

# Learning Proper and Ethical Data Classification for Thematic Maps

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# Agenda

Why this Topic

The Process

First Implementation

Results

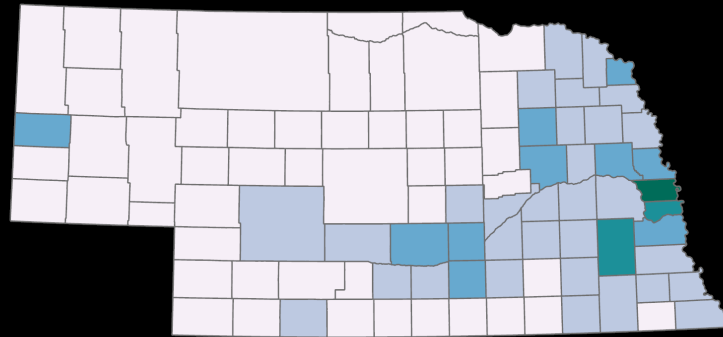
Reflect

Future

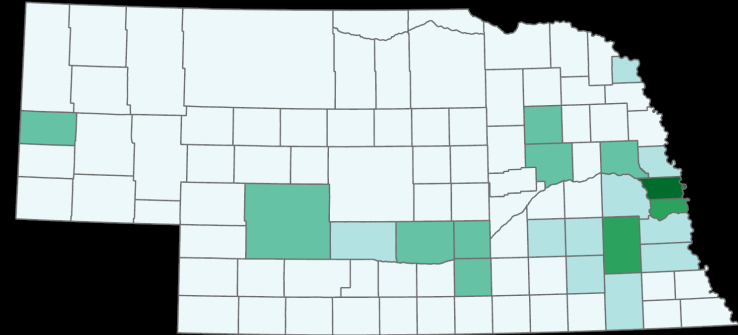
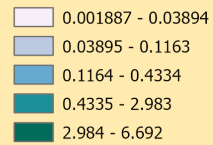


Annie (2021) Buried Treasure Map. <https://playerassist.com/use-buried-treasure-map-minecraft/>

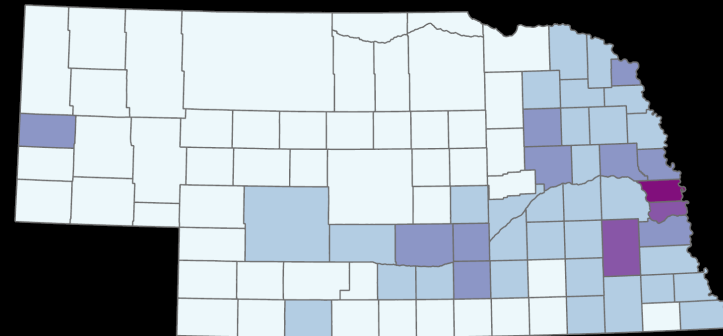
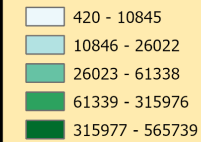
# Why?



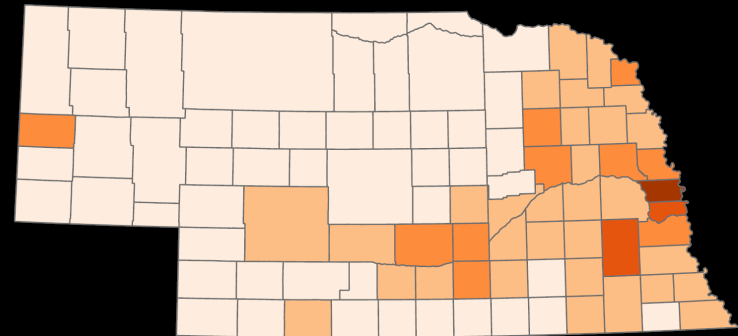
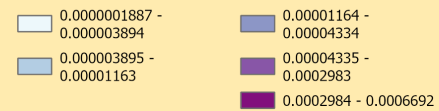
**Population by Hectare**



