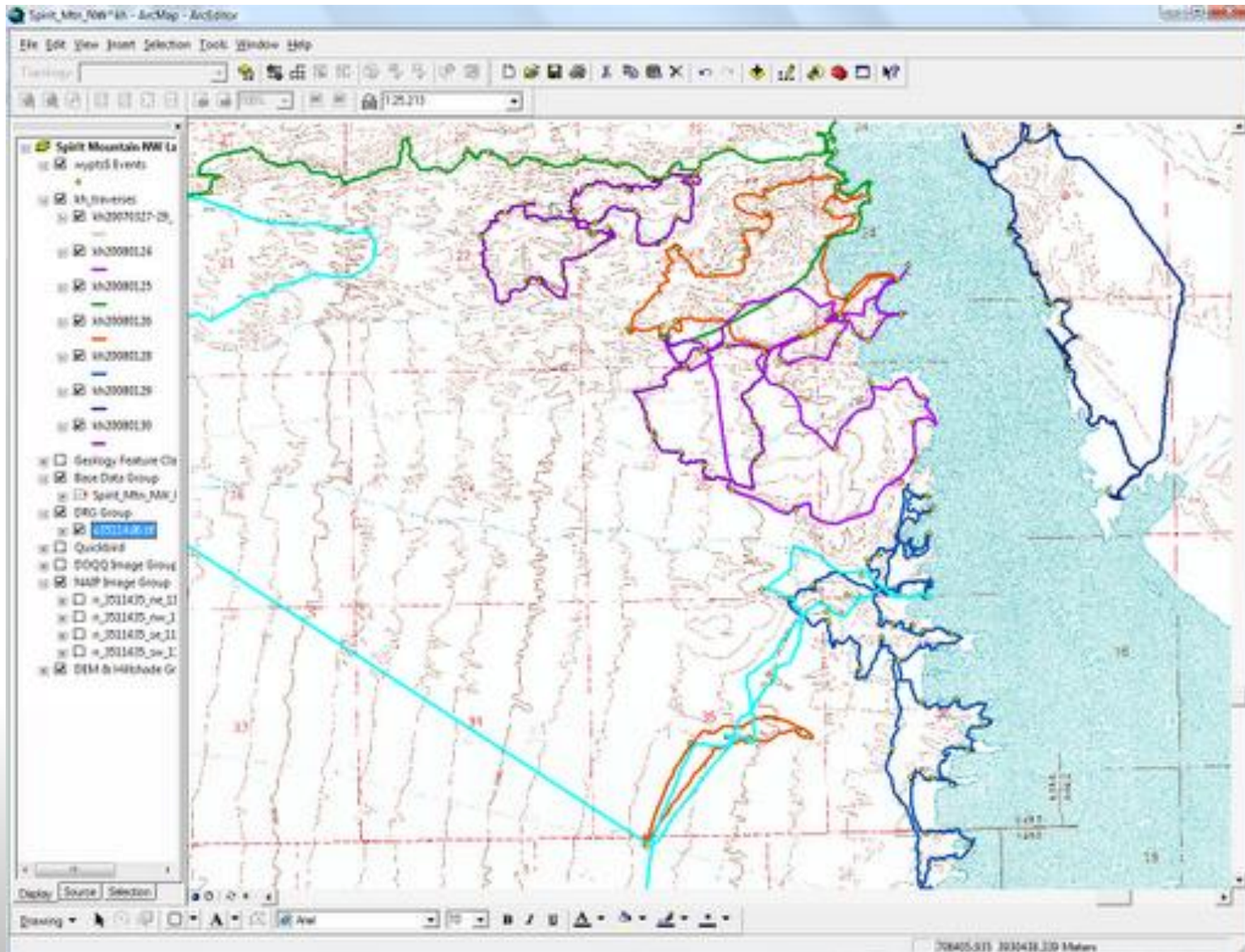
# Sharing project documents online

The screenshot shows a Google Docs spreadsheet titled "ClarkCountyWorkbook" with the following data:

