

#### Scaling data access in Visual Weather

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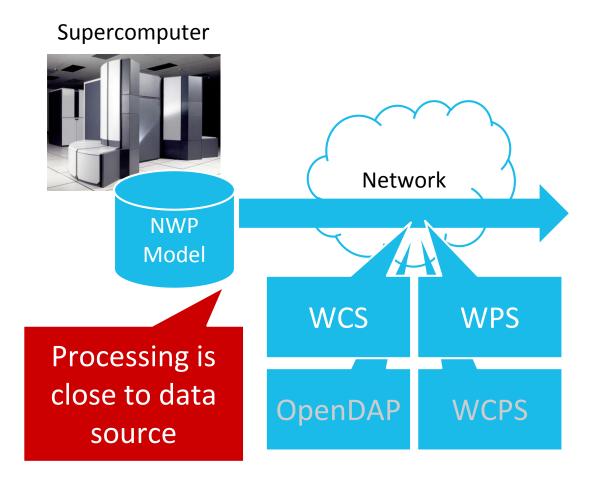
CTO

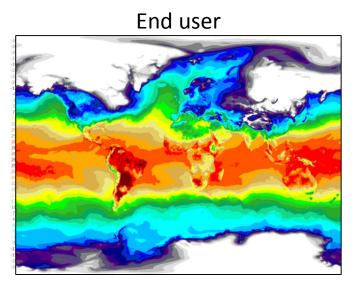
16<sup>th</sup> Workshop on Meteorological Operational Systems



#### **Introduction - Traditional data handling**











### Why people love the Cloud?

Scalable processing power (hardware)

Better connectivity to Internet



#### Introduction - "Cloud" data handling



#### Supercomputer



NWP Model

How to transfer data in reasonable time?

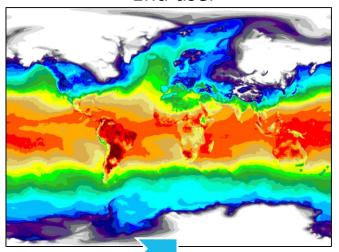
Network

How to transfer something what can be reused?

**Datacenter** 



End user



Network

WCS/WPS



#### **Real world physics**

Typically constant

$$t = \frac{u}{v}$$

Costs money



# Digital data transfer "physics"

 $t \sim \frac{size}{bandwidth}$ 

Costs money Limited resource





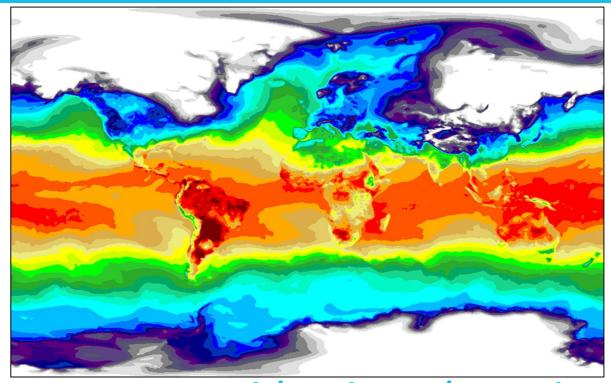
### Visual CO Weather

**Making Data Smaller** 



#### With increasing NWP resolutions...



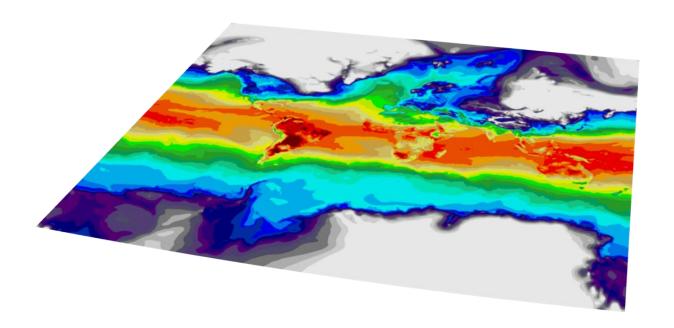


We have more grid points than pixels on screen (NWP, satellite imagery)