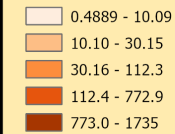
**Population**



**Population per sq Meter**



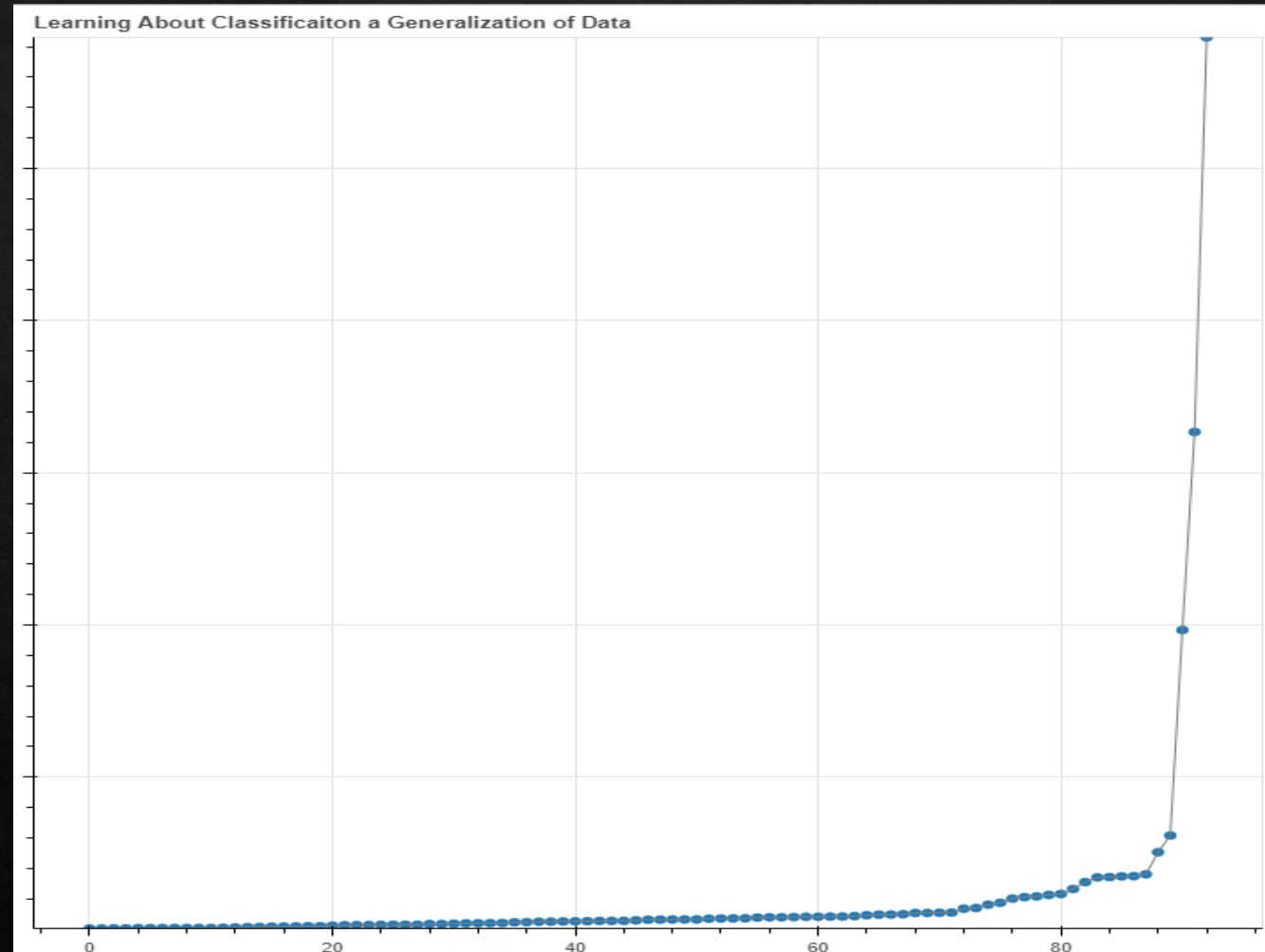
**Population per sq Mile**





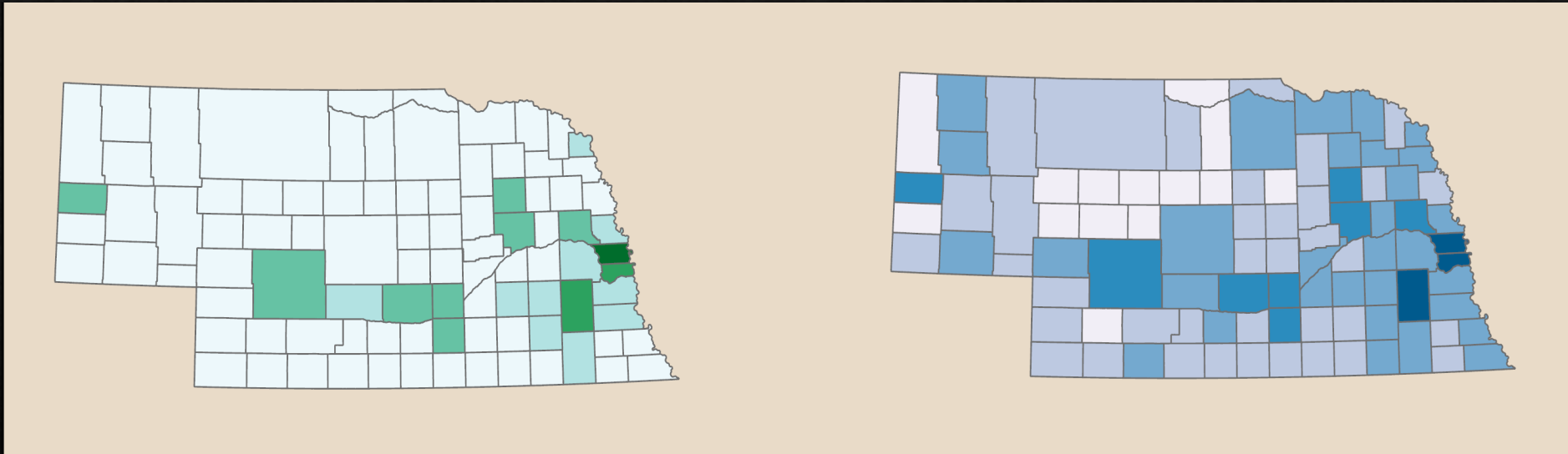
# Nebraska Population Data

- Clearly Natural Breaks ?
  - Pure Maths solution
- Or maybe Geometric Progression?
  - Pure shape of the Data





# Generalization via Classification



# The Process

## ◆ Goals

- ◆ Understand Classification
