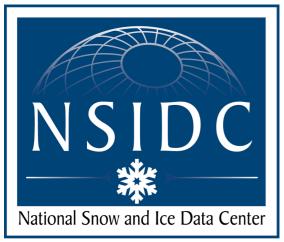


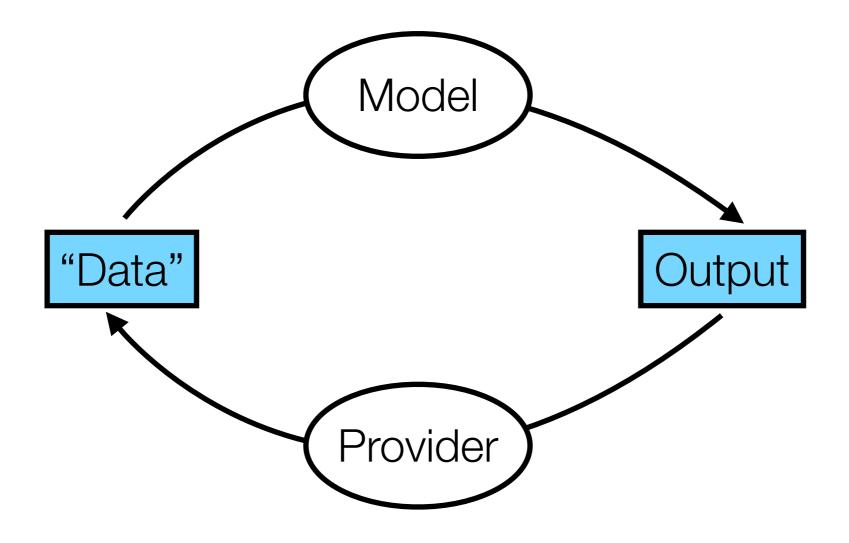
# Information Technology Vision for Data Synthesis

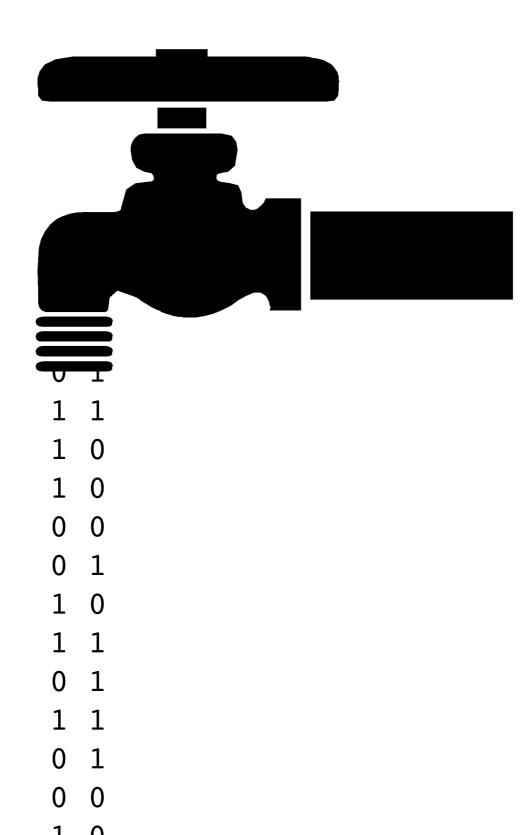
Mark A. Parsons



# Vata Management? Information Technology Vision for Data Synthesis

Mark A. Parsons





# What is a Utility?

- Simple
- Predictable
- Reliable
- Extensible
- Accessible, i.e. usable
- Durable



# What is a Utility?

- Simple
- Predictable
- Reliable
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- Accessible, i.e. usable
- Durable

# It is infrastructure



#### What does this mean?

It can guide our thinking about:

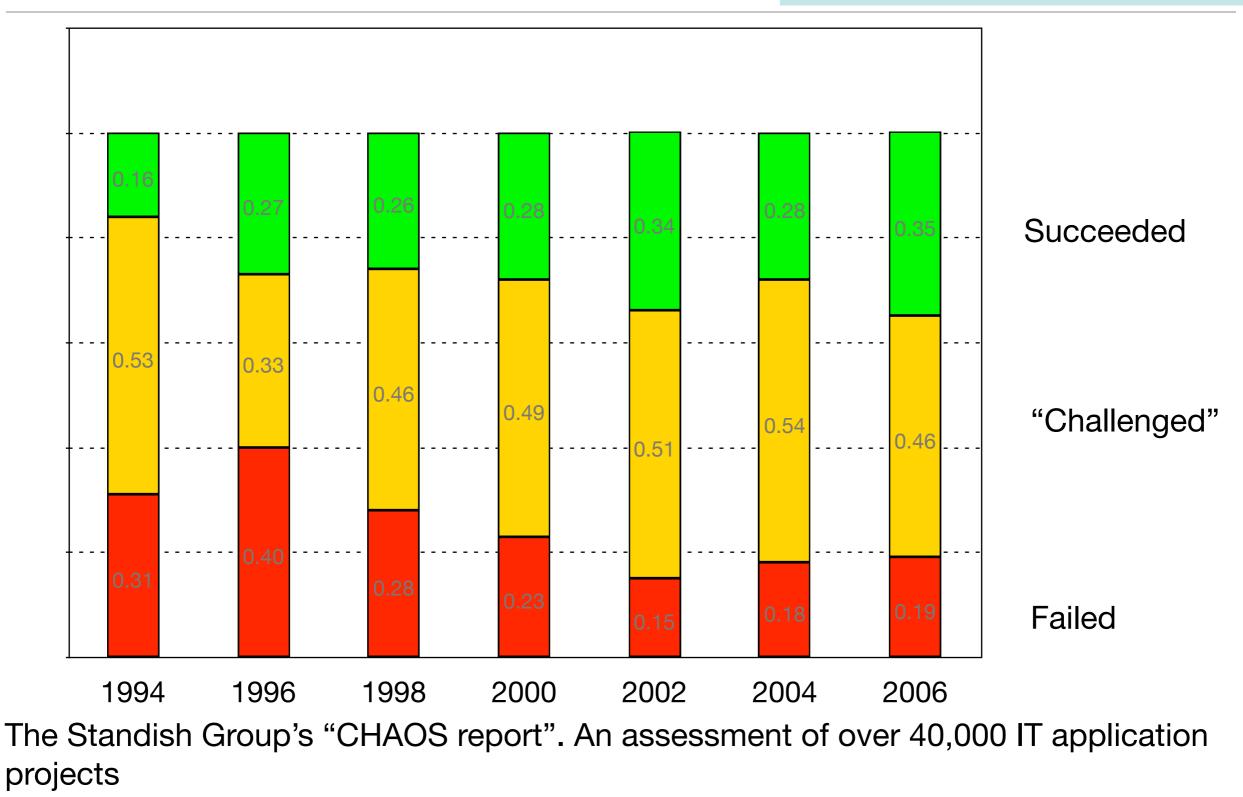
- Interface design
- Interoperability
- Software design
- Cost models
- Data preservation
- Distributed vs. centralized data management
- Technological choices



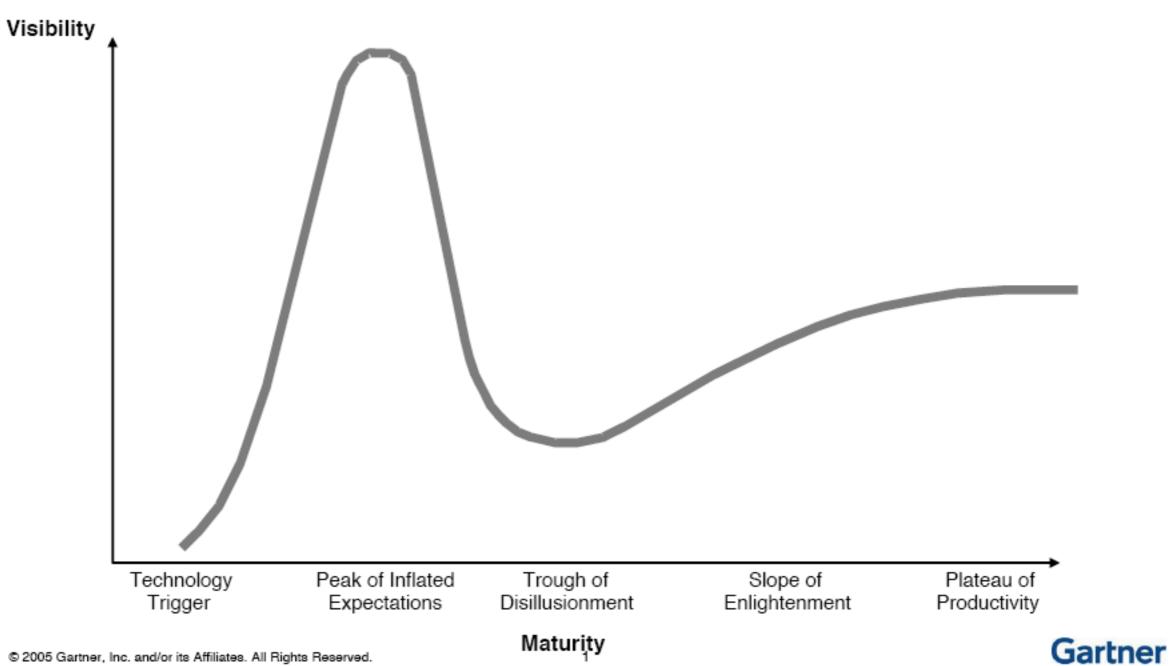
"We're entering a new world in which data may be more important than software."

