

# Bouldering route complexity

CSSS 2023

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# MoonBoard bouldering



Standardised bouldering wall, 3 different types



Sold around the world



3,500 USD – 16,000 USD



Allows users to set and share routes around the world



18x11, Unlimited training possibilities



# Bouldering route example



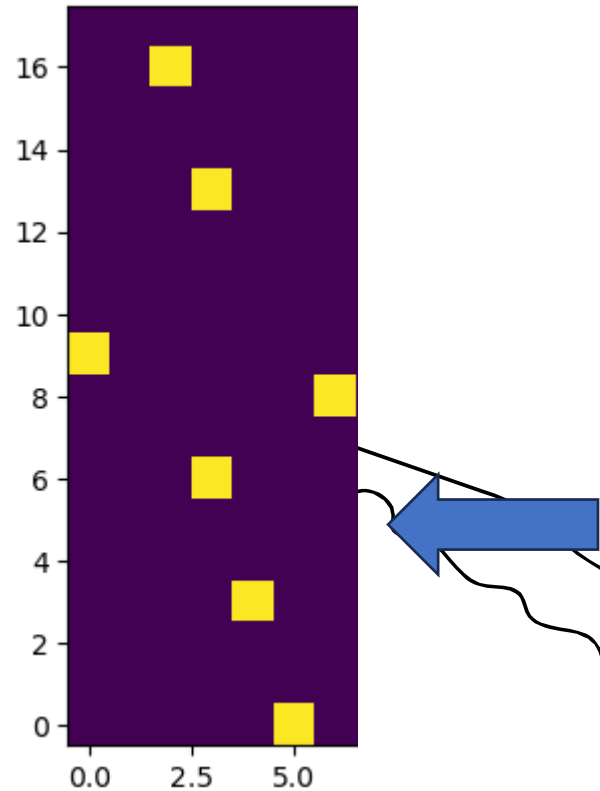
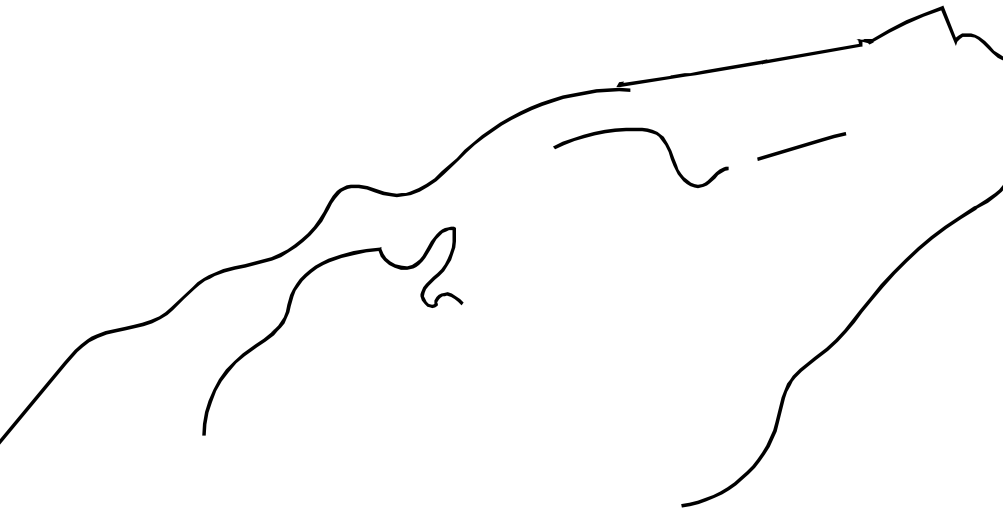
Mobile app: open access climbing routes



Example project: Tall Poppy  
(<https://moonboard.com/Problems/View/367894/tall-poppy>)