- ◆ Classification without a Map
- ◆ Challenge the Rules
- ◆ Coding is Helpful

## ◆ Method

- ◆ Engaged Learning Modality
- ◆ Get Away from Mapping Software
- ◆ Data Interaction Action
- ◆ Student Generated Product

# First Implementation



Python/Anaconda

Python 3.7.1

Anaconda 2.2.1



Spyder/Python console

Spyder 5.1.5

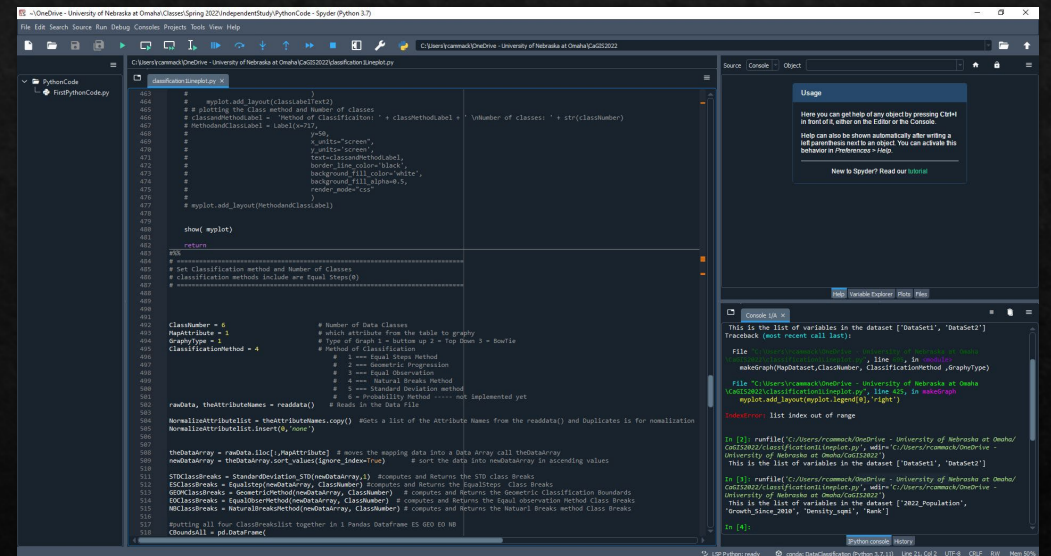
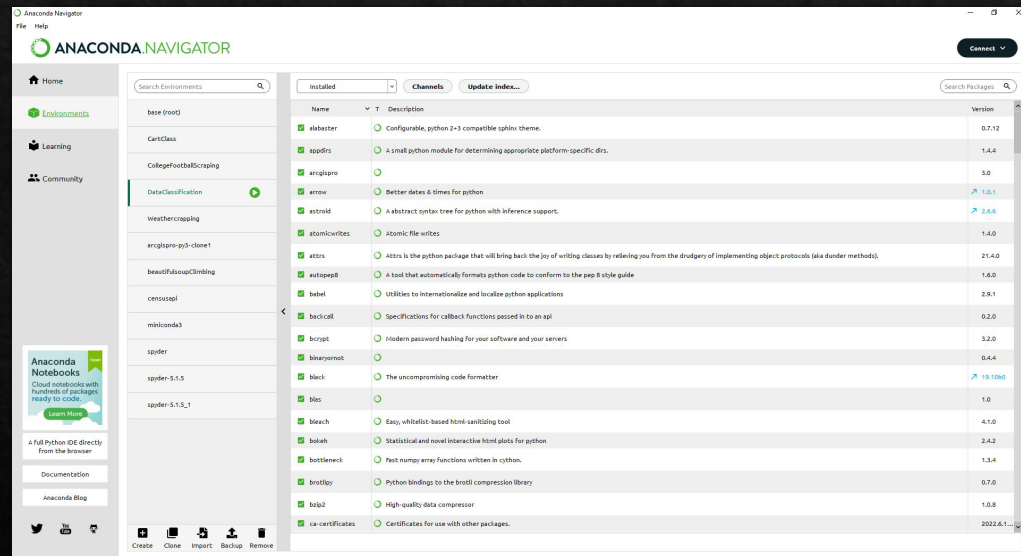