	A	B	C	D	E	F
1	x	y	ID	Code	<b>Surficial Geologic Deposits</b>	
2		1	0	100	<b>Alluvial fan</b>	instances
3			1	Afr	Alluvial fan recent (H), very active/recently active	
4			2	Afy	Alluvial fan young (H), undivided active surfaces	
5			3	Afyy	Alluvial fan youngest of young (H), mid-late Holocene intermittently/less frequently active	
6			4	Afyo	Alluvial fan oldest of young (H), latest Pleistocene/early Holocene youngest inactive surfaces	
7			5	Afyu	Alluvial fan young, undivided (H)	
8			6	Afio	Alluvial fan intermediate/old, undivided (Pleist)	
9			7	Afyio	Alluvial fan young/intermediate/old, undivided (H to Pleist)	
10			8	Afou	Alluvial fan old, undivided (m Pleist to Miocene)	
11			9	Afy	Alluvial fan intermediate/young	
12			10	Afi	Alluvial fan intermediate (l Pleist)	
13			11	Afo	Alluvial fan old (m to e Pleist)	
14			12	Afv	Alluvial fan very old (e Pleist to Pliocene)	
15			13	Afx	Alluvial fan extremely old (Pliocene to Miocene)	
16			14	Afxx	Alluvial fan extremely old, Bk (Pliocene to Miocene)	
17			15	Afxx	Alluvial fan very/extremely old, undivided (e Pleist to Miocene)	
18			16	Afu	Alluvial fan, undivided (H to Miocene)	
19			101		<b>Alluvial valley</b>	
20			16	Avy	Alluvial valley young	
21			17	Avi	Alluvial valley intermediate	
22			18	Avo	Alluvial valley old	
23			19	Aw	Alluvial valley very old	
24			20	Avx	Alluvial valley extremely old	
25			21	Avxx	Alluvial valley extremely old, Bk	
26			22	Avr	Alluvial valley recent	
27			102		<b>Alluvial wash</b>	
28			21	Aw	Alluvial wash	
29			22	Ar	Alluvial river, active	
30			23	Ary	Alluvial river, young	
31			24	Ari	Alluvial river, intermediate	

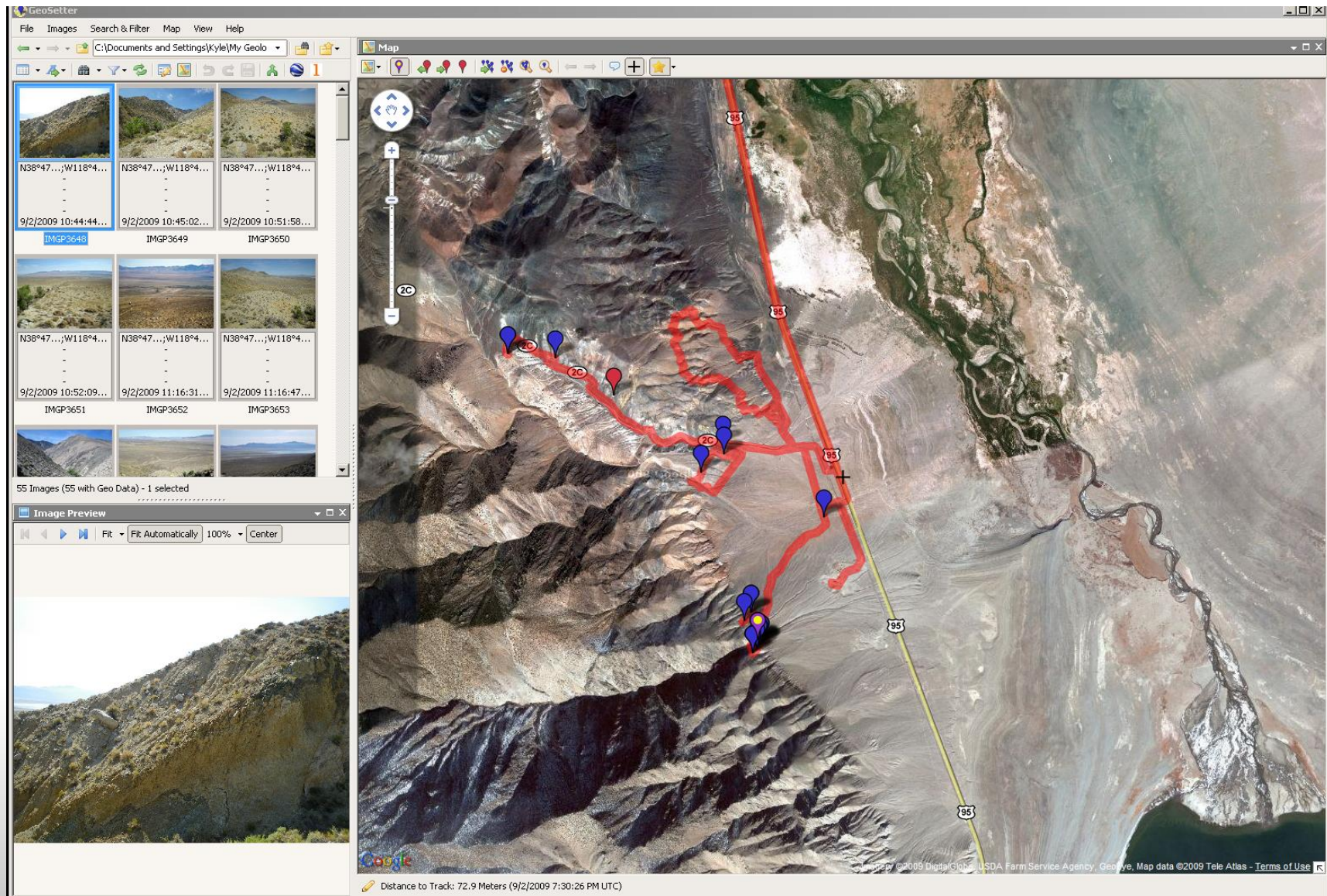
The spreadsheet interface includes a menu bar (File, Edit, View, Insert, Format, Form, Tools, Help), a toolbar with various editing tools, and a formula bar. The bottom status bar shows the current sheet is "UNIT" and the spreadsheet is shared with "Citations", "ageData", and "Corr".

