Language, Cultural Influences and Intelligence in Historical Gazetteers of the Great War @munin_project

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LODLAM

http://rdf.muninn-project.org/ww1/2b460

Reference URI

"Any data related to the Great War"

- owl:sameAs's It.
- owl:differentFrom It.
- skos:exactMatch lt.
- skos:closeMatch lt.
- skos:broadMatch It.
- subClass it, etc...

Problem definition

Previously reported Missing, now for official purposes presumed to have DIED in the attack on Vimy Ridge, April 9th, 1917.

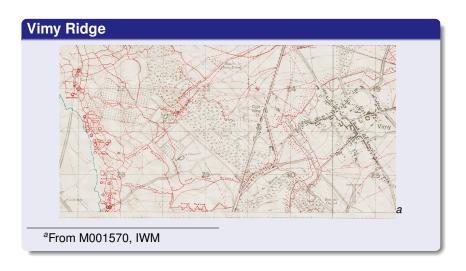
11. LOCATION OF UNIT AT TIME OF CASUALTY

VIMY RIDGE OPERATIONS. 87th Bn.attacking from positions in S.20.B.to objective in S.22.a. Sheet 36c.S.W.

Figure: Circumstances of death of John Aaron



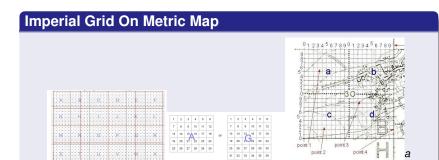
Figure: Vimy (Ridge) on Google



Missing Soldiers



Figure: Jumping off position at Squares 36C.S.20.b (left) and objective square 36C.S.22.a (right).

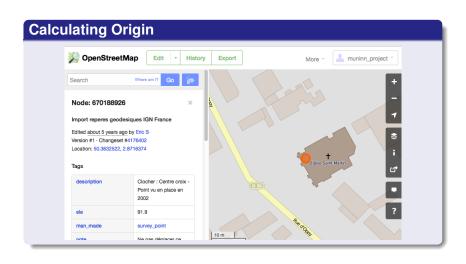


 $\substack{\textbf{a}\\\textbf{http://www.westernfrontassociation.com/attachments/590_How\$20to\$20read\$20read\$20read\$20renchmap-rev5.pdf}$

New Projections



^a?????, IWM



Where does the Belgian grid start?

- Supposed to start at the Uccle Observatory in Brussels, which moved.
- 50°25′0.0006", 4°22′12.6978" ([4]), or 51°10′06.895", 4°22′05.89" ([3]), 50°24, 4°22′5.89" (NGI, [2]).
- 50°23′57.2418", 4°22′10.0518" after exhaustive search, thank you to Bill Frost and Pierre Voet.

Make it useful

- Create an API; ideal integration point between systems.
- Small app for human beings.

Converter (Human Readable)

(Still Experimental - Not working on IE.)

Great War British Trench Map Coordinates Converter



La Capelle, France, Vimy Ridge, France, Passendale, Belgium Enter the coordinate string using dots to separate the elements (eg: 57c.I.11.d.5.6):

36C.S.22.a Submit Query

The centroid of grid location 36C.S.22.a is at 50.3773, 2.7733.



http://rdf.muninn-project.org/ TrenchCoordinates.html

Very Old Data is still useful.

36c.S.18.d.2.5 Submit Query

The centroid of grid location 36c.S.18.d.2.5 is at 50.3821, 2.8037.



Very realistic simulation



Print your own battlefield

Print your own Battlefield

posted by ___ m4farrel on ___ Fri, 03/27/2015 - 11:11

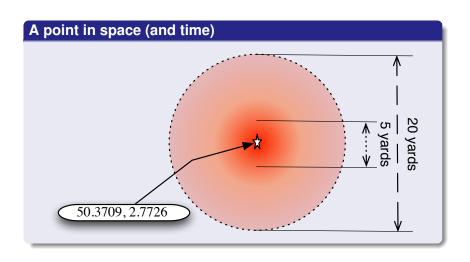
The Muninn Project aims to programmatically recreate scenes of historical events using <u>Linked Open Data</u> – and with the ever-increasing availability of high-quality 3D printers, we are motivated to 3D-print these scenes. In this particular post, we will talk about how to 3D-print a battlefield: the trenches of Vimy Ridge. We believe that 3D-printed models of battlefields, such as the trenches of Vimy Ridge, could be quite useful to archeologists & other individuals studying past historical events, namely the <u>Battle of Vimy Ridge</u>. We will discuss how to retrieve 90m-resolution elevation data inside a bounding box from the Shuttle Radar Topography Mission (SRTM), how to scale & project it with