#### **Access degraded resolution**

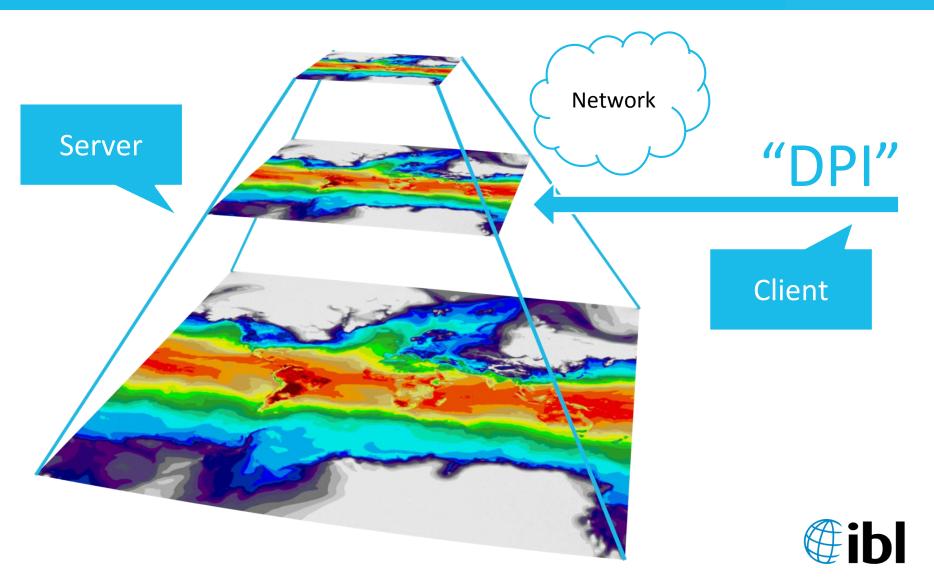






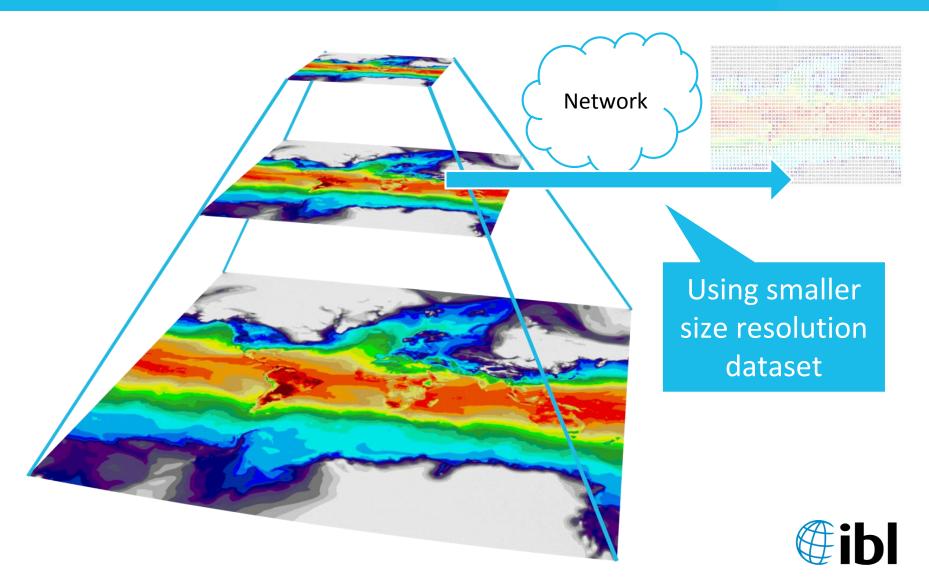
#### Access degraded resolution





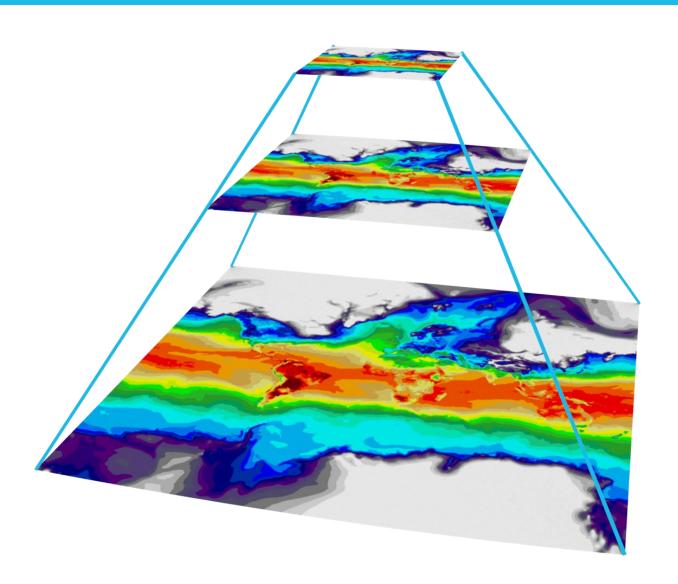
#### Access degraded resolution