# Use your GPS...it knows where you go!



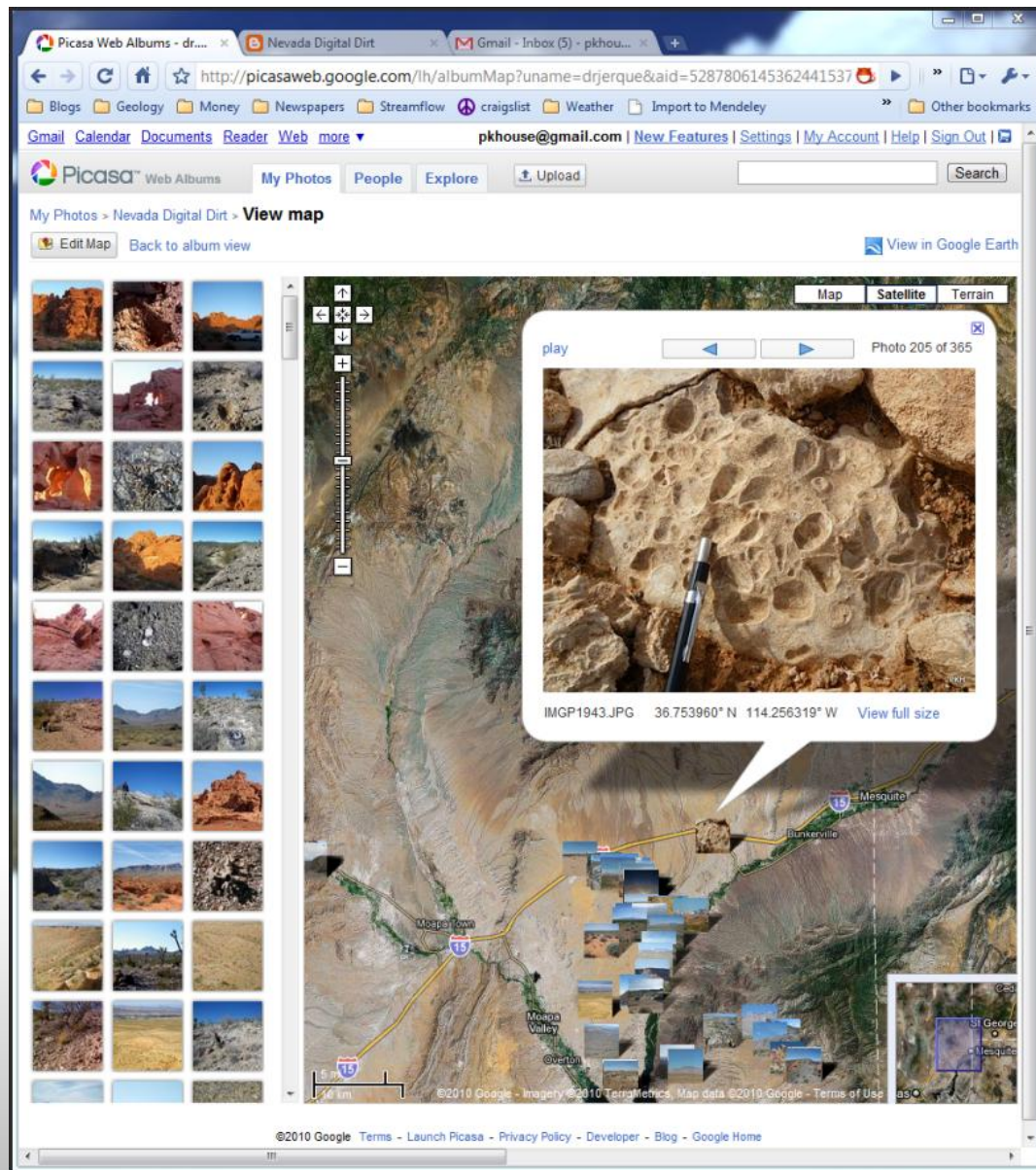
Your traverses are GIS-able data! **Why wouldn't you do this?**