Grade: 6C+



# Descriptive statistics on routes and users



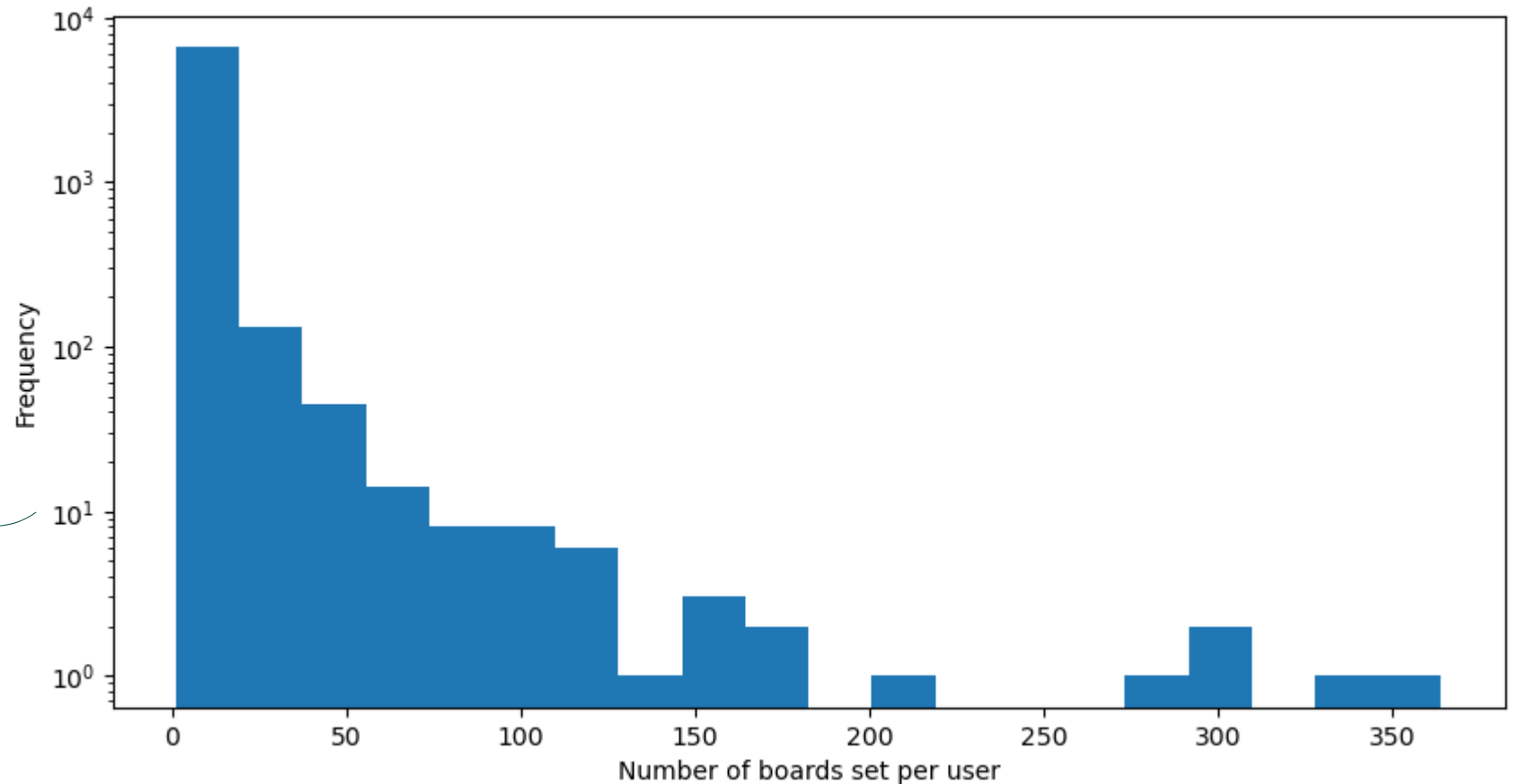
30,642 routes



6,815 setters



19 users set more than 100 routes each

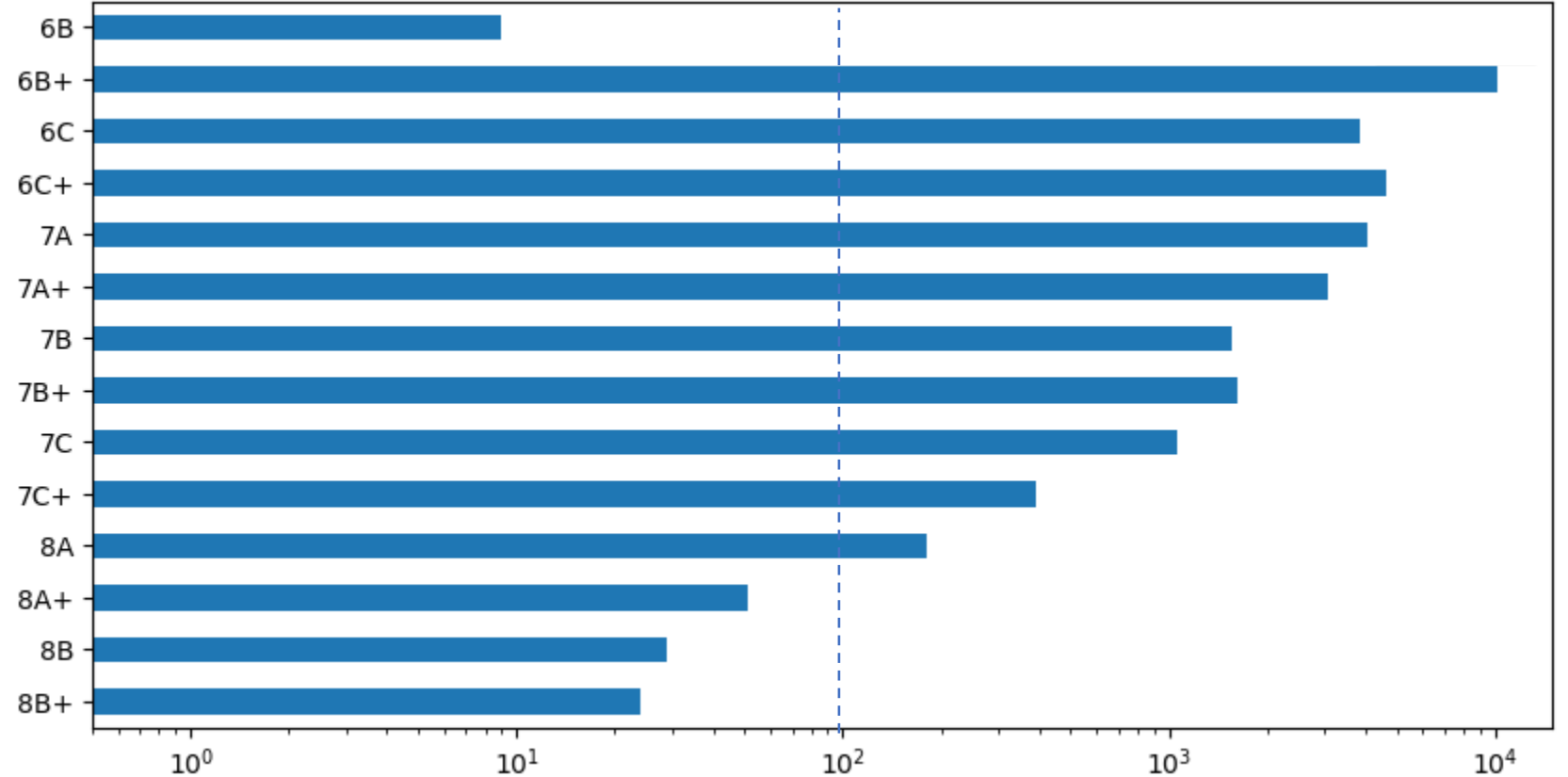


# Descriptive statistics on routes and grades



## Grading from 6B to 8B+

Climbing: French	UK	Austr.	UIAA	North America	Bouldering: Hueco
6b		20	VII	5.10c	V1
6b+	E3 5c	21	VII+	5.10d	
6c		21/22	VII+/VIII-	5.11a	V2
6c+	E4 6a	22	VIII-	5.11b	V3
7a		23	VIII	5.11c/d	
7a+	E5 6b	24	VIII/VIII+	5.12a	V4
7b		25	VIII+	5.12b	V5
7b+	E6 6b	26	IX-	5.12c	V6
7c		27	IX	5.12d	
7c+		28	IX/IX+	5.13a	V7
8a	E7 6c	29	IX+	5.13b	V8
8a+		30	X-	5.13c	
8b	E8 7a	31	x	5.13d	V9
8b+		32	X/X+	5.14a	V10