#### **Next step - Tiling**

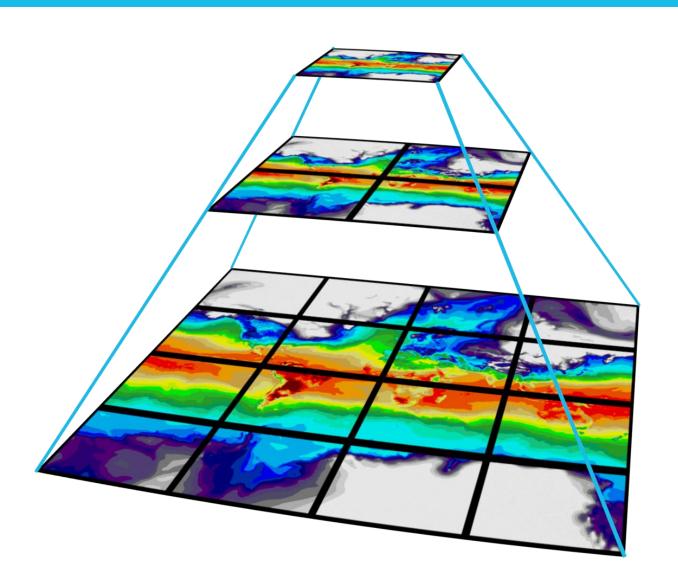






#### **Next step - Tiling**

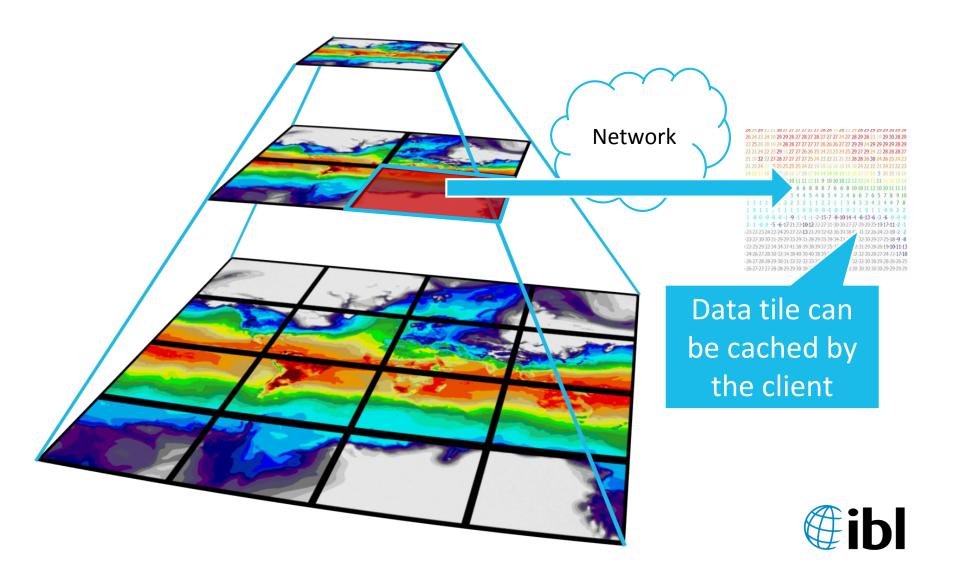






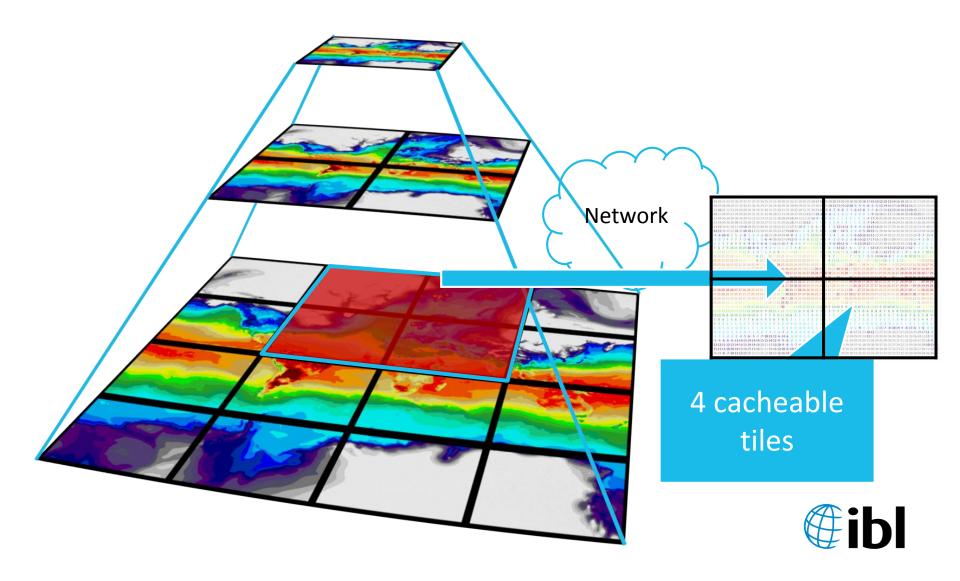
#### Tiling - Small area, middle resolution