# Systems and Innovation

- Tim O'Reilly



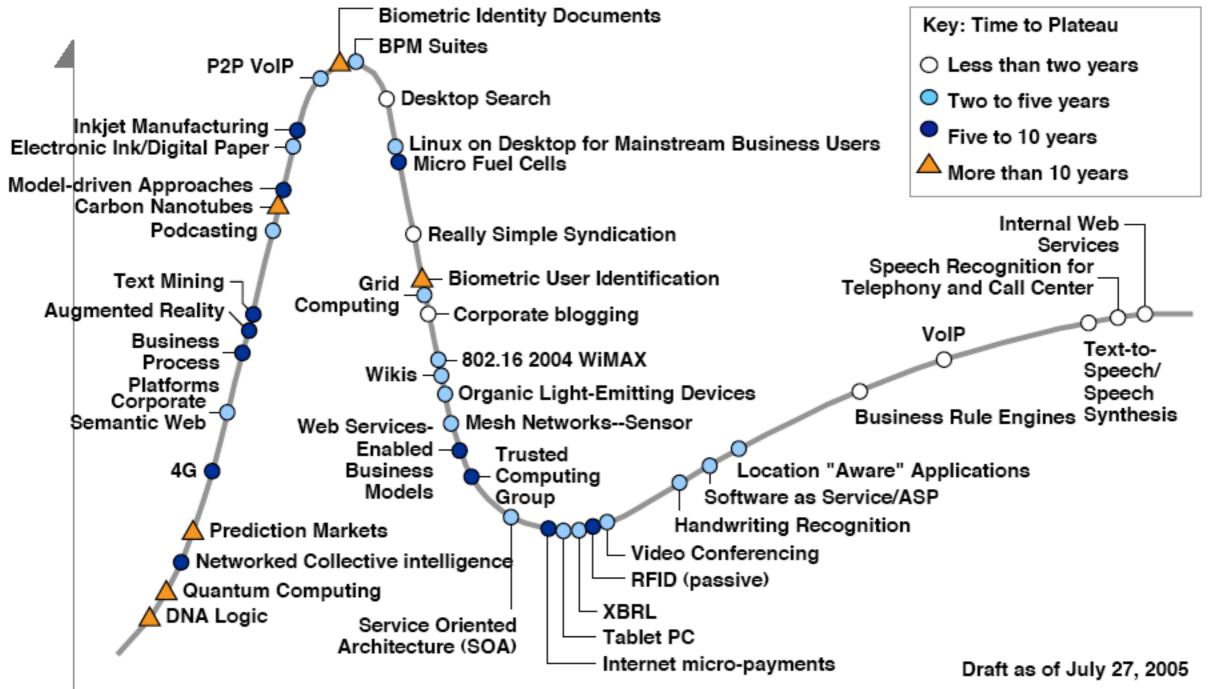
# The Hype Cycle



# The Hype Cycle



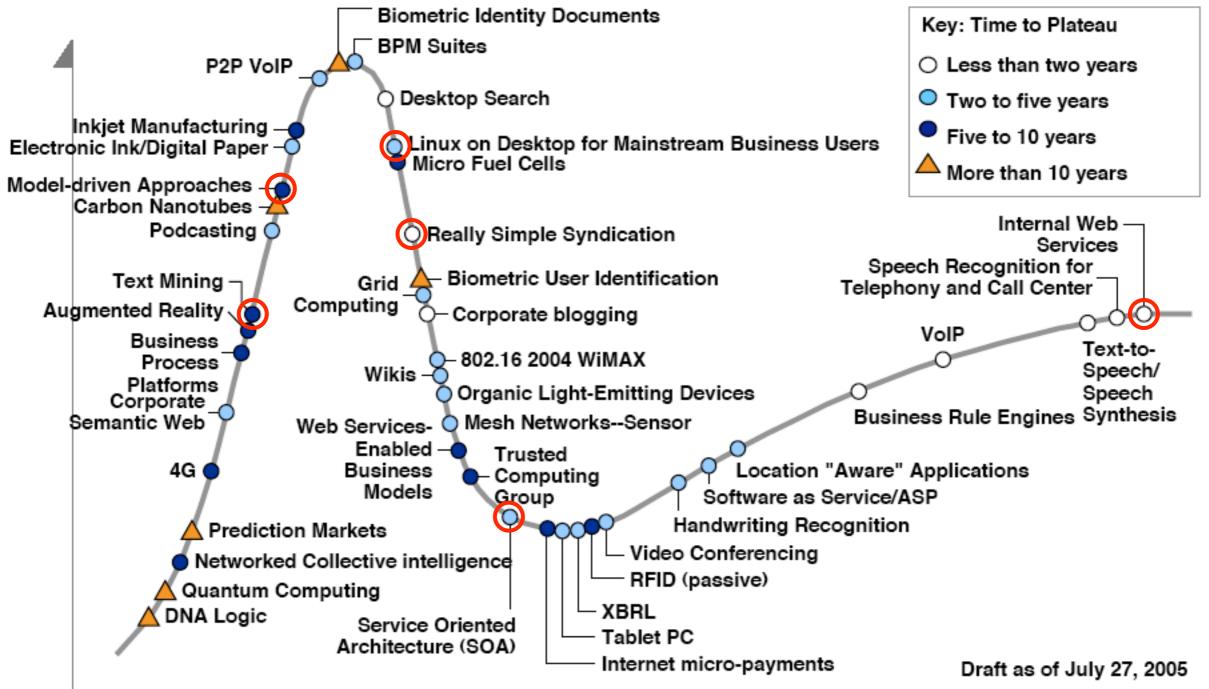