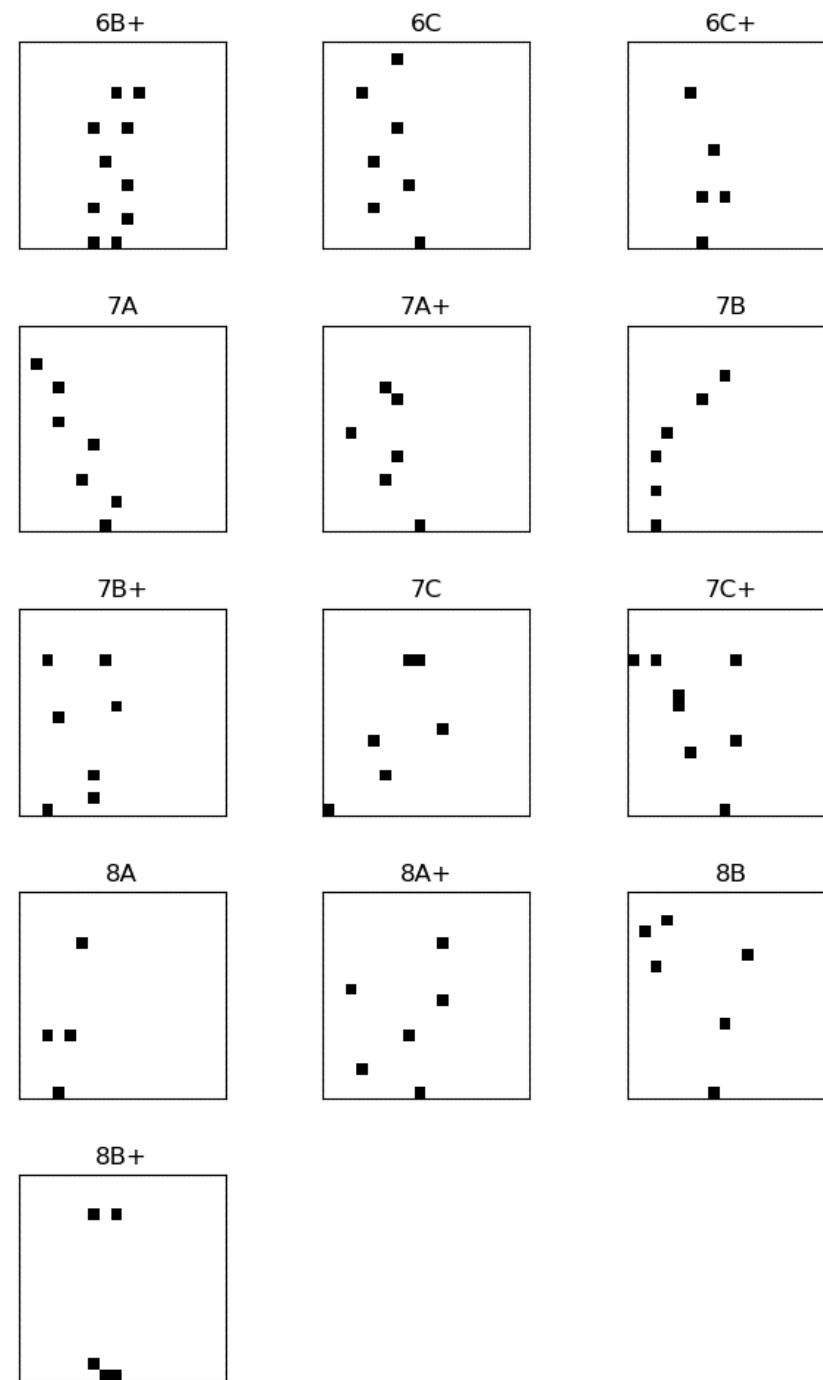
# Examples of routes of different difficulty level



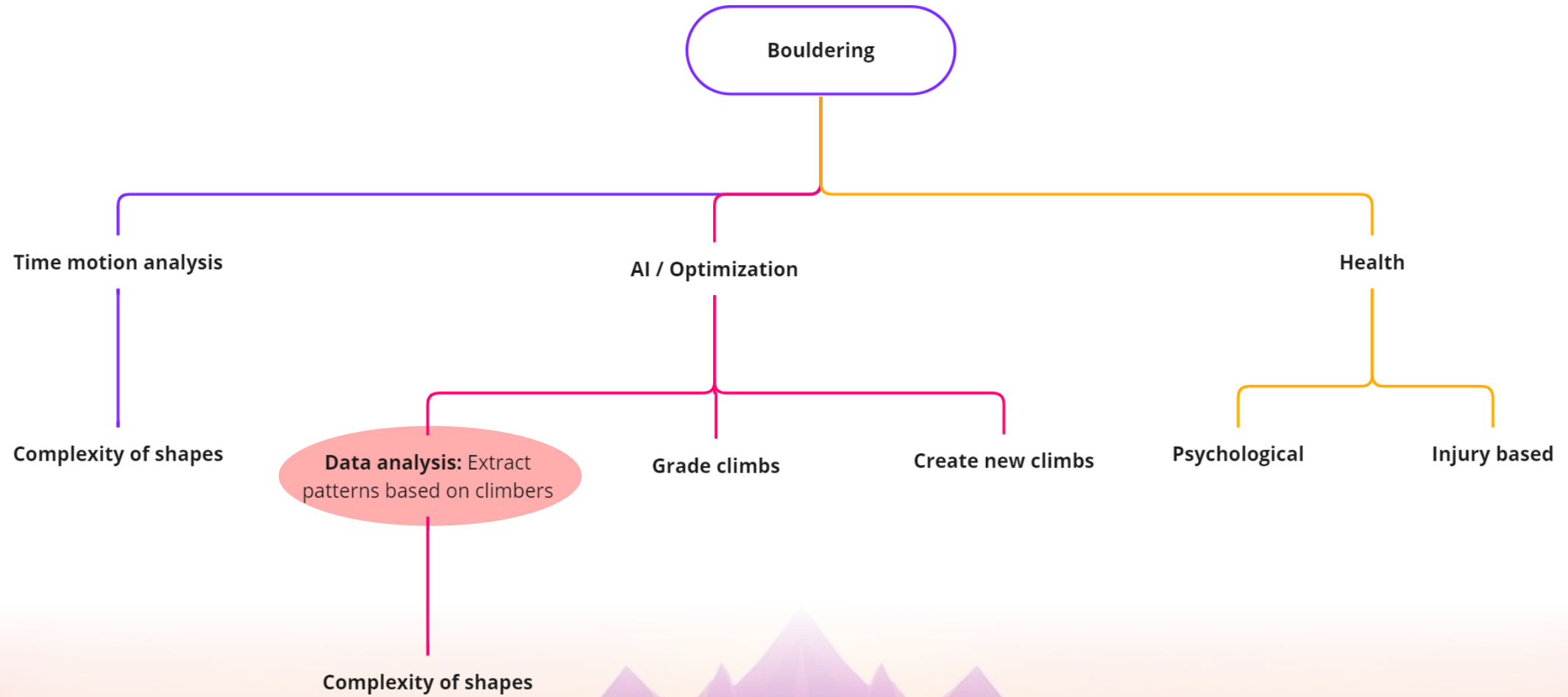
Hypothesis: Routes get more complex over time

