

DATA QUALITY DATA TYPE	DATA QUALITY			COMPLETENESS	LINEAGE
	POSITIONAL ACCURACY	ATTRIBUTE ACCURACY	LOGICAL CONSISTENCY		
DISCRETE points and lines	<i>size</i>	<i>value</i>	<i>value</i> redundancy by overprinting slivers by solid fill	Mapping technique density traces	Mapping technique Minimum Bounding Rectangles (reliability diagrams) Marginalia source of data scale / resolution date geometry
	<i>shape</i> (error ellipses) (epsilon bands)	<i>color saturation</i> (feature code checks)	<i>shape</i> (topological cleaning)	Marginalia generalization algorithm snapping tolerance buffer size	
CATEGORICAL Aggregation and Overlay (tessellation, tiling, areal coverages)	<i>texture</i>	<i>color mixing</i>	lack error models	Mapping technique missing values logical adjacency surface	
	<i>value</i> (certainty of boundary location)	(attribute code checks) (topographic classifier)		Mapping technique missing values misclassification matrix	
Partitioning and Enumeration (metric class breaks)	not meaningful	<i>size = height</i> <i>value</i> (blanket of error)	<i>size = height</i> (maximum likelihood prism maps)	Marginalia classing scheme OAI,TAI	
CONTINUOUS Interpolation (surfaces and volumes)	no clear distinction between the two <i>value</i> <i>color saturation</i> continuous tone vignettes continuous tone isopleths		<i>size = line weight</i> <i>color</i> <i>shape = compactness</i> (TIN links)	not possible by definition Mapping Technique surface of search attenuation Marginalia interpolation algorithm	