#### Tiling - Bigger area, full resolution





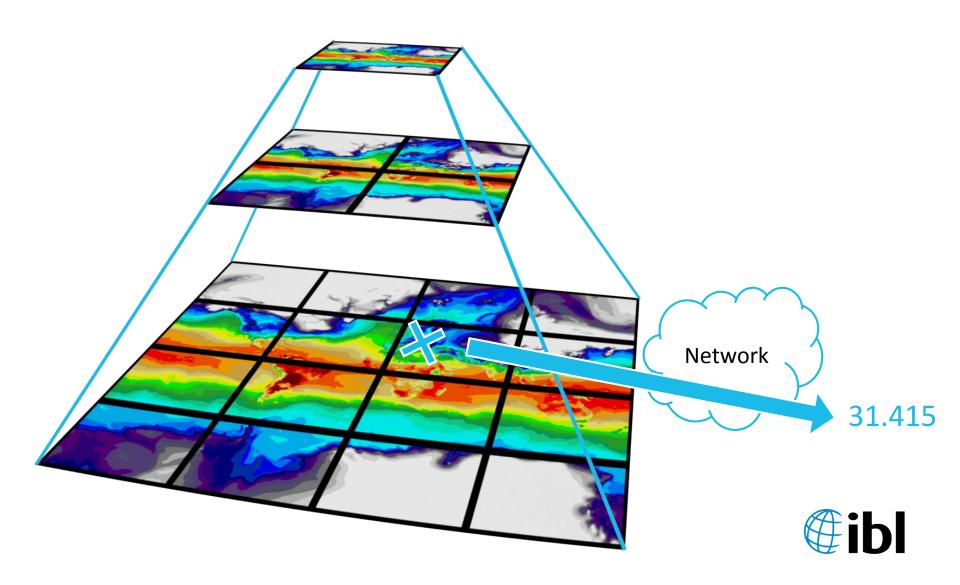


# Visual Weather

**Different Data Access Intents** 



### Single point query (server side interpolation) Weather



#### **Forgotten latency**



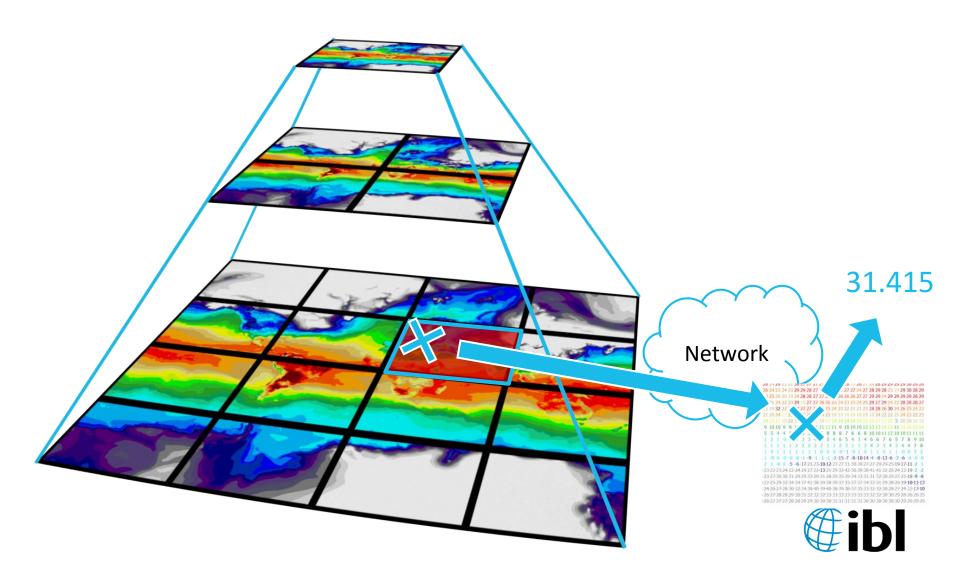
$$t \sim \frac{size}{bandwidth}$$

Physical distance becomes important variable in the equation.