Solution: 2 new algorithm

Based on triangles

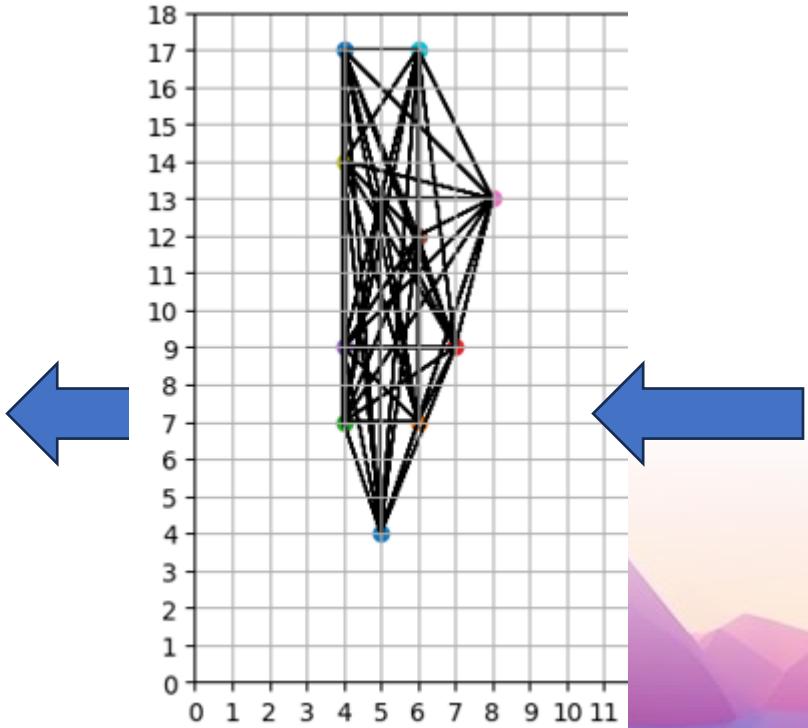
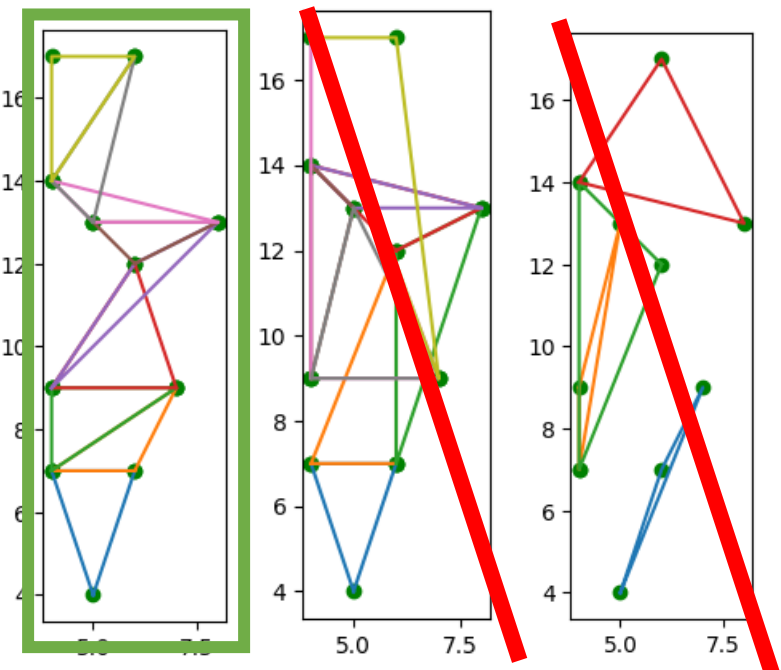


# Literature Review



# Climb Complexity: The Human Factor in Shaping Climbing Routes

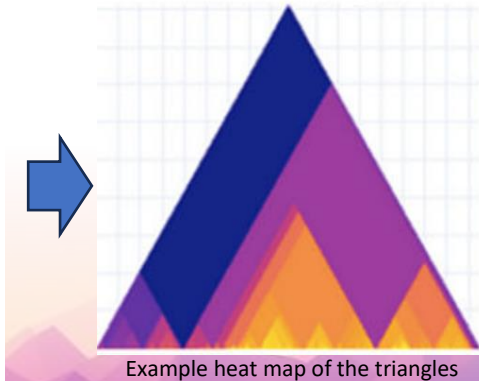
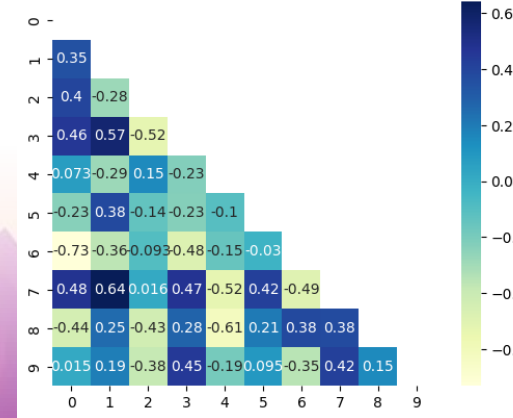
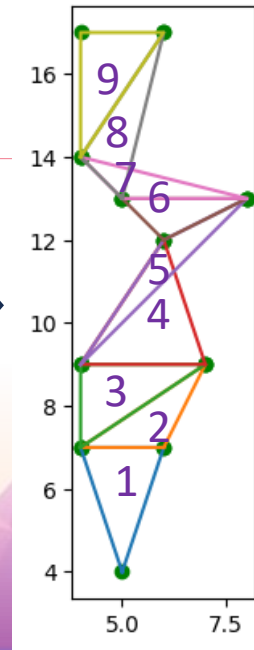
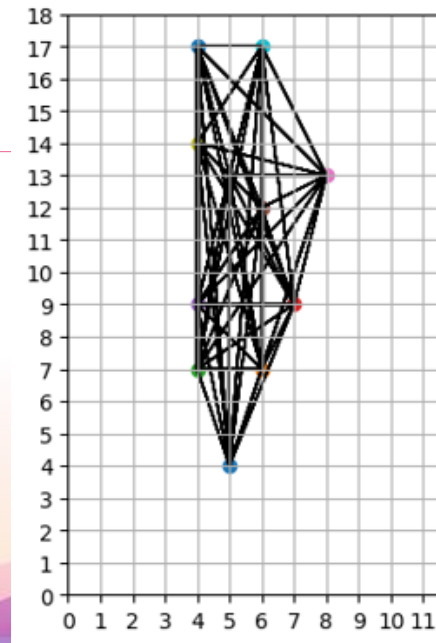
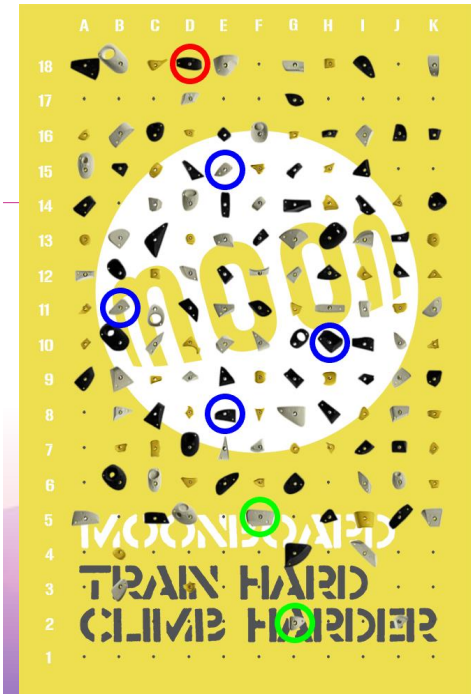
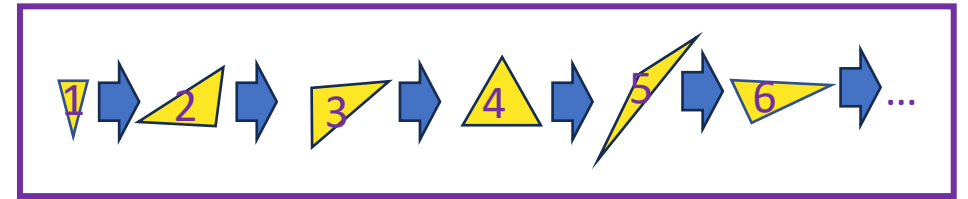
- Create all the possible triangles
- Next move: min distance to next centroid
- At least one common edge