Bokeh

Bokeh 2.4.2



# Anaconda and Spyder

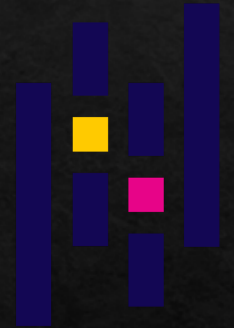


# Implementation Process

- ◇ Build a Python environment
  - ◇ Used Anaconda to handle this environment
  - ◇ Export the environment to other Computers

- ◇ Key Packages used

- ◇ Numpy
- ◇ Pandas\*
- ◇ Jenkspy



Pandas was used ~ not the best solution



# What is Implemented

## Number of Classes

This program will do any number of classes

Next Phase will restricted this to 4 to 12  
classes

## Classification Methods

Equal Steps

Geometric Progression

Equal Observation\*

Standard Deviation

Natural Breaks

Next phase will have a probability  
classification method

## Graph Forms

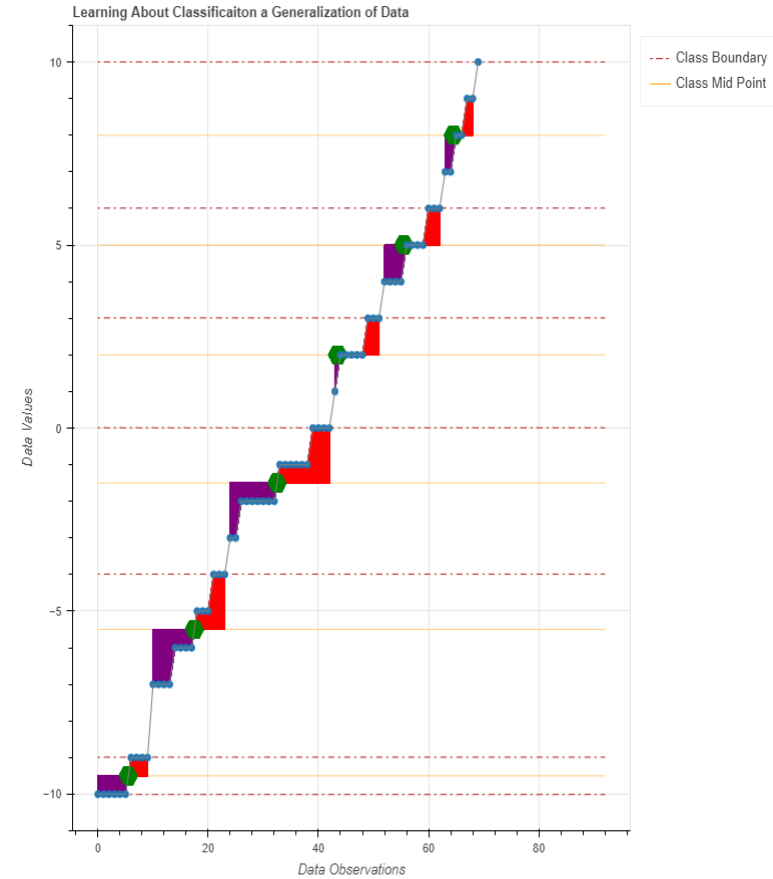
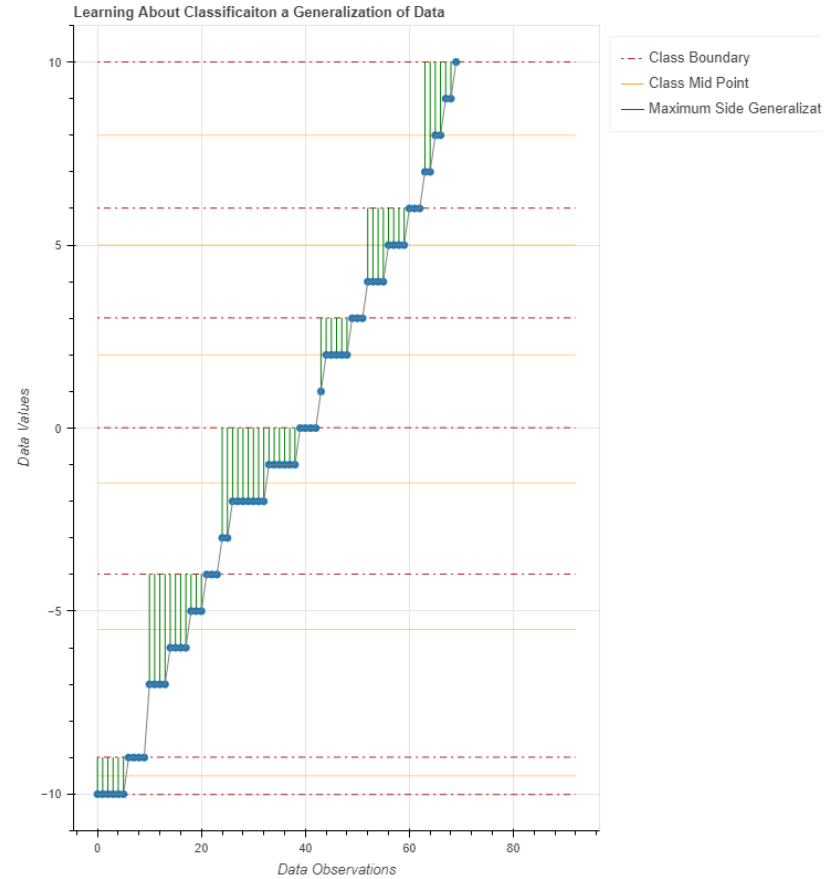
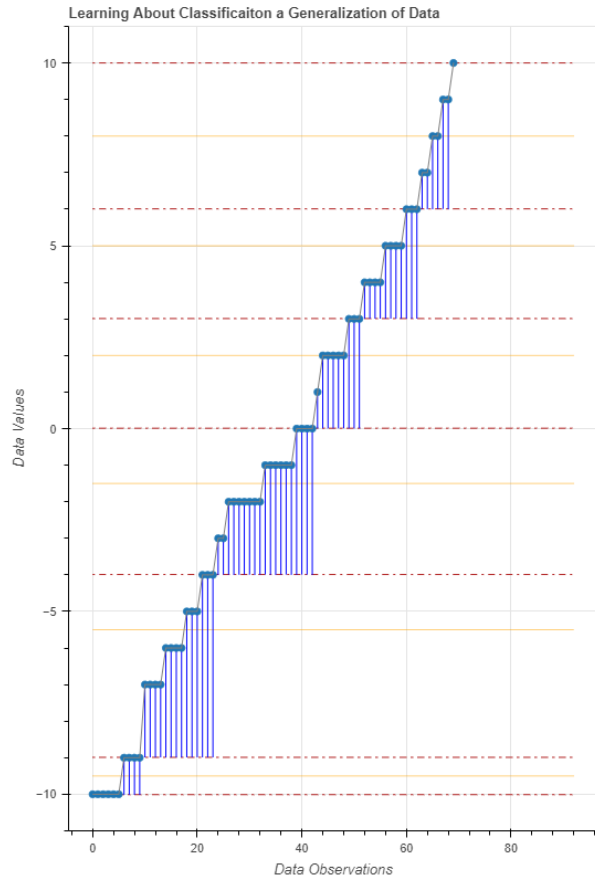
Top Down Graph

