Enterprise-level architecture for interactive web-based 3D visualization of geo-referenced repositories

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Fundazione GraphiTech

14th International Conference on 3D Web Technology
June 16-17, 2009

Darmstadt, Germany

MOTIVATION & OBJECTIVES

⊙ the increasing number of people and institutions sharing geographical information

⊙ the problem of visualize large and complex geographic datasets

⊙ the necessity of move from data to information, to awareness, to knowledge, turning a vast array of data into understandable pieces of intelligence

⊙ the need of user-friendly interfaces, essential to achieve short training time, ease of use and fast response

⊙ platform-independent implementation

⊙ scalability

⊙ interoperability

⊙ the large number of open issues regarding interactivity

  ⊙ fault tolerance mechanisms

  ⊙ delayed-time transactions

  ⊙ data conformity

SERVICE ORIENTED ARCHITECTURE (SOA)

⊙ Service-Oriented Architecture (SOA) solution consists in three main logical components:

    ⊙ consumers

    ⊙ SOA infrastructure

        ⊙ applications

        ⊙ service support

        ⊙ services

    ⊙ producers

- The logical component "consumers" is composed by entities that makes use of offered services

- communicates with the SOA infrastructure through a transport protocol (e.g. HTTP).

⊙ SOA infrastructure layer can be divided into three subcomponents:

    ⊙ Applications

    ⊙ Service Support

    ⊙ "Service" which is composed by entities that performs a specific task when invoked

⊙ all the entities that offer a specific service or functionality then offered as service are classified as "producers"

- ⊙ search engines
- ⊙ flat files
- ⊙ Geospatial One-Stop
- ⊙ etc.
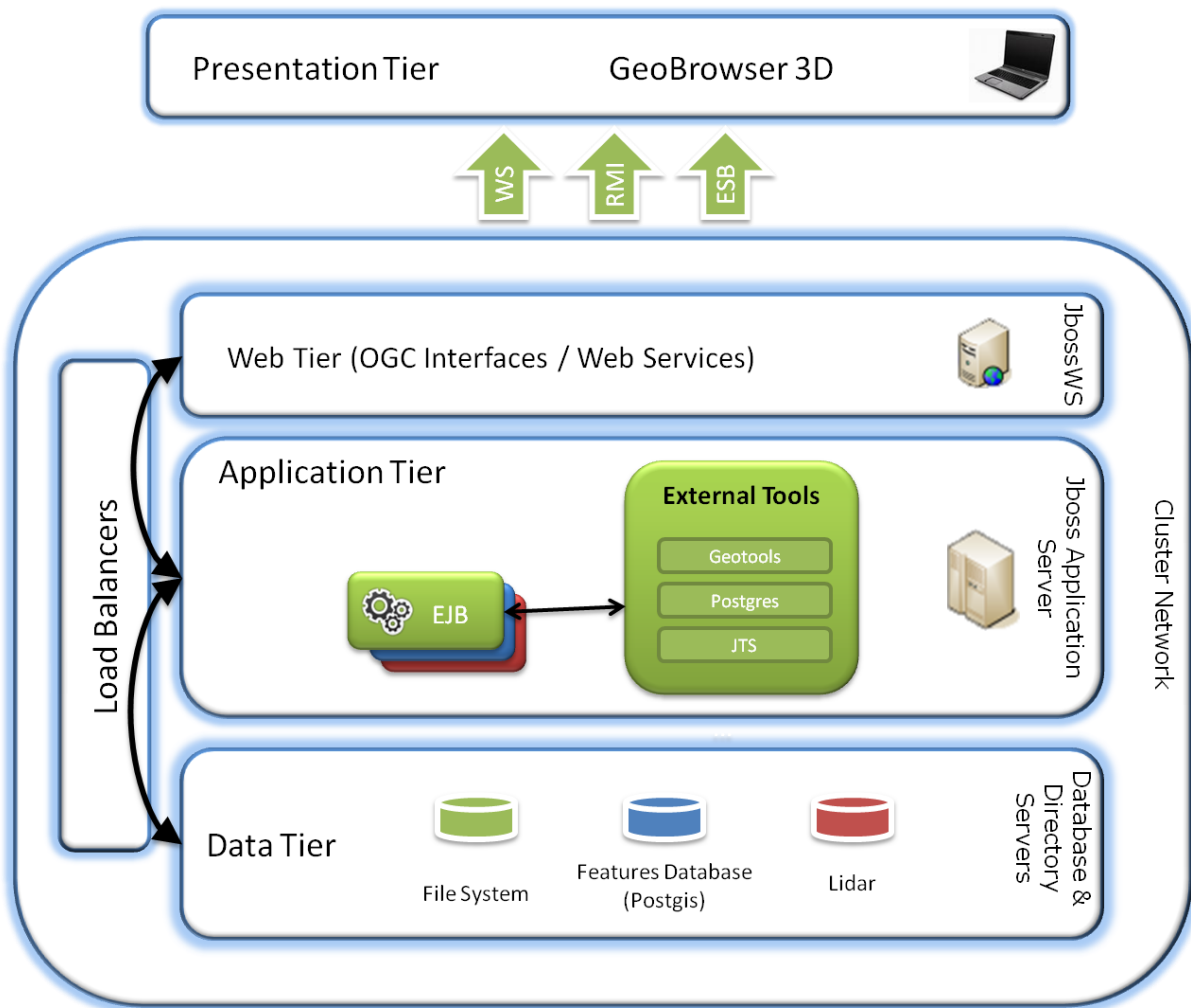
◉ the processing load is distributed across different servers