# Shapes on the Wall: The Art and Science of Climbing Route Setting

- Different individuals apply their unique perspectives and inventive strategies
- Visual complexity vs the physical complexity

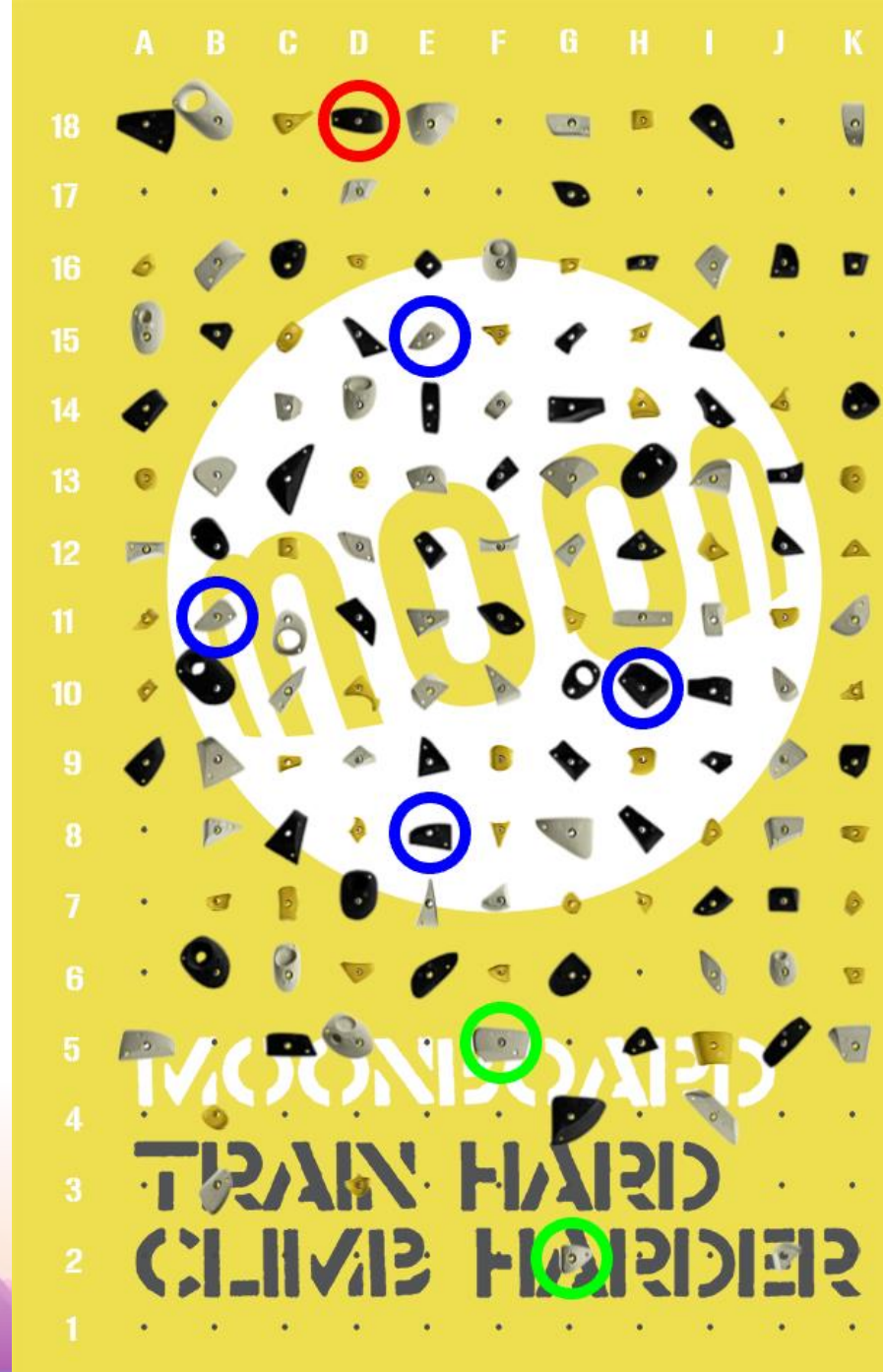
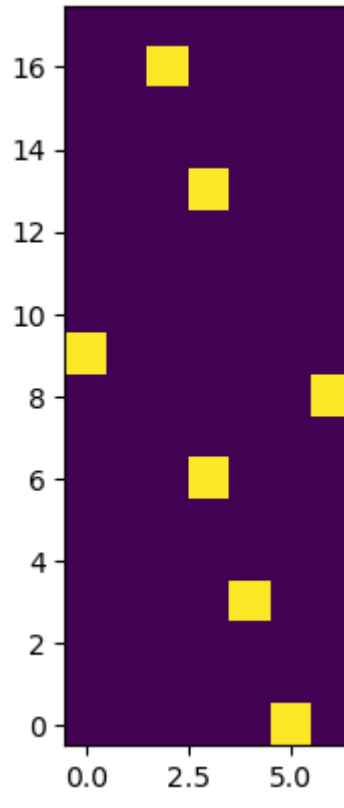
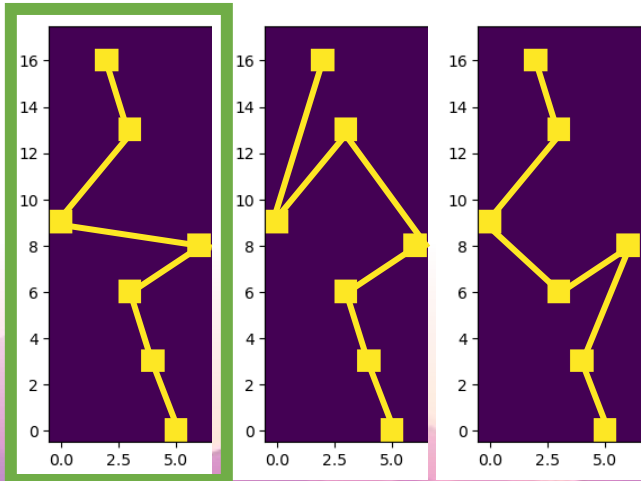