# Emerging Technologies Hype Cycle 2005



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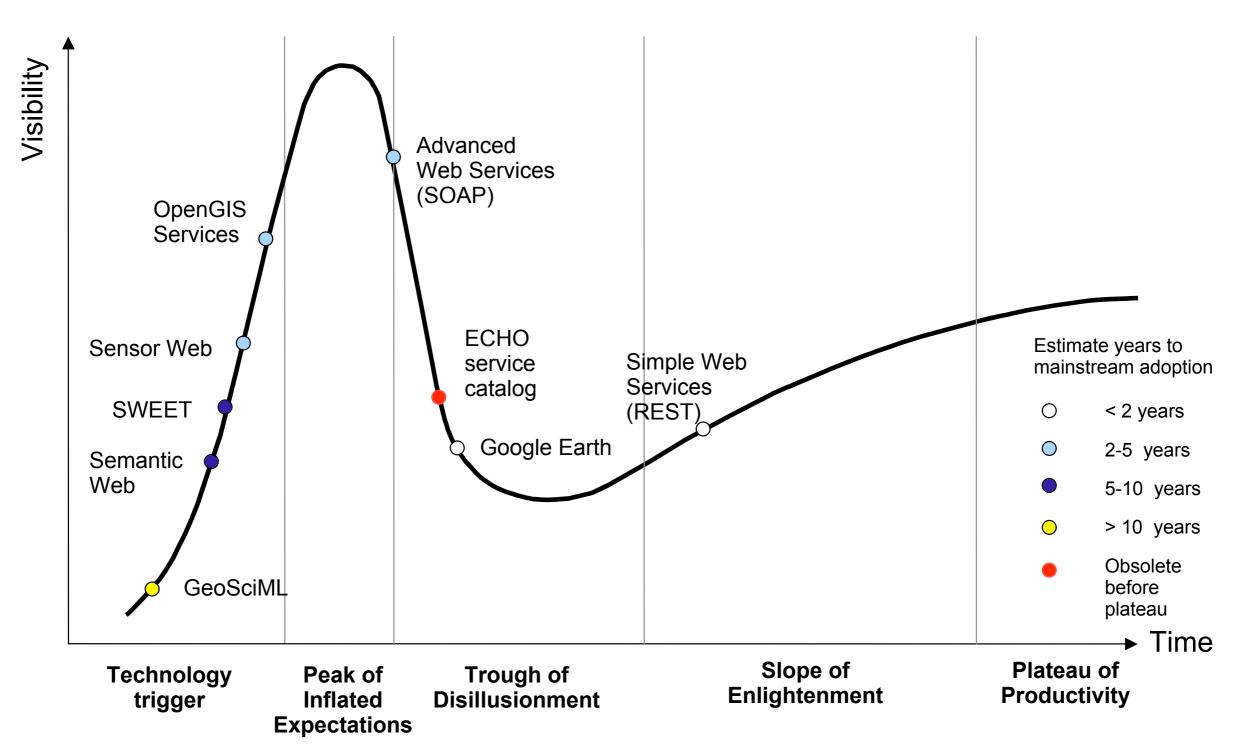
# Emerging Technologies Hype Cycle 2005