◉ if any server node fails, the geo-processing application is still accessible via other cluster nodes

◉ clustering is crucial for scalable enterprise applications, as it becomes possible to improve performance by simply adding more nodes to the cluster

- ⊙ delayed time transactions are supported through publisher/subscriber mechanisms
- ⊙ when the operation is concluded, the server publish a message that is received by the client
- ⊙ optionally, clients can access a page (the link is received when a operations is invoked) containing the status of the operation

# 3D GEOGRAPHIC INFORMATION SYSTEM (GIS)

⊙ The web 3D application presents a 3D environment:

  ⊙ developed using Java and JOGL

  ⊙ built over the World Wind APIs

  ⊙ exposed with Java Web Start technology

  ⊙ Using OSS libraries such as Geotools and JTS

- the application has been engineered with the goal of delivering a web-based 3D and OGC compliant solution

- the application is capable to provide interoperable access to geographical information using OGC specifications such as GML, WMS, WFS, WPS and others

- Is extremely small

3D MENU / WEB CATALOG

- search tasks can be a highly time-consuming (information may reside on a number of different distributed repositories)

- web catalogues are the best way to organize services and speed up searches

- populated with multiple catalogs

- possible to visualize data from multiple sources at same time

- keeps the previous state
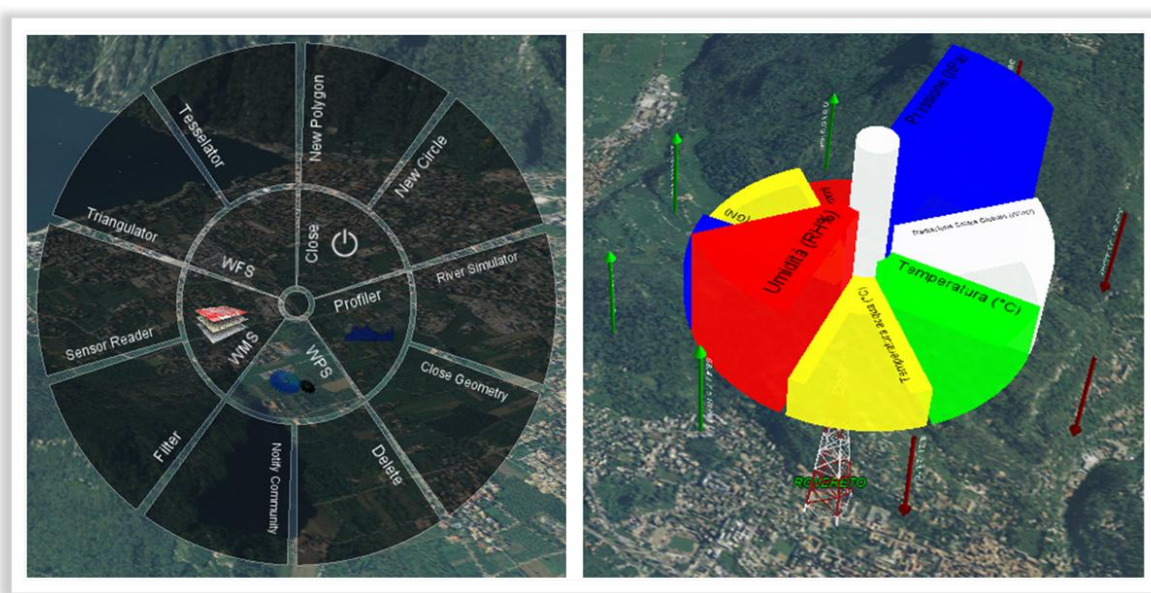
- with the 3D pie, users can have:
  - an ante view of the last value in relation to the minimum and maximum value
  - the trend of the variation, indicated by an arrow
  - the concrete value for the trend
  - the last value displayed close-by to the arrow
- is shown in its geographical position
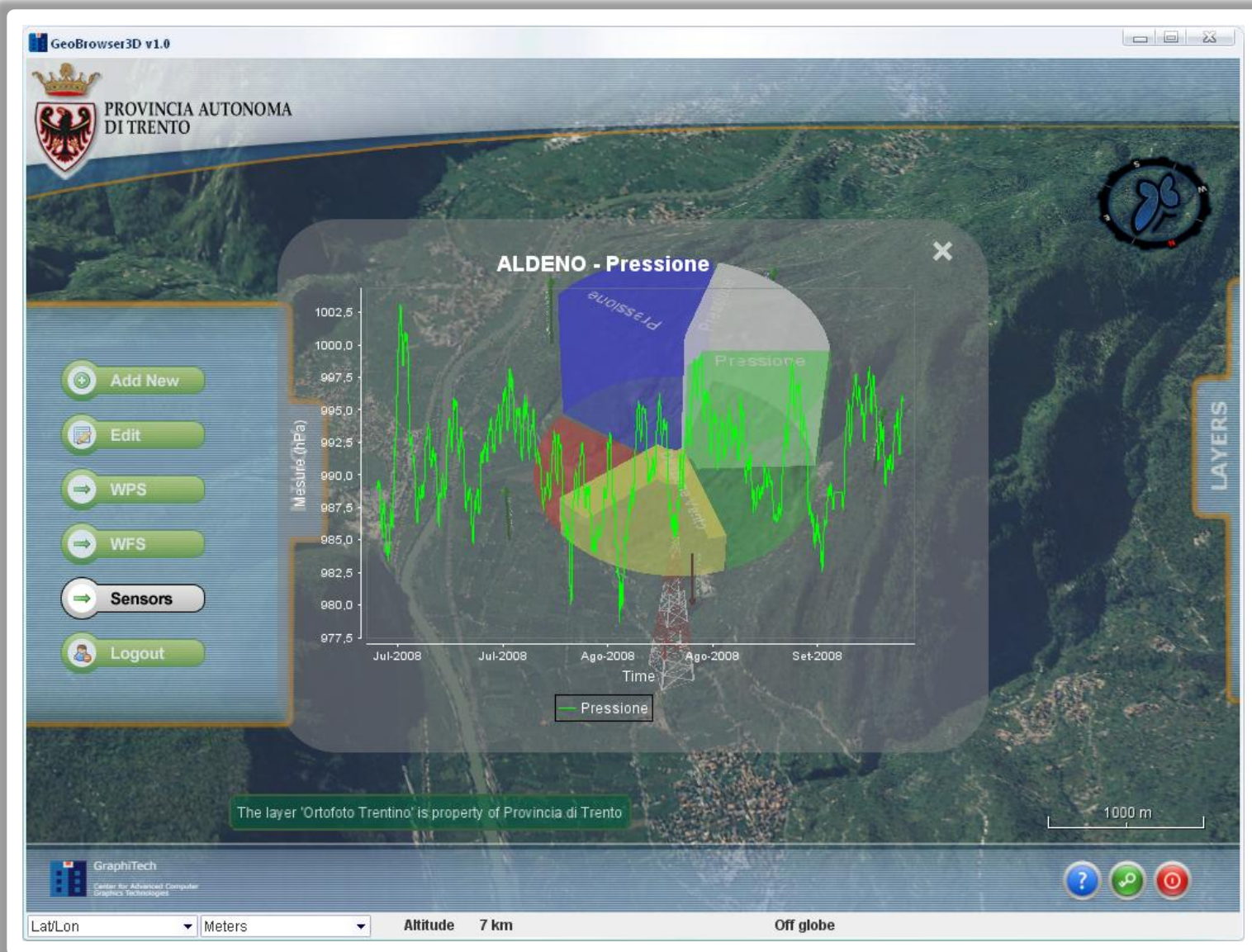
ACCESS TO RASTER AND VECTOR DATASETS