# Bouldering route

Example project: Tall Poppy  
(<https://moonboard.com/Problems/View/367894/tall-poppy>)

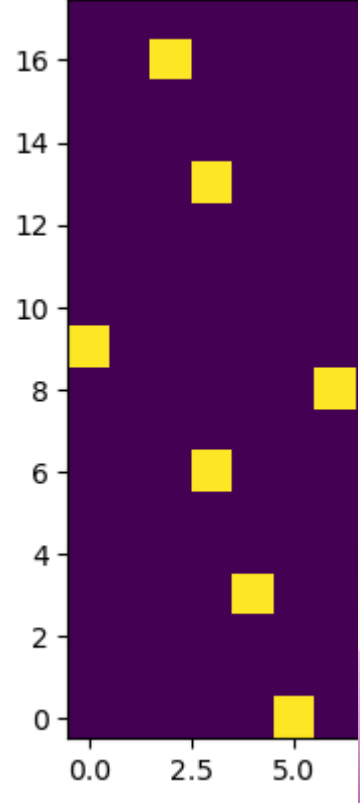
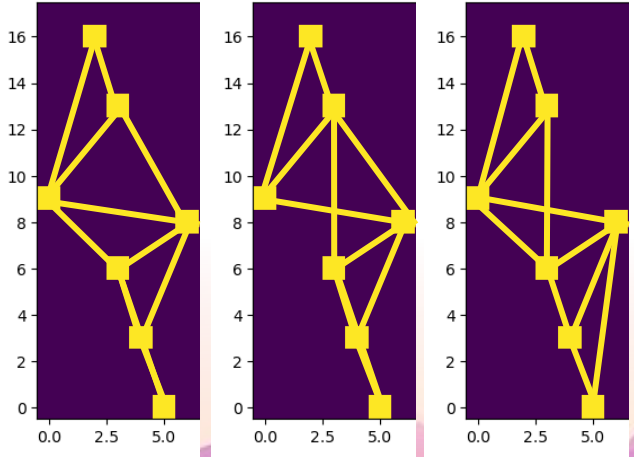
Grade: 6C+

- We infer the route by choosing the shortest distance from start to finish, and allow for variations



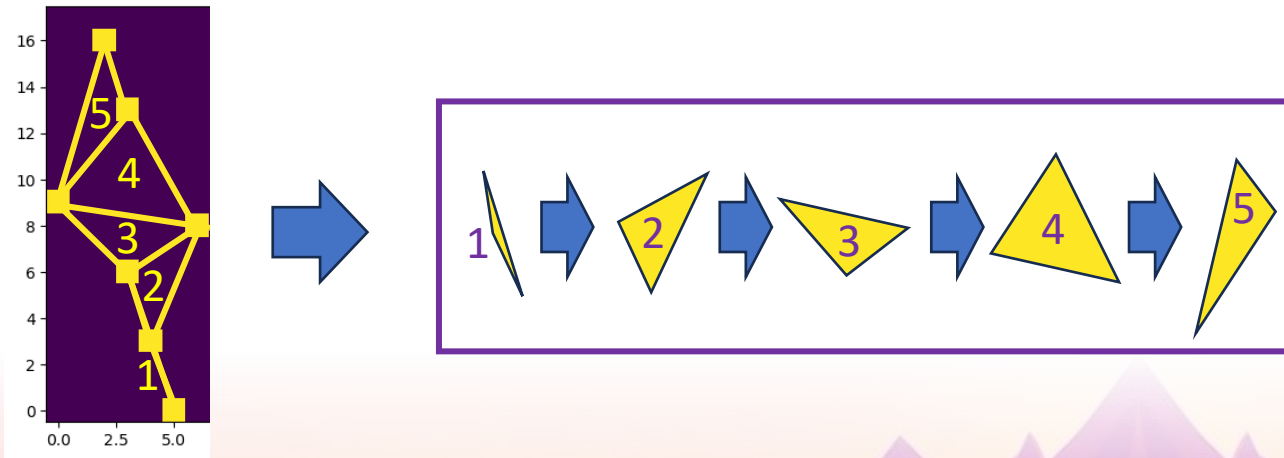
# Bouldering route

- Assumption: People climb in 'triangles'
- We extract all triangles per route



# What do we want to measure?

- Creativity of routes
- Proxy:
  - What triangles are used by different route setters and grades?
  - How triangles follow one another?