Bottom Up Graph

Bowtie Graph



# Graph Form Examples



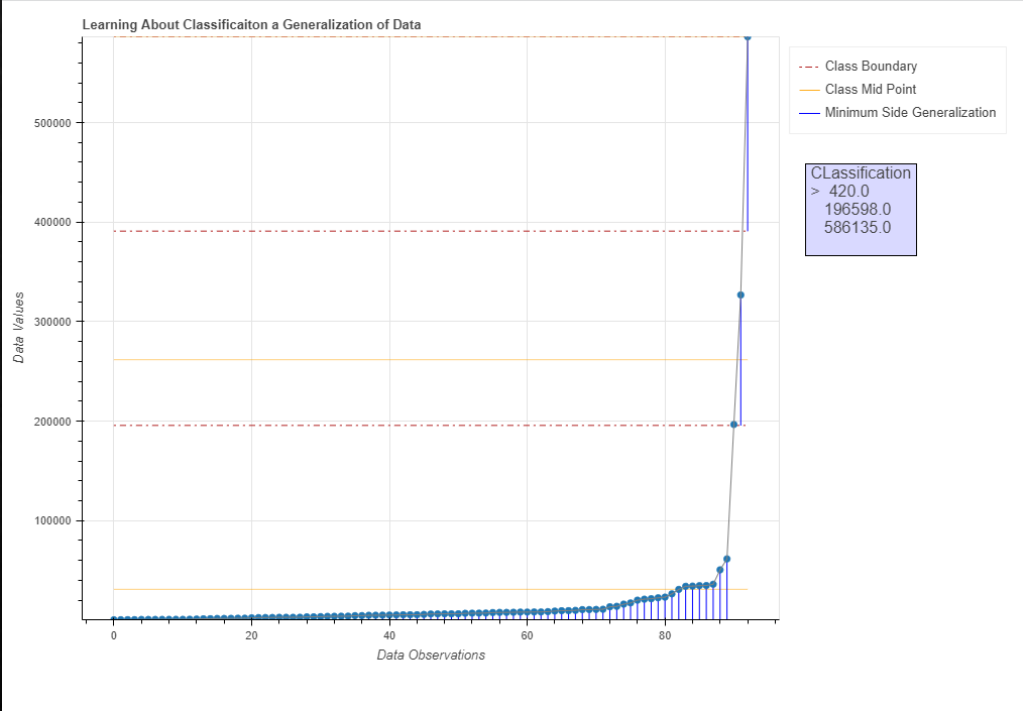
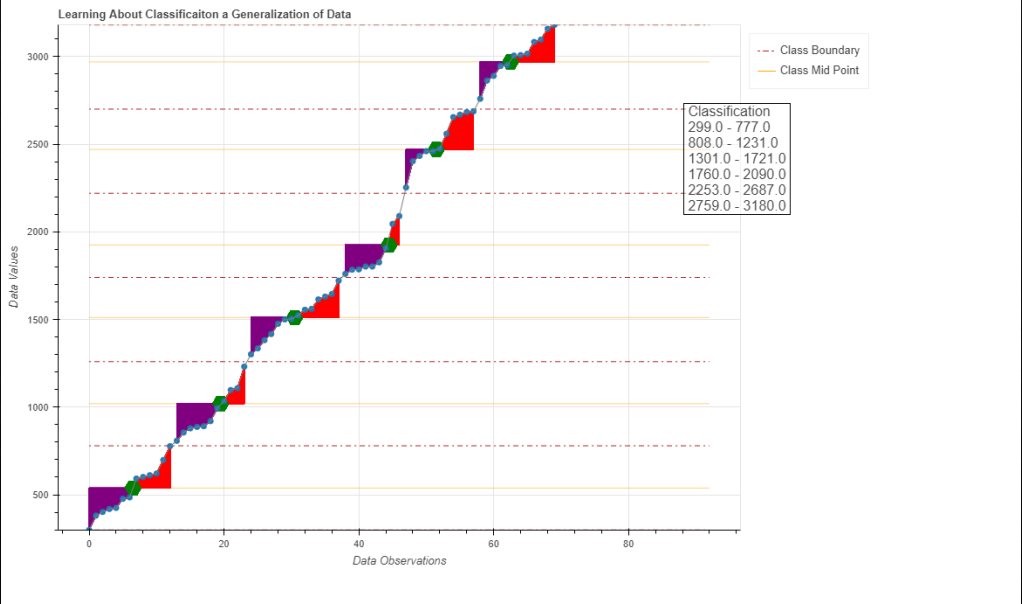
# Student Task