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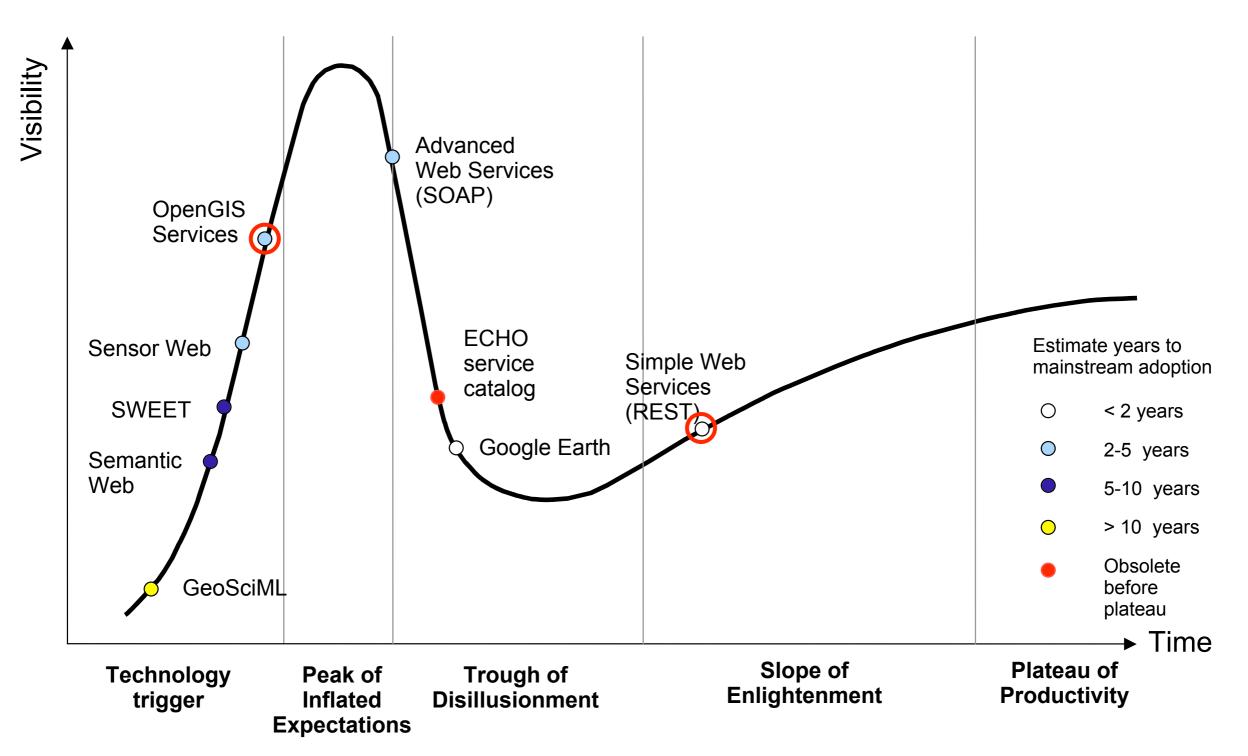