#### Single point query (client side interpolation)

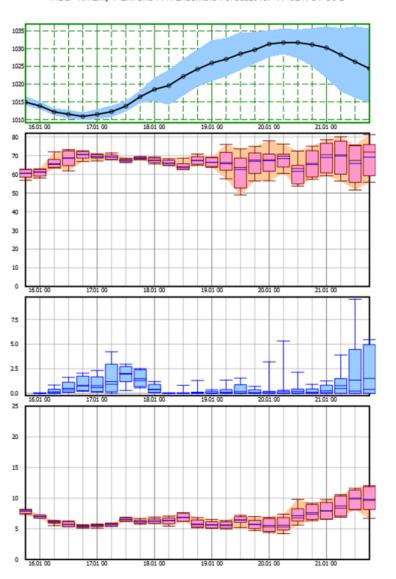


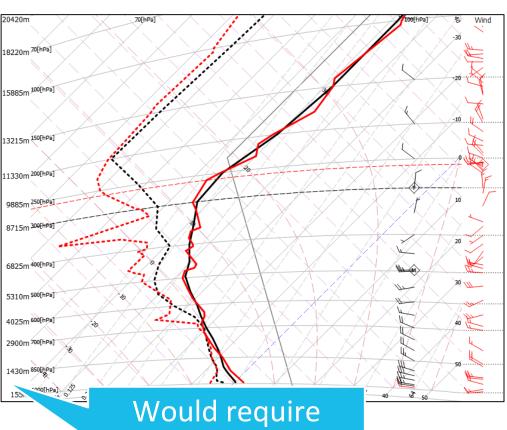


#### Time and vertical profiles



MSLP RH 2m, T 2m and PPN Ensemble Forecast for 44°02'N 14°36'E