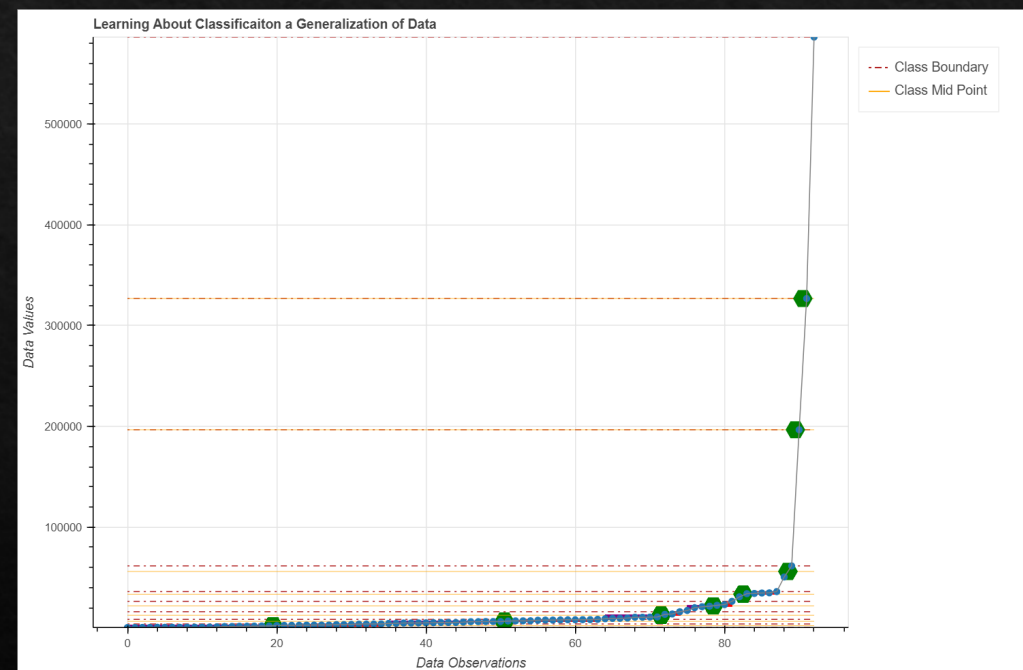
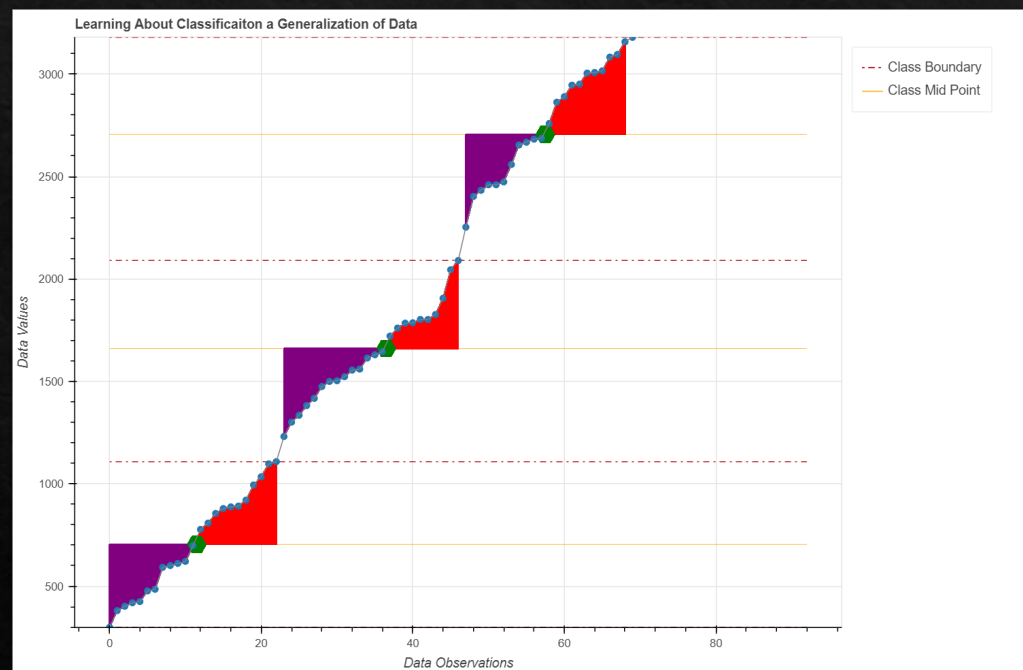
- ◆ Get software, data, Python Environment and Instructions
  - ◆ Distributed by Canvas to the class
- ◆ Setup Python Environment
  - ◆ Terminal task: Conda Create ....
- ◆ Start the new environment
- ◆ Open program
- ◆ Program option
  - ◆ Unlimited if you want
  - ◆ Data used
  - ◆ Number of classes
  - ◆ Method of classification
  - ◆ Graph type
  - ◆ Graph design\*\*\*\*\*