# Geotagging—painfully obvious and painfully simple



Google this: geosetter'

# Geotagged field photo archives



Data archive

Field note complement

Traverse documentation

Quality assurance

Field check / Review

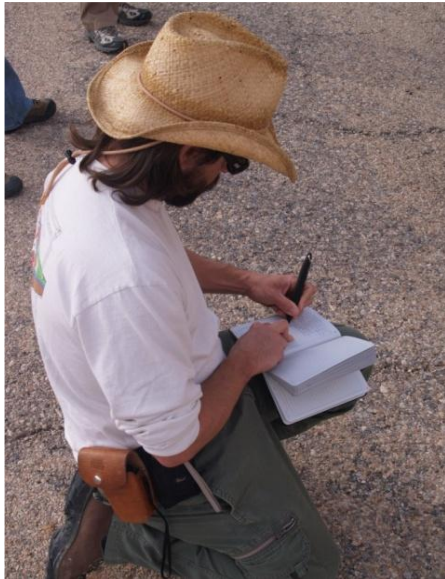
*File under: uncannily obvious*

**Dude...not  
geotagging your  
field photos is  
stupid. It just is.**



**Everyone's busy....just grab a straw and take an hour  
to figure it out.**

# Using analog ink to create digital data...



ic M... Imported Pages Imported Pages 2

8, 2007  
October 08, 2008

10080805 - Epic Newport into gorge with 3.5-4.0 m thick pile of volcanic cobble gravel on Bogus Rim lava. Collect my GPS point 19 on gravel-lava contact here. Wyt 847 44651 488760

260m  
200  
100  
0

Upper Bogus lava  
Sand/gravel  
Lower Bogus lavas

relative areas, blocks  
binders indicate sand and possible rounded gravel.  
colluvium  
covered, Probly Tsv

Gravel: large cobbles to large pebbles.  
predominantly (> 95%) Basalt and rhyolite  
Possibly 100%. NO obvious cherty gravel.

## known conventions

1. indicate fine-transgressiveness
2. Exclude Qay, From undivided ay (Qayy / Qaa)
3. Include Qay, into undivided unit that spans Qaiy

Do we need the Q? Aa, Ayy, Ayi what about Miocene / Pliocene units?

