

Review Form Response

Review FOSS4G Academic Track Submission

This form is for reviewing a FOSS4G Academic Track Submission.

Remarks to the editors *

If the focus of the paper is on display, with a comparison with WMS tiling, it seems that the rendering is used also for data editing. This could be discussed a bit more in the paper.

Remarks to the author

Vector Pyramids: A Multi-scale vector rendering and processing algorithm

The problematic of vector rendering efficiency, coherence in displaying whilst zooming in for specific layer is well introduced and the solution is appealing.

The paper is well organised and globally well written for a topic of great interest for FOSS4G. Nonetheless the example chosen or what is shown doesn't illustrate fully the principle and could be improved in the choice of the figures. Maybe a simple real zooming (level2), as if it was snapshot of the screen of the computer for the figure 5 will also ease the understanding.

About the example dataset 1 the question comes to discuss the preprocessing time and their could be also discussed in the conclusion for future work on how to encode the multi-scale vector pyramid in a standard way say in the GML for example.

If some comparison with tiling techniques for WMS are given it important to notice that vector pyramid appears not just as a display technique and can be used with WFS and desktop data editing.

Recommendation *

- Strong Accept and recommendation for inclusion in Transactions in GIS
- Strong Accept
- Weak Accept
- Reject

Close

* Denotes required field