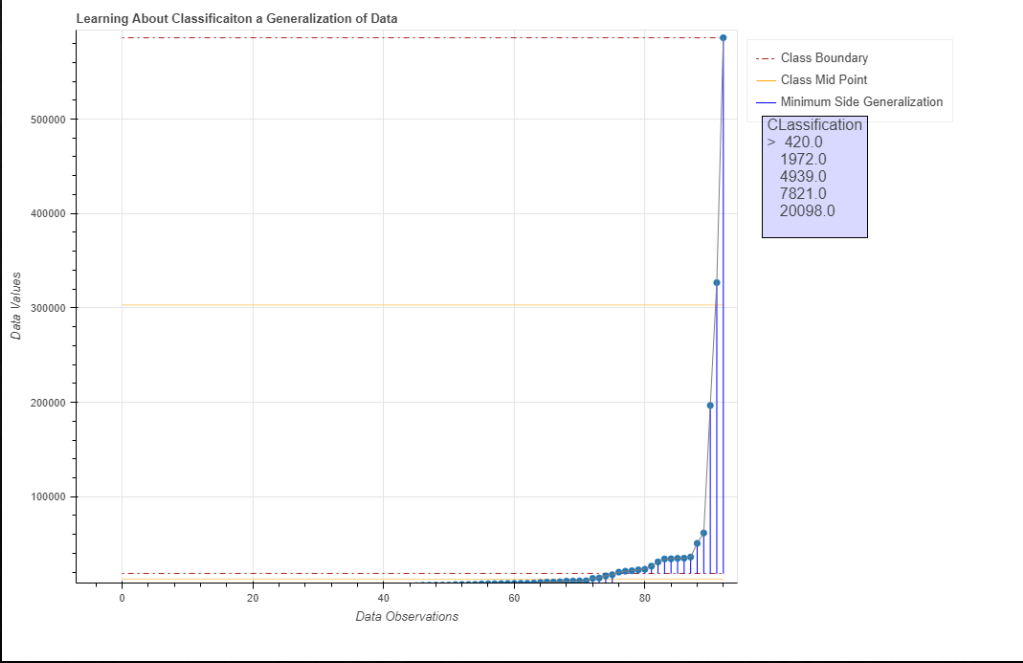
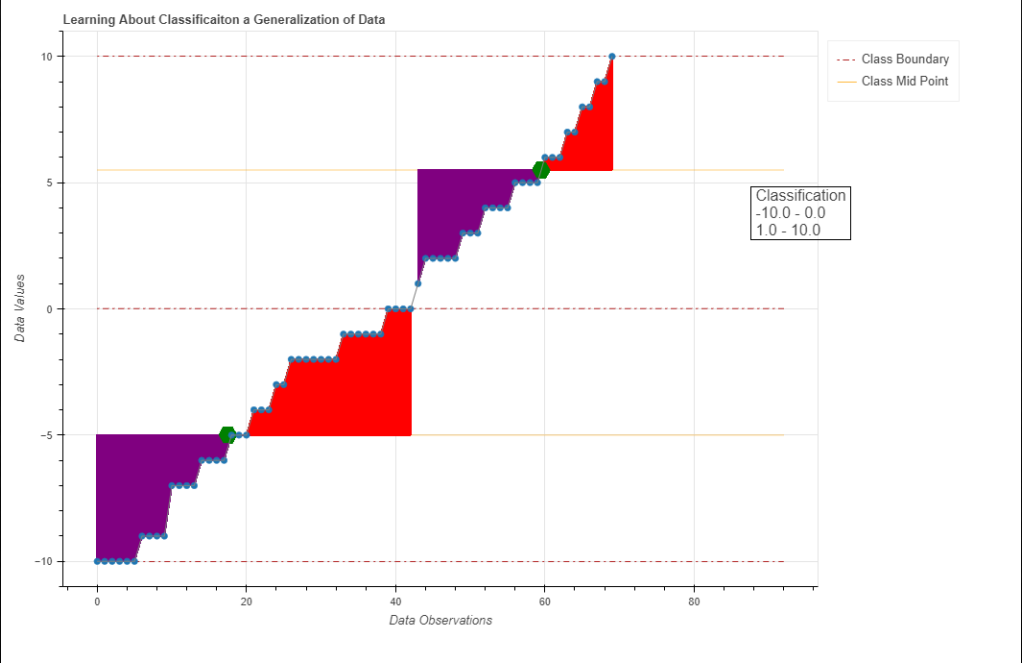
# Results

- ◆ Student had to create the best classification for two dataset and upload their graphs to a canvas assignment.
- ◆ Observation of Students
  - ◆ Looking at the code is scary
  - ◆ Needed all the user inputs in one part of the code.
  - ◆ Having them change the Bokeh graphic was an option but students stayed with my ugly color choices
  - ◆ Students needed more guided interpretation input











# Reflection

- ◇ Streamlining
  - ◇ Setup the whole activity?
  - ◇ Make it less code more UI
- ◇ Educational Efficiency ?
- ◇ Student reflection/critique (B. Plewe's idea)

# Future

- ◇ Next Semester
  - ◇ Work on streamlining it.
    - ◇ Better organized code
    - ◇ Move to full Bokeh UI
  - ◇ Fix code
    - ◇ Work on Equal Observation algorithm
    - ◇ Implement Probability classification
    - ◇ Add error trapping / stop using Pandas
  - ◇ New Graph Types?
- ◇ Add Guided Learning
  - ◇ Get the classic rules on screen
- ◇ Critiques by Students
  - ◇ Written
  - ◇ Verbal



# AUTOCARTO 2022

Thank you all for attending