# Most used shapes per grade

6B

6B+

6C

6C+

7A

7A+

7B

7B+

7C

7C+

8A

8A+

8B

8B+

Most used

10<sup>th</sup> most used



# Most used shapes for setters with 100+ routes

86a697a1-dacb-46fe-8213-d5912ed3a9a5



6835C519-FE2B-4C35-B612-9784F6247CAB



2ebf2389-10b9-48ae-98a4-7160f77da75c



99C968FD-B01D-4706-9047-862A0DFA4707



B37070A5-3056-489F-AD85-11F68BC3F8B7



BC1EB6AE-3997-41B0-B6FB-0A6CAC8C3F1D



89DE783A-B74A-4B4C-B981-83075AFFAE48



B79DAA45-9A8F-4EF6-8704-091A136D293A



fa2d6af2-084a-477b-a12c-51a99be0777e



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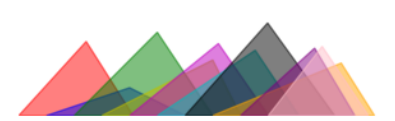
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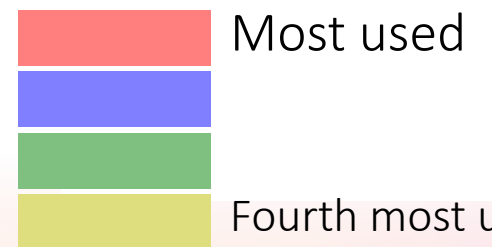
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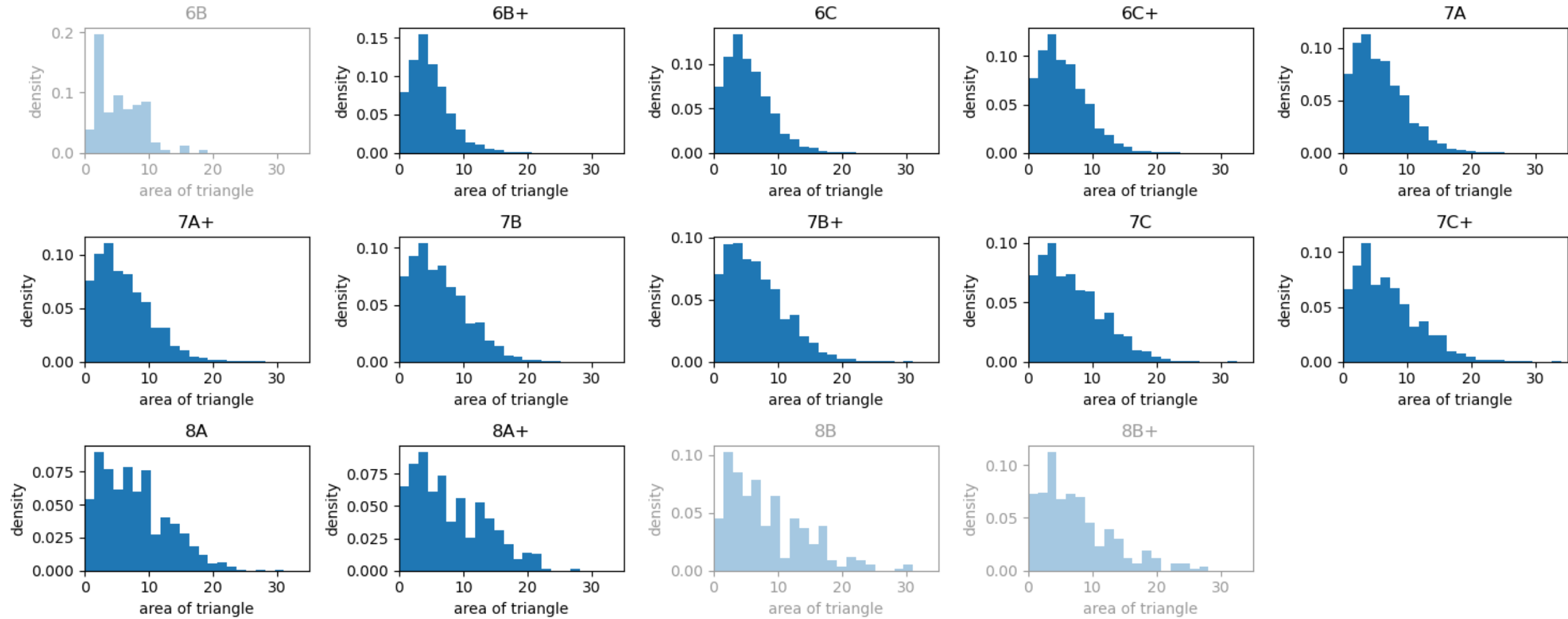
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5E36A1D2-7544-451C-8FAD-BAED484CD5AE