⊙ 2D maps can be navigated and visualized in 3D environments

⊙ users can use any mapping service that support the WMS protocol

⊙ Since we have direct access to pre-processed imagery, we increase the performance in the presentation stage, because large amounts of processed information can be displayed over one single image

⊙ Through WFS-T the client can retrieve or operate on any feature (vector data like roads, borders) exposed with this protocol by any server

⊙ the user can manipulate or create new geometries through simple mouse interactions or through a context menu

⊙ Some strategies raster / vector are used in order to increase the application performance

ACCESS TO RASTER AND VECTOR DATASETS
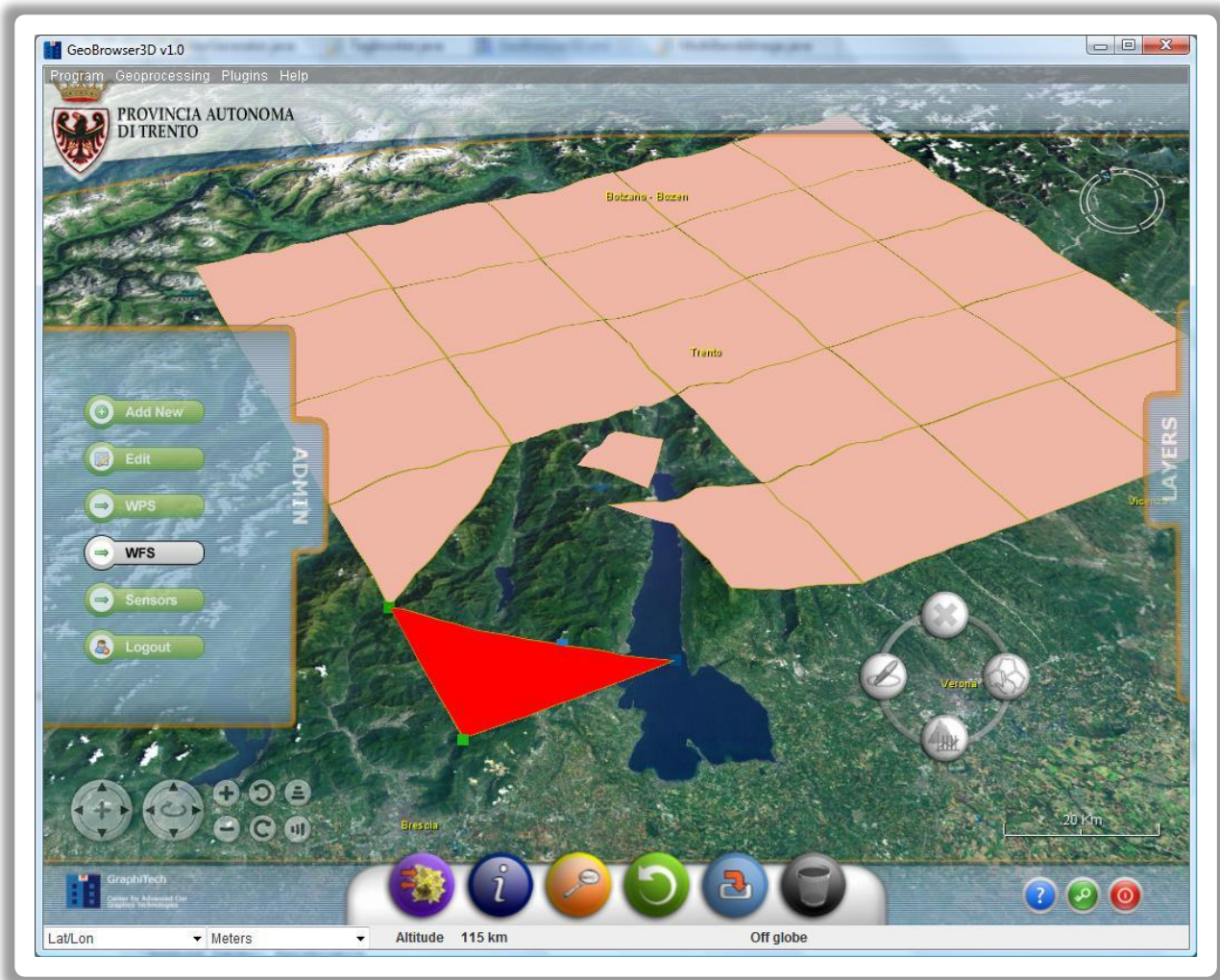
WEB PROCESSING SERVICE (WPS) INTERFACE
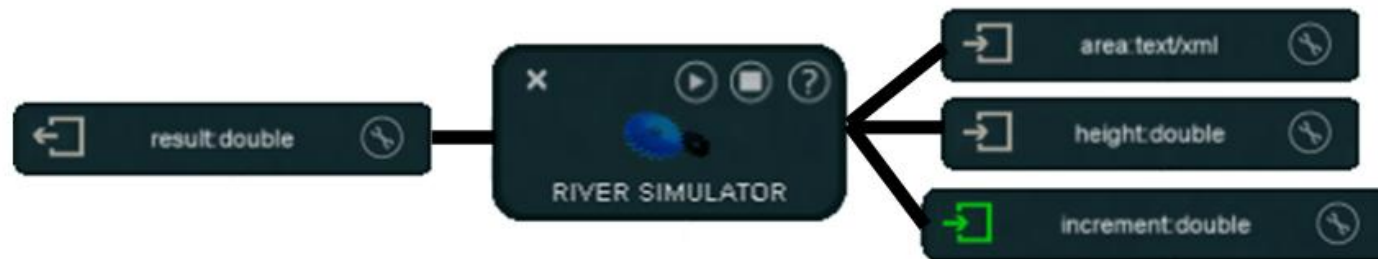
- to maximize readability the process, icons are rendered as billboards