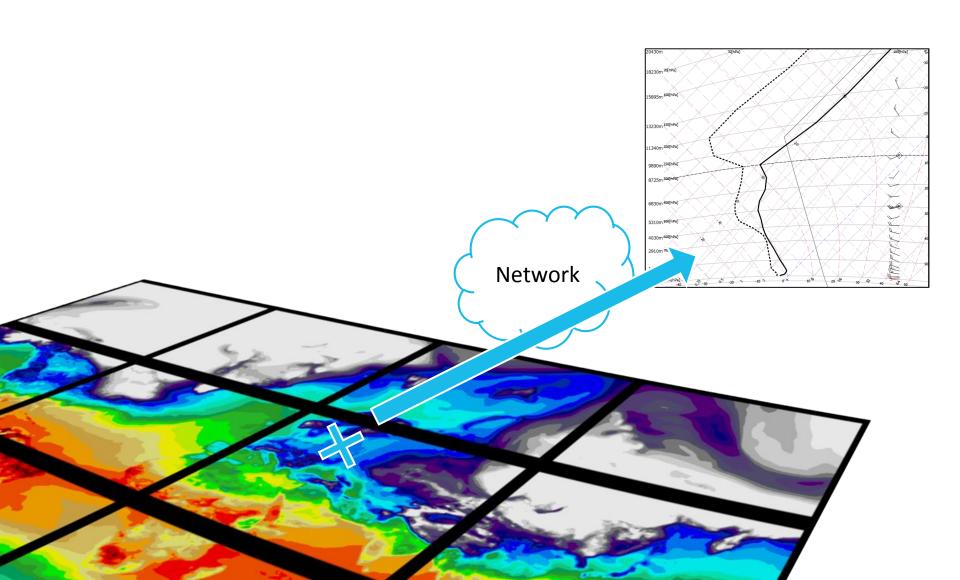




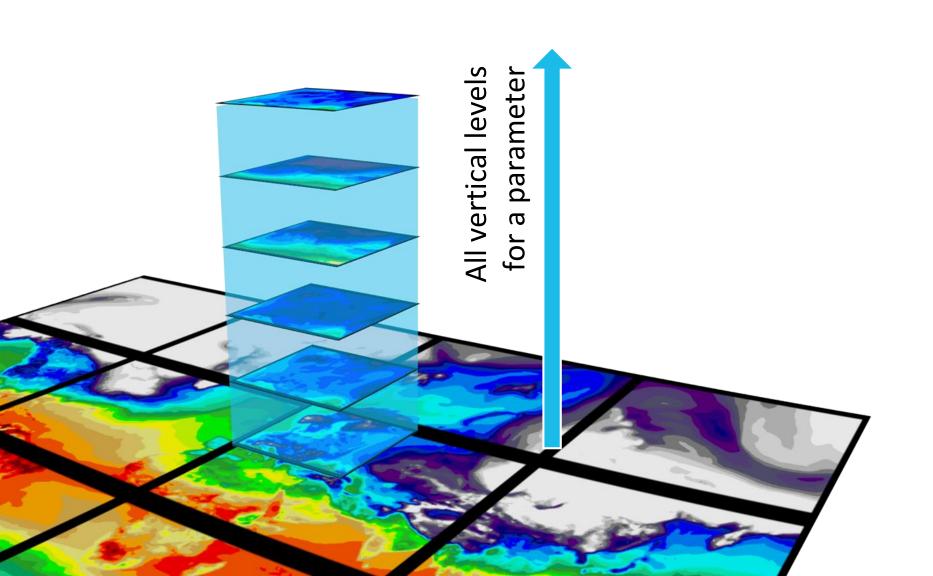
transferring 100s-

1000s of tiles

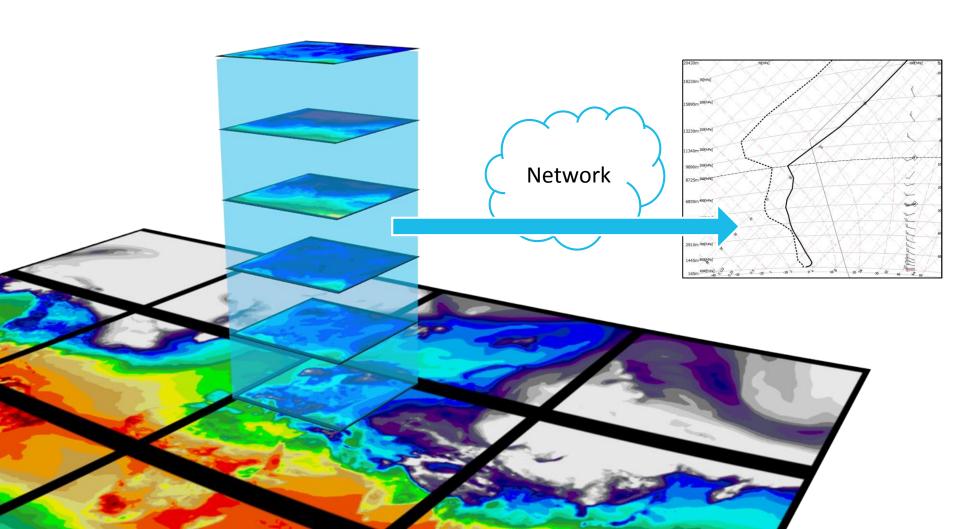
## Point vertical query (client side interpolation) Weather