# Area distribution of 1,700 triangles



# Network of triangles

Full network

● Used more often

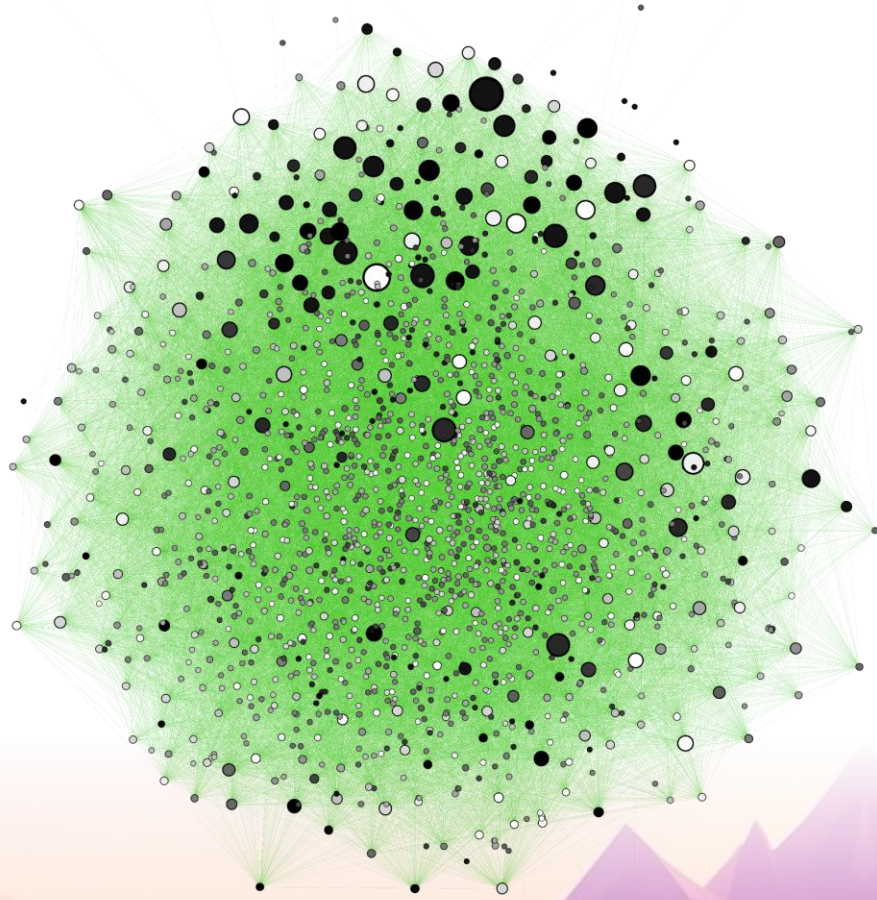
● Used less often

Most used in  
difficulty level

● 6B

● 7B

○ 8B+

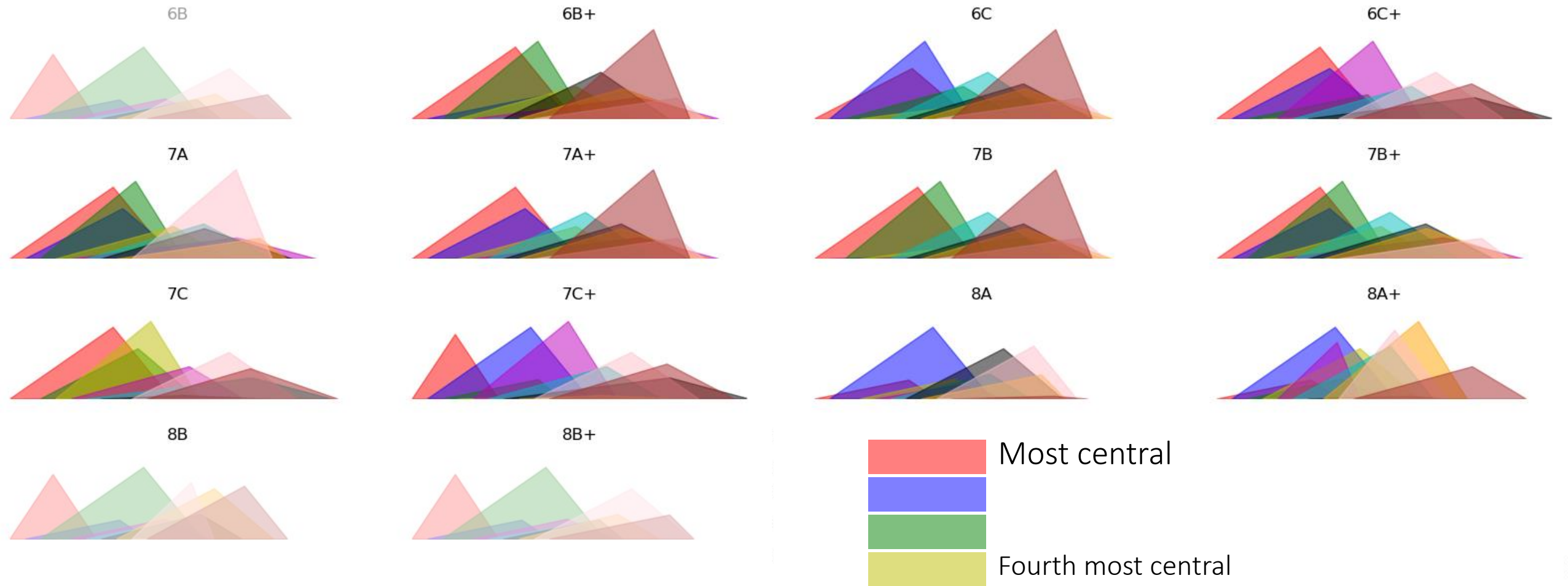


Backbone



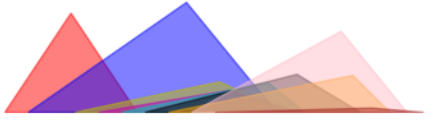


# Highest eigenvalue central shapes per grade



# Highest eigenvalue central shapes per setter

86a697a1-dacb-46fe-8213-d5912ed3a9a5



6835C519-FE2B-4C35-B612-9784F6247CAB



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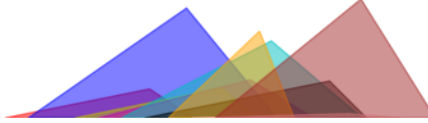
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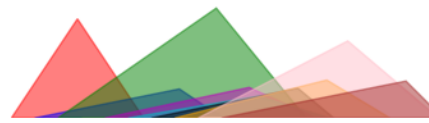
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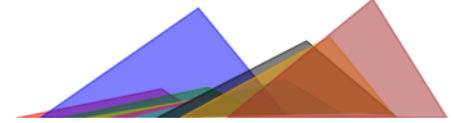
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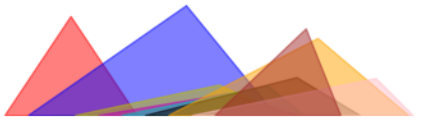
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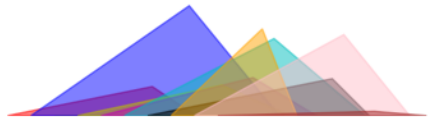
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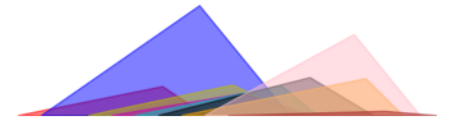
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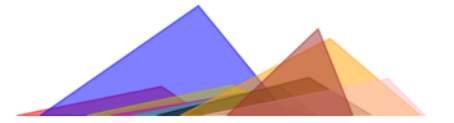
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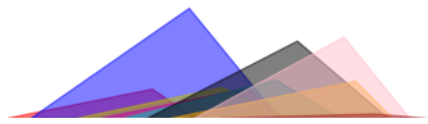
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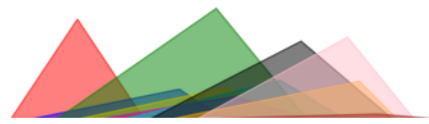
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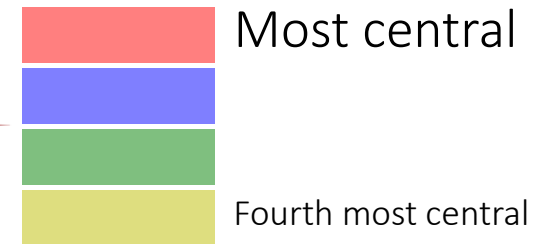
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5E36A1D2-7544-451C-8FAD-BAED484CD5AE



# Next steps after the summer school

- Refine research question
  - How can we best understand the creative style of individual route setters?
  - Can we classify routes or route setters into different creative classes?
- Possibly iterate feedback with SFI faculty
- Draft paper



Thank you!

Any  
questions?