- a process can be composed up to three distinct types of components:

  - the process controller itself

  - one or more input slots

  - one or more output slots.

⊙   Every process operates as a black box that can receive input and transmit results to a further process via its output slots.

⊙   Each input and output slots is automatically created through a process descriptor exposed by the WPS

⊙   Since the algorithm processing takes place at the server level, it is executed in an asynchronous way

⦿ Complex simulations can be created:

- ⦿ Using processes available through WPS

- ⦿ Making use of any combination / order (allowing creativity and freedom)

- ⦿ Using data/results existent in the 3D environment

- ⦿ In an asynchronous way

- ⦿ Processed in distributed environments
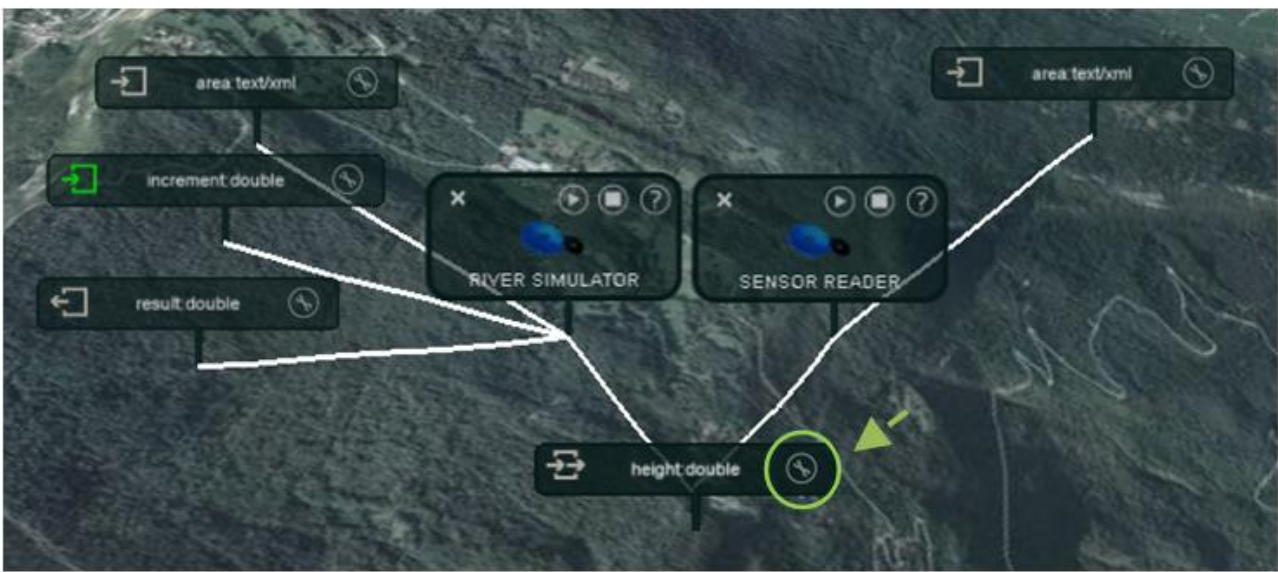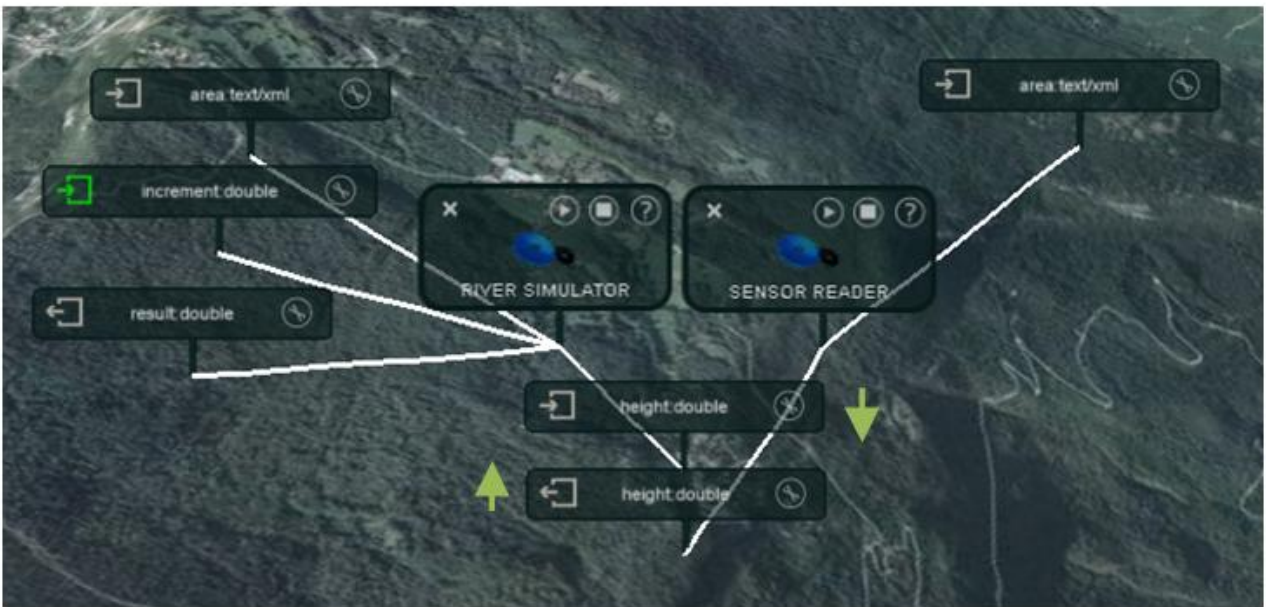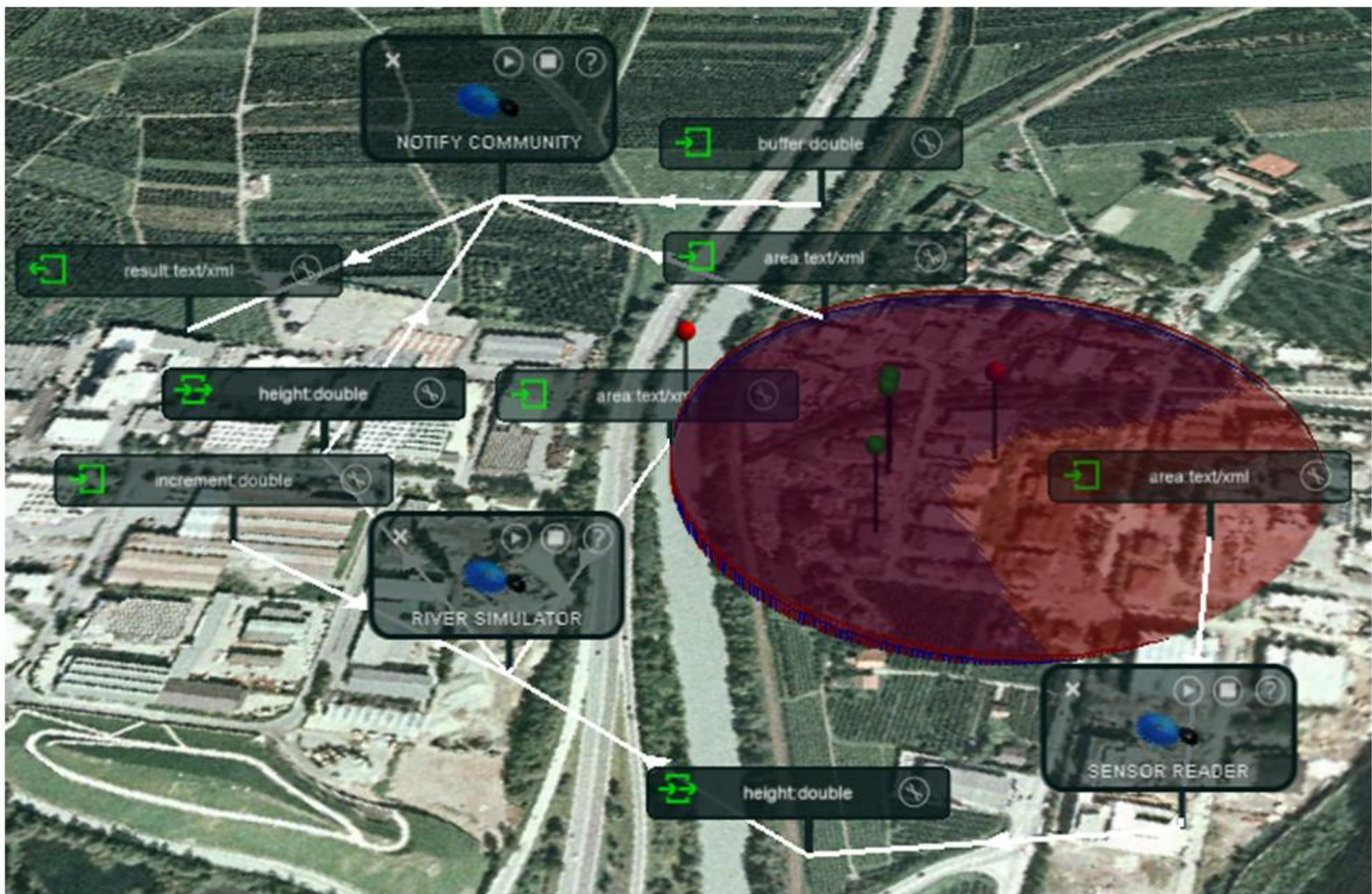
CONCLUSIONS

- Today interoperability is starting to become a reality thanks to several international harmonization efforts

- experiments showed that users have clearly indicated that this interface in general can be:

  - considered suitable and self descriptive for the given task

  - allow any decision maker that is not GIS expert to make use of it, with virtually no training

Thank you for your attention

Questions ?

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