Axial valley - V  
Alluvial fan - F  
Piedmont wash - W } possible varieties of alluvium

Examples: Va, Vv, Vi, V.

is the Flexibi

- 1) Deposit / Process  
Fluvial →  
colluvial  
paludal / spring  
colluvial  
pedogenic

Note: Mesquite deposits with uses 'fine-grained' with past discharge. This unit has

## known conventions

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Do we need the Q? Aa, Ayy, Ayi what about Miocene (Pliocene units)?

Axial valley-V  
Alluvial fan-F; possible varieties of alluvium  
Piedmont wash-W

Examples: Va, Vy, Vi, Vv

Is the Flexibility of Attribution the Solution? I. e. is this moot?

- 1) Deposit (Process type / Fan  
Fluvial -> Alluvium-Wash  
lution \ Valley axis  
Paludal / springy  
Collari a I  
Pearsonia (, sduneneet

Collar, an  
Talus

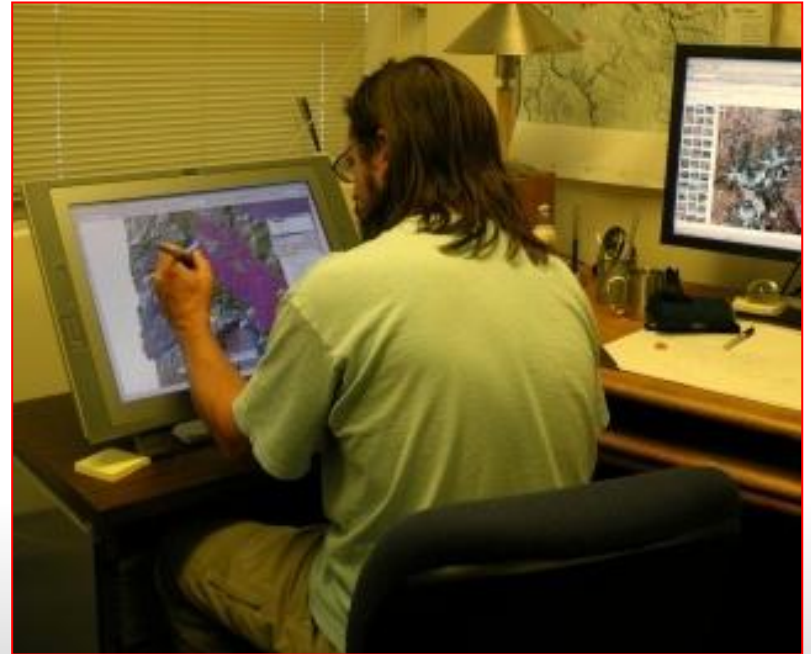
Note: Mesquite Lake Quad: Groups groundwater discharge deposits with 'wet Playa deposits' las Vegas map uses 'Fine-grained deposits' and highlights units associated With past ground water discharge.  
This unit inlcha includes Playa,

# Essential Tools for Office Compilation

You can't sign your name with a computer mouse.  
What makes you think you can map with one?