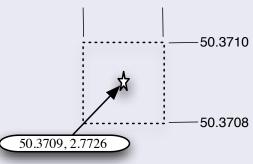
the <u>Geospatial Data Abstraction Library (GDAL)</u> and also how to convert it to an <u>STL file</u> that can be 3D-printed; we will also discuss how to retrieve lists of trench coordinates from the Muninn Project's <u>SPARQL server</u>, and how to extrude trenches on our model of Vimy Ridge before 3D-printing it. Lastly, we will discuss issues regarding the size & resolution of our model of Vimy Ridge and suggest how we might improve the quality of our model in the future. Thanks to Lawrence Willett for letting us use his 3D printer.

In order to 3D-print a battlefield, we first need to determine its bounding box. Currently, the Mininn Project's SPARQL server provides lists of trench coordinates for Vimy Ridge contained in (2,70251452076299, 50.0220454661, 2,75071474125388, 50.0722188449797). We chose to 3D-print a model of the trenches of Vimy Ridge that lie inside of this bounding box.

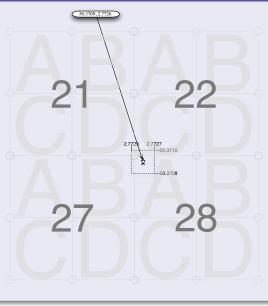
After determining the bounding box for our battlefield, we need to retrieve the elevation data inside of it. We've built software - written in a modern descendant of Scheme known as <u>Racket</u> - that allows us a retrieve raster images of elevation data inside of bounding boxes. Our software also allows us to <u>UTM-protect</u> and scale our raster images to 1m resolution, necessary in order for us to extrude trenches on a 3D-printable model of our battlefield; we use GDAL behind the scenes. Here is a projected & scaled raster image of elevation data for our model of the trenche of Vimy Ridge:



A point in space (and time) 2.7725 2.7727



A point in space (and time)



German Systems (#2 out of 20!)



Vimy Ridge



Figure: IWM, M_001582

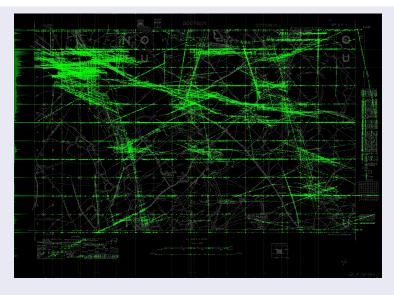
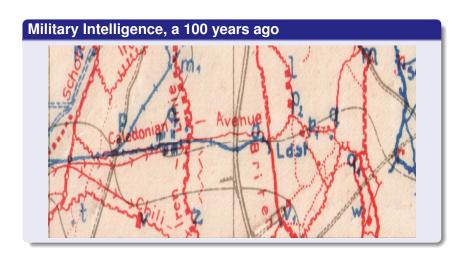


Figure: Probabilistic Hough Transform

German Systems (#2 out of 20!)



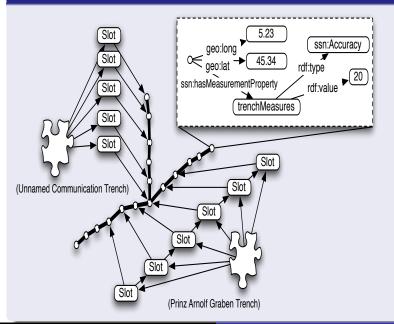




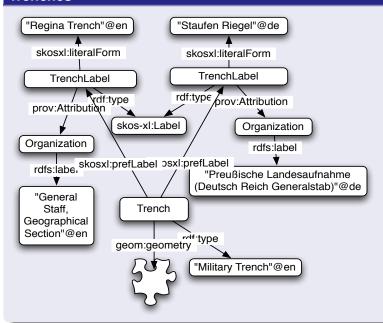
Regina



Trenches



Trenches



Kenora



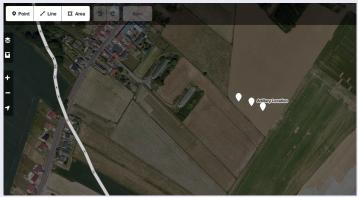
Great War Trenches Overlays



Moeuvres, France

http://www.openhistoricalmap.org/?lat=50.16668&lon=3.053815&zoom=16&layers=H

Great War Artillery Locations



Inchy-En-Artois, France

http://www.openhistoricalmap.org/?lat=50.17405&lon=3.05191&zoom=16&layers=H

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