#### 2007 Hype Cycle for Earth Science Technologies



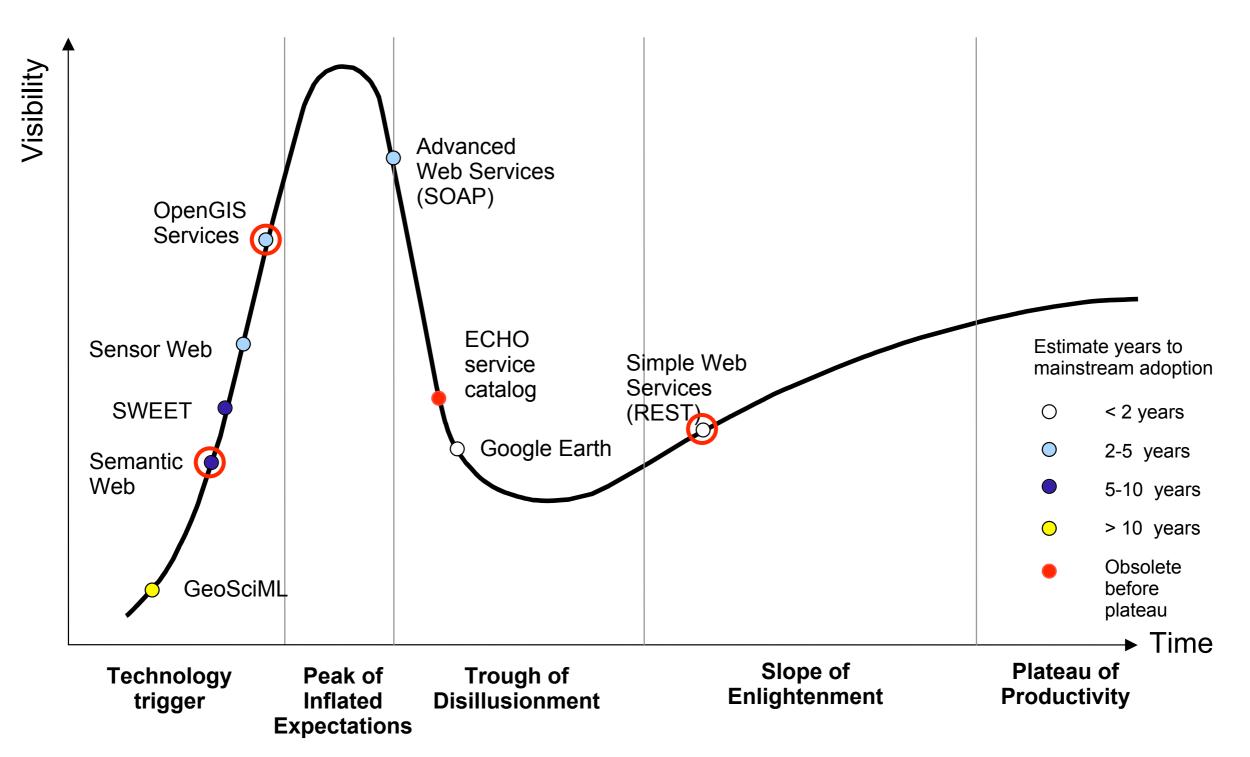
courtesy NASA Technology Infusion Working Group

#### 2007 Hype Cycle for Earth Science Technologies



courtesy NASA Technology Infusion Working Group

#### 2007 Hype Cycle for Earth Science Technologies



courtesy NASA Technology Infusion Working Group



#### **Best Practices**

- Openness and collaboration
- Use standards including standard tools and infrastructure
- Efficient, iterative development—bite size pieces
- Documentation (and maybe metadata)
- Hardware/Technology independence
- Design for durability
- Use professionals
- User driven