Digitizing Tablet: good



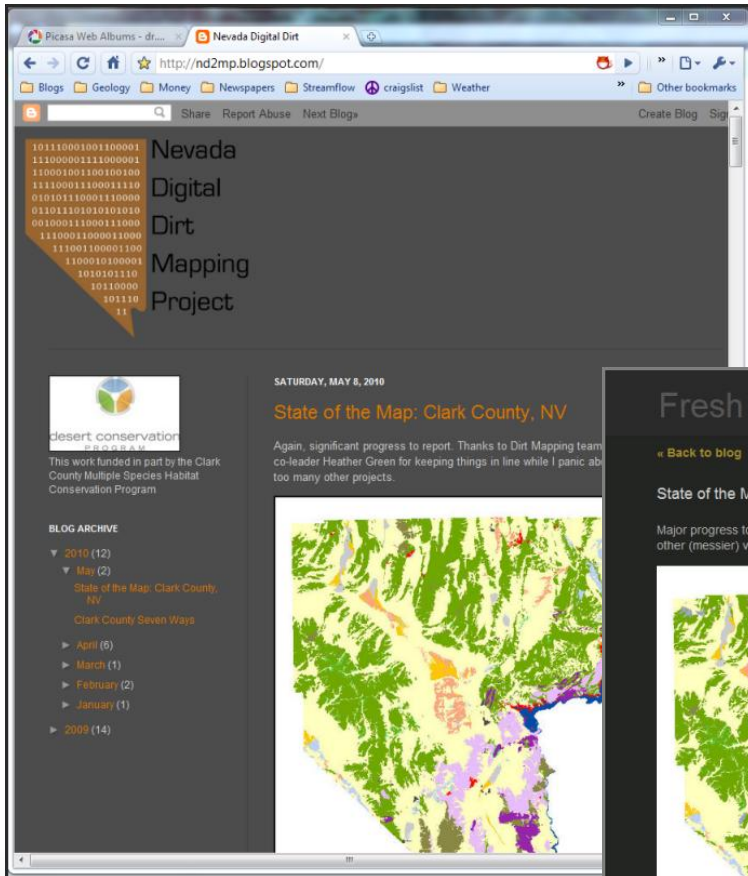
Digitizing LCD Panel: amazing

Wacom Cintiq 21ux

**Worth every penny.**

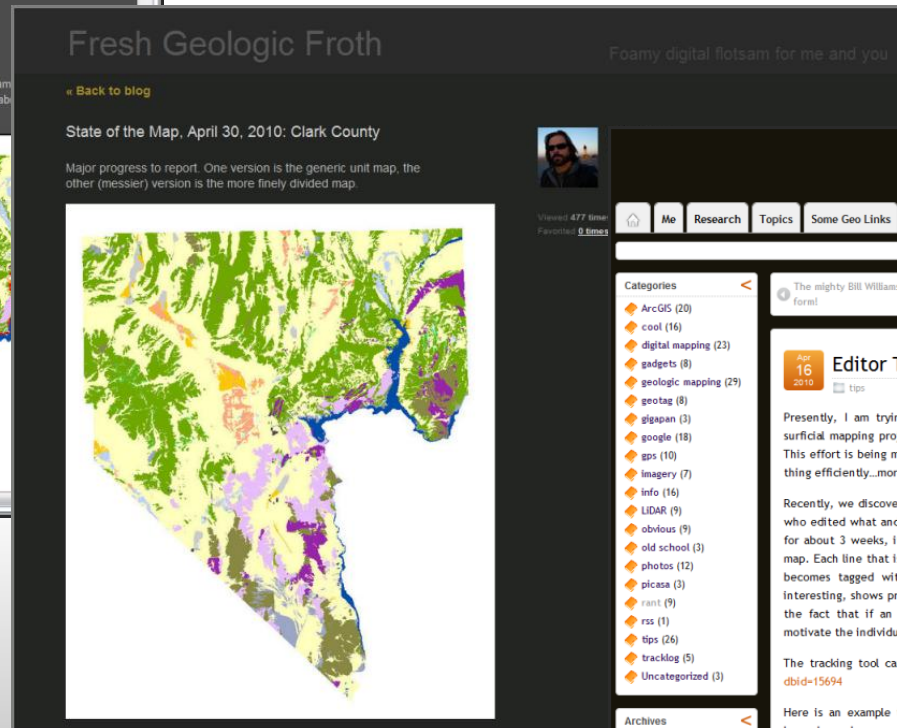


# Blogging: report progress, share data, and solicit input



<http://nd2mp.blogspot.com>

<http://posterous.geofroth.com>