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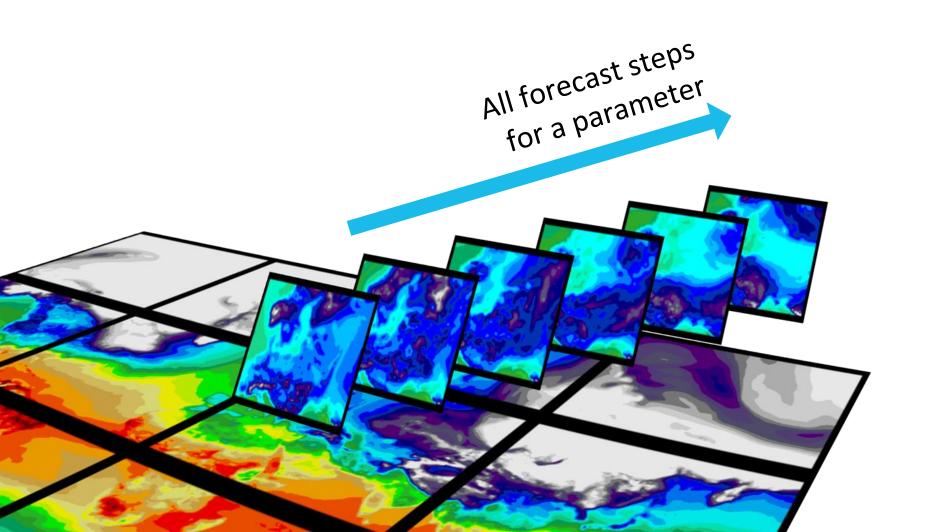


### Point vertical query (client side interpolation) Weather



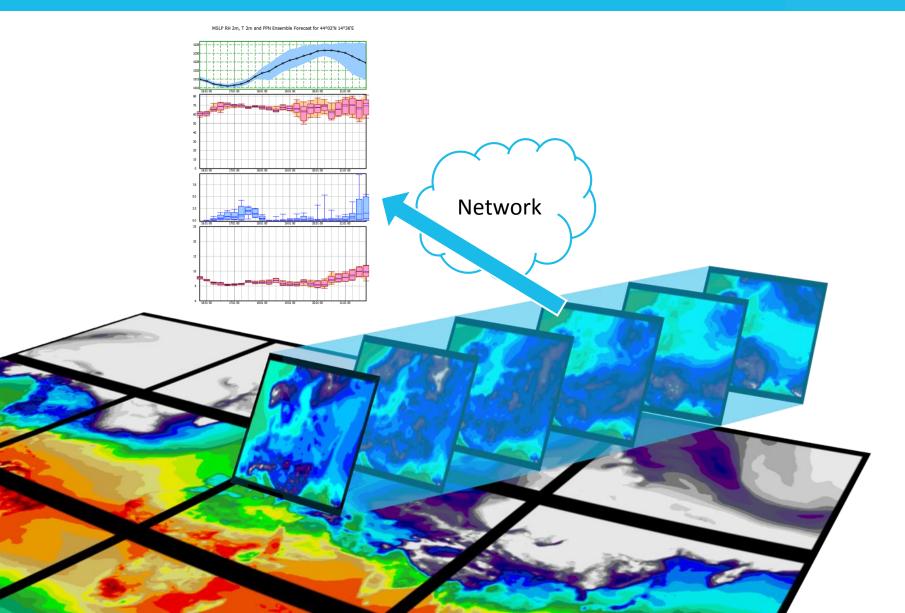
#### Time series query (client side interpolation)





#### Time series query (client side interpolation)





#### **Summary - Basic principles**



- Understand what client does and what he may do next.
- Make data subsets cache-able.
- Expressed more technically:
  - Split source dataset into "tiles" on server side (considering resolution required by the user, make it transferrable, minimise request-response latencies)
  - Ensure data "tiles" or "tile sets" are cacheable and reusable for the client.
  - Minimise number of requests by building specialised "tile sets" for different access intents (geospatial maps vs. vertical profiles vs. time series etc.)

#### **Summary - Some implications**



- Built-in into Visual Weather's WCS 2.x implementation, very "raw" extension.
- Correlation with OGC WC-Tile-S activities.
- Tiling has 2 important technical implications:
  - Data being processed is collocated in memory.
  - Allows better paralellisation in modern CPUs.





#### **Questions?**