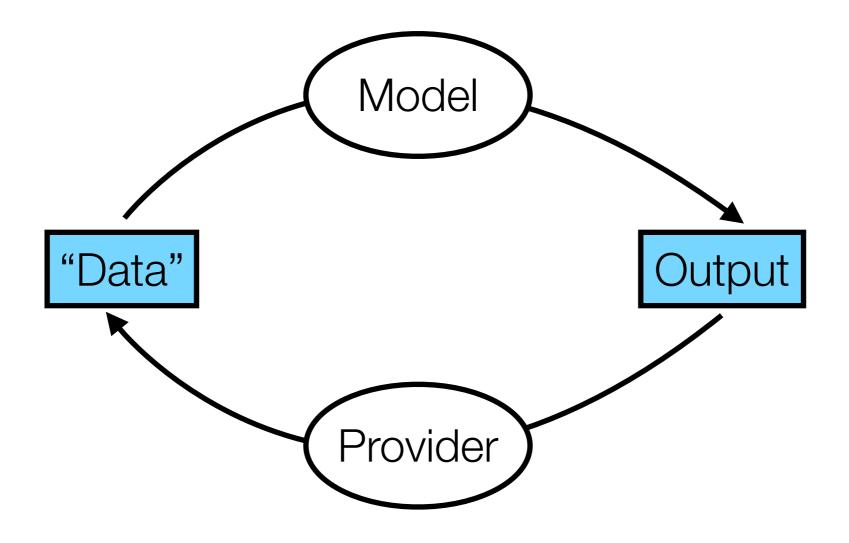


#### **Best Practices**

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Simple Predictable Reliable Extensible Accessible Durable





# Two (Over-Simplified) Worldviews (borrowing from Ben Domenico & Stefano Nativi)

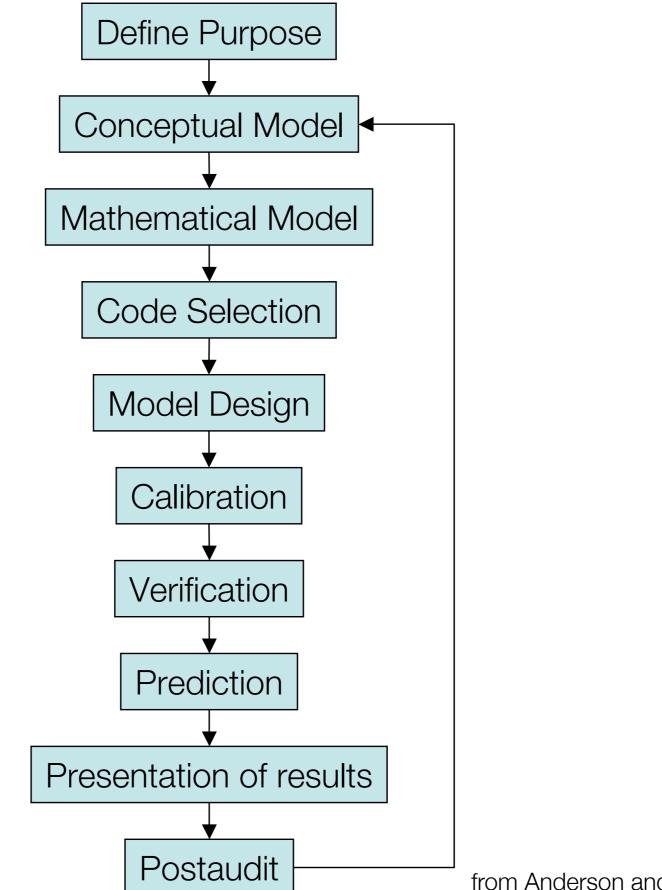
#### > To the GIS community, the world is:

- A collection of <u>features</u> (e.g., roads, lakes, plots of land) with geographic footprints on the Earth (surface).
- The <u>features</u> are <u>discrete objects</u> described by a set of (typically 2-D) characteristics such as a <u>shape/geometry</u>

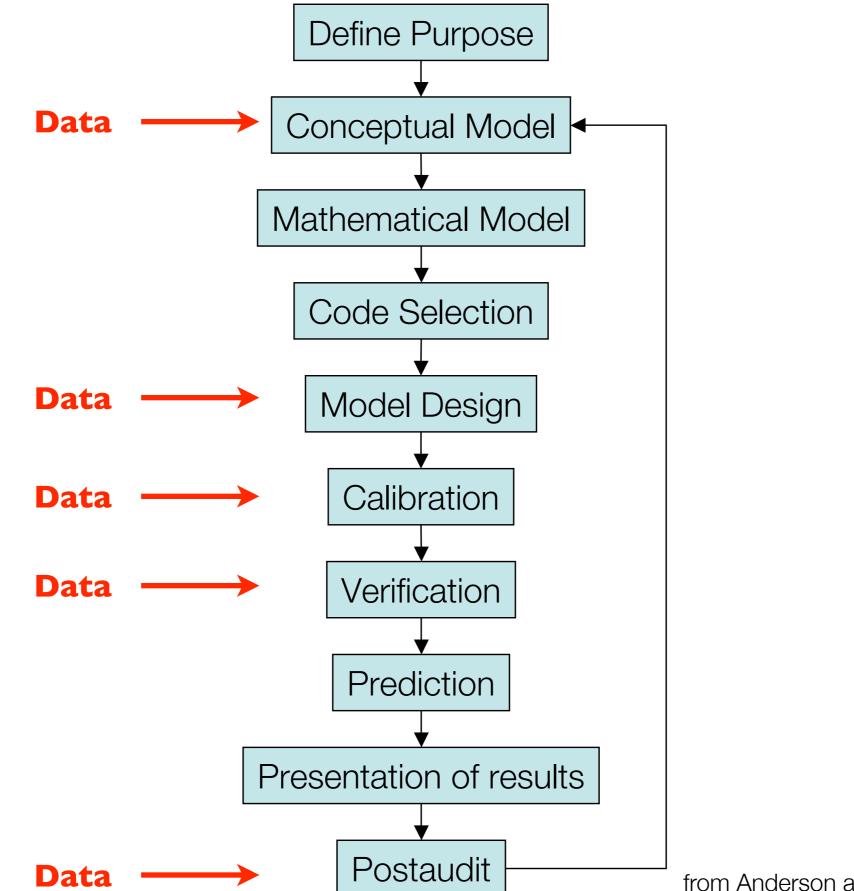
#### > To fluid-earth scientists, the world is:

 A set of observations/measurements described by parameters (e.g., temperature, velocity) that vary as continuous functions in (4-D) space-time

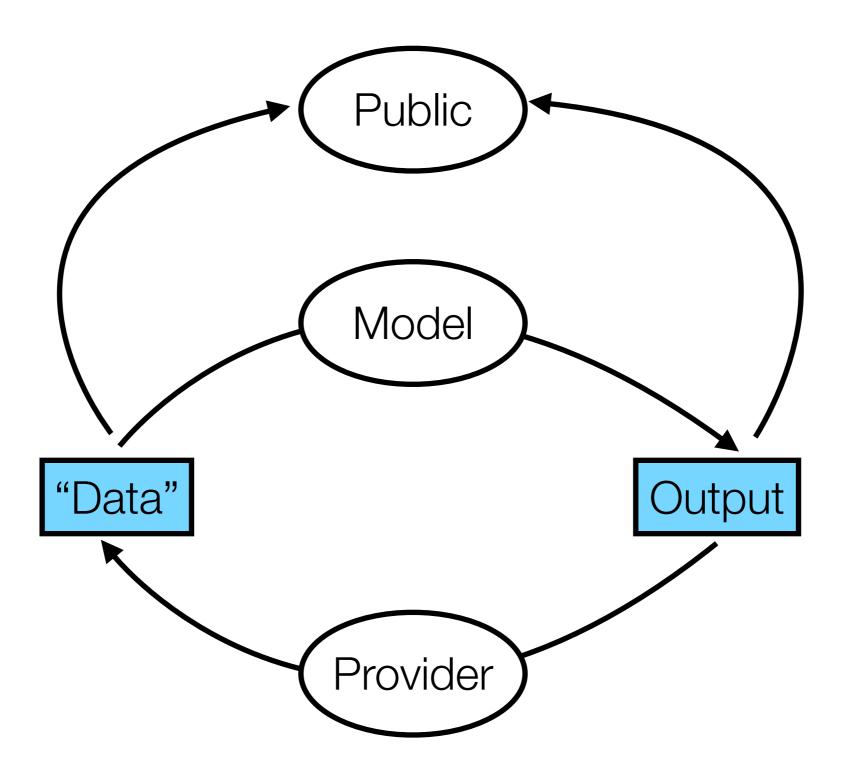
Parameter behaviors are governed by a set of equations.



from Anderson and Woessner 1995



from Anderson and Woessner 1995



#### Possible approaches

- Establish communities of practice around "cycles" disciplines, model types
- A virtual modeling observatory
- Identify benchmark data sets or base maps and gaps for key parameters, and make them broadly usable
- Case studies
  - How do data providers use model output to plan new field data collections
  - How do knowledge brokers discover, access, and use data
  - Look at different models and study how modelers assess, acquire, and prepare data



#### Create uses cases to identify issues

- Assess
  - context, semantics, metadata, uncertainty...
- Acquire
  - spatial and temporal requirements, timeliness, local or remote analysis, connection to tools...
- Prepare
  - formats, compilation, semantics, grids, projections, scales...
- Present
  - outreach, connection to other models and data collection efforts, value-added/ compiled products, downscaling and upscaling...



# Thank you