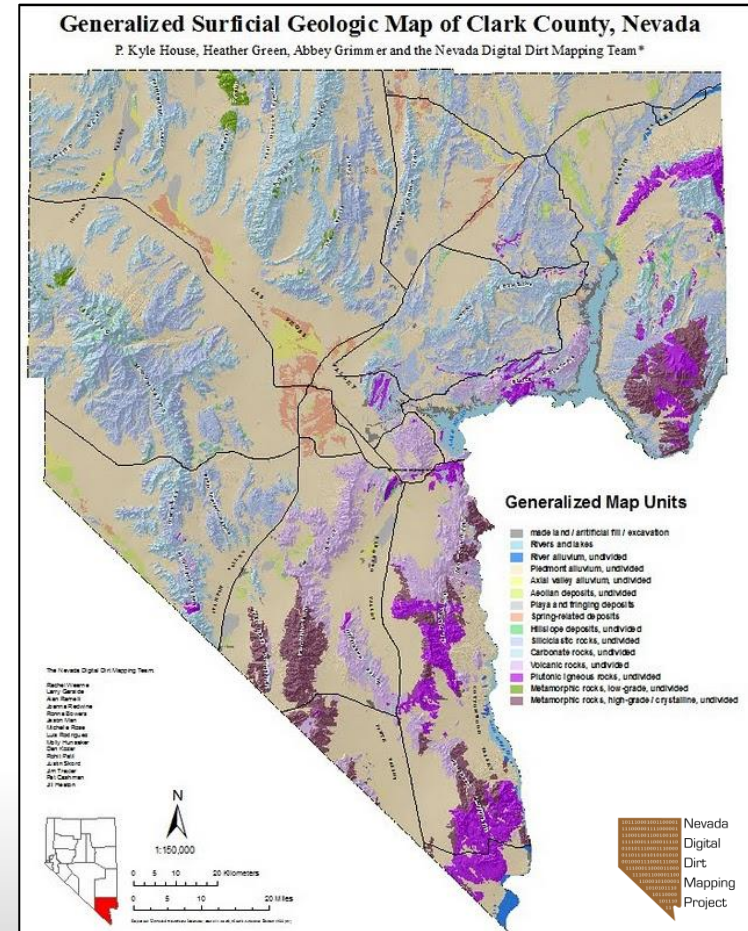
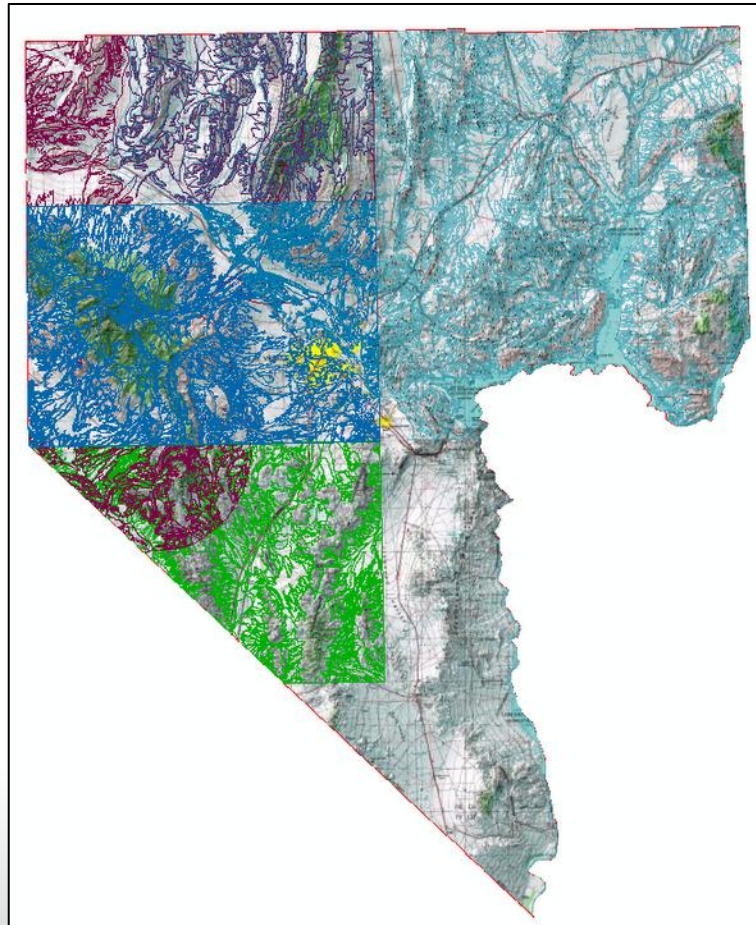


<http://geofroth.org>



Nevada  
Digital  
Dirt  
Mapping  
Project

# Progress to date: 16 months, 18 mappers:



# What is next?

- More planning
- More money
- More time?
- More expertise
- More mobility
- More mapping!

# Improved integration of mobile data collection



Google Latitude + sms / Google Talk

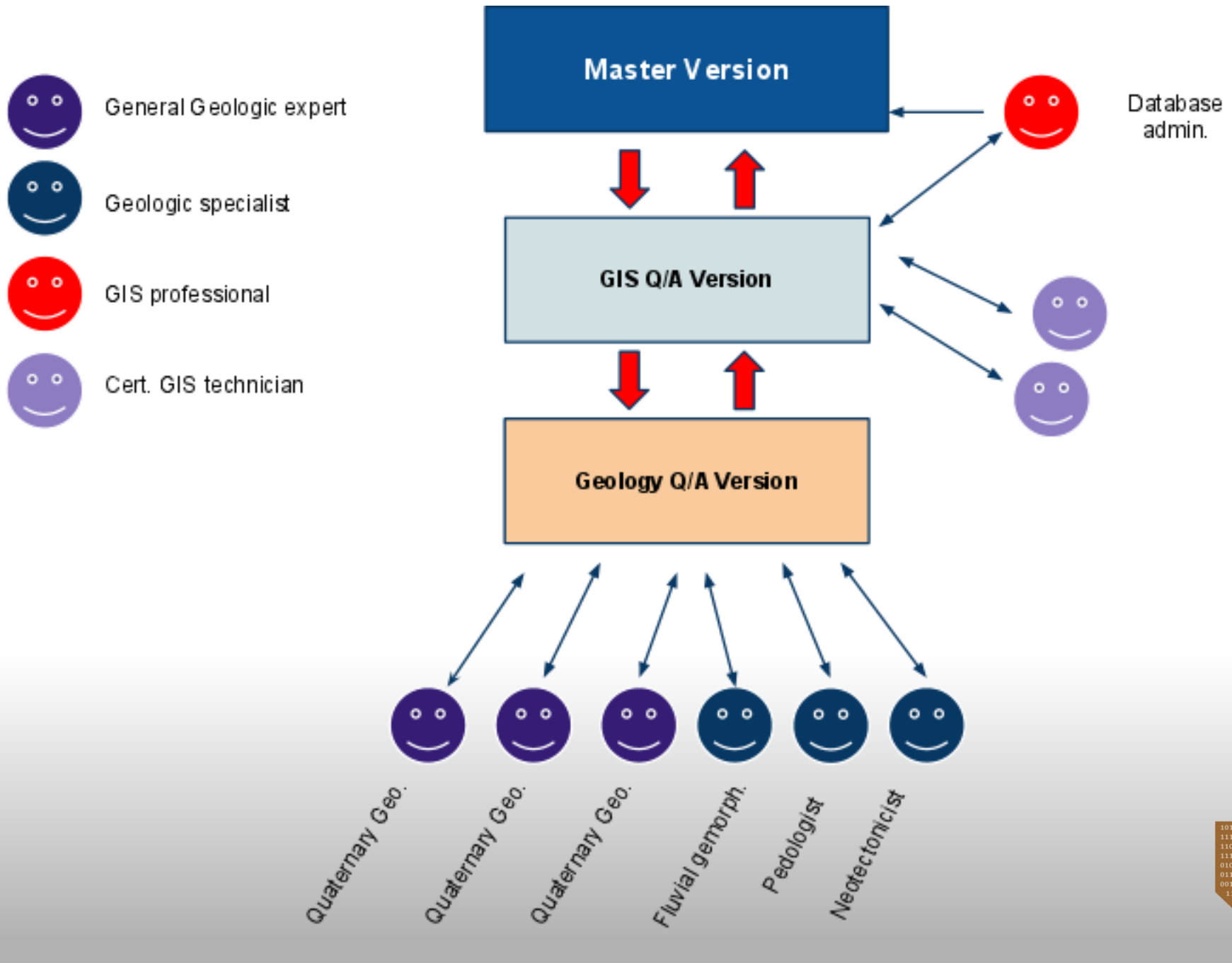


Bing Maps + Twitter App.



*File under: useful, handy, not scary*

# Vetted Peersourcing: The Model for a better map



# Lessons:

- Multi-user databases enable rapid map production
- Peer-sourcing model leverages dispersed skill set and maximizes results
- Existing maps can have big problems
- Image services are essential
- Modern digitizing tools are money well spent
- Static maps are inferior to dynamic maps...Face it.
- The old map model is the old map model
- Many other innovations possible..embrace change.