Mobile, Interoperable, Near Real-time Sensor Networks: Two Consecutive Case Studies in Combining Geospatial Standards with Proprietary Software through Custom Development



Daniel Getman Geographic Information Science and Technology Group Oak Ridge National Laboratory

> Bill Dollins Zekiah Technologies Inc.

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Managed by UT-Battelle for the Department of Energy

ORNL, GIST, SensorNet

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• ORNL

- Oak Ridge National laboratory
 - Department of Energy National Laboratory located in East Tennessee
- SensorNet

Program within the Computer Science and Engineering Division of ORNL

- Responsible for funding, and major contributors to, presented projects
- GIST

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Geographic Information Science and Technology Group

- A group within the Computer Science and Engineering Division of ORNL
 - Major contributors to presented projects



Working with Zekiah

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Benefits for ORNL

- Expanded our technical expertise
- Local presence in DC for this project
 - Became more important near the end of the project and through into its maintenance

Expand number or contributors easily during rush portions of the project

- Zekiah is prepared to expand project presence quickly to ensure success
- Allowed ORNL to provide assurance to the sponsor that there would be someone local, that they could contract to, who was capable of maintaining the system
 - ORNL is great for research but not well positioned for long term maintenance

Benefits to Sponsor

Local presence they know and feel good about contacting

- We have worked together throughout the project so Zekiah reps are known and trusted participants
- Easy of transition from project to maintenance
 - Zekiah has been participating and interacting with the client throughout the project which makes the transition easy for everyone
- Potential source for commercialization of system
 - If the JFHQ wants to take this to another level, they already have a known entity that knows the system to work with



Systems Overview

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• SNAPS 1.0

- Mobile SensorNet System (Actually in a trailer)
- Geospatial Visualization Capabilities
- GPS enabled Radiation, Chemical, Weather, and Video Sensors
- HPAC Integration

SeaHawk

- SRRPP project based in the SeaHawk program at the Port of Charleston
- Land and Marine based SensorNet Systems
- Vehicle and Officer GPS Tracking
- GPS enabled Radiation, Video

• SNAPS 2.0

Major Improvements to the existing SNAPS System



SNAPS 1.0 – Direct WFS Insert

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Why is Direct WFS is Problematic



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- Where standards work well and where they don't work
 - Great for making all of the sensors look standardized
 - Not great as an internal data transmission format...
- Intrinsic problems include
 - Data is duplicated
 - Two conversion processes to maintain
 - Performance Issues
 - Both WFS and ArcSDE are bottlenecks compared to direct database interaction. Together, they can really hinder performance
 - The conversion to ArcSDE caused a large number of reads on the WFS. This had a negative impact on the overall performance of the system. More reads per second means less writes per second
 - Inserting data into ArcSDE is significantly slower than inserting data directly into a database
 - We found that ArcObjects inserts were faster than SDE API inserts
 - Querying against the data tables directly in SQL Server to gather data used in the conversion process, rather than going through SDE, is a good shortcut
- Conversion process can be used for other tasking that would otherwise require an additional WFS call
 - Alerting and interfacing with other systems (cameras for example)



SeaHawk – Initial Parallel Insert

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Benefits of Parallel Insert

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- Intrinsic problems include
 - Data is still duplicated
 - There is no other option in this system...
 - Two conversion processes to maintain
 - There is no other option in this system...

Inserting data into SDE is still slower than into a traditional DB

• Not likely to get around that one...

Improvements

- Performance Issues Significantly Improved
- Data is inserted into the WFS in parallel with the data being inserted into the MySQL database which removes the WFS related delay in pushing data to SDE
- Reads from MySQL were significantly faster than from the WFS and created significantly less of a bottle neck
- Conversion process can still be used for other tasking that would otherwise require an additional DB call



SNAPS 2.0 – Enhanced Parallel Insert

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Parallel Insert Mechanism Design



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• WFS "Proxy"

- Web application that receives WFS-T requests from node server
 - Performs custom validation
 - Forwards request to WFS
 - Formats inserts and pushes onto message queue for ArcSDE insert
 - Sends WFS responses back to node server
- Appears to be a true WFS server to node servers

Message queuing service

- Windows service that creates, starts and manages message queues
 - Separate message queue for each message type
 - Each queue runs in its own thread
- Service creates an instance of a manager object for each queue
 - Drains queue of waiting messages
 - Creates and inserts alert/observation/sensor features and inserts into feature class
 - Moves historical data to history table



Benefits of Enhanced Parallel Insert



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- Intrinsic problems include
 - Data is still duplicated
 - The only purpose to the duplication is to provide the WFS access
 - Inserting data into SDE is still slower than into a traditional DB
 - Not likely to get around that one...
- **Improvements**
 - Performance Issues Significantly Improved
 - Down to one conversion processes to maintain
 - WFS is inserted in parallel to the SDE insert which removes any delay in pushing data to SDE that was associated with that process
 - No more reading from a WFS or a database
 - Unless you want to...
 - Conversion process can still be used for other tasking that would otherwise require an additional DB call
 - Flexible process supports many type of data insertion
 - Expandable design supports addition of new queues and message types



SNAPS Geospatial Viewer



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Geospatial Viewer Design

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- Situational awareness interface for sensor alerts and observations
- Developed as an ArcMap extension
 - Developed in .Net using C#
 - Spatial data from ArcSDE connection
 - Non-spatial data via ADO.NET
- Provides controls to:

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- Manipulate cameras onboard SNAPS vehicle
- Acknowledge and manage alerts from sensors
- Monitor sensor status
- Run plume models via web services
- Manage labeling options
- Manage display refresh rate
- Periodically refreshes display from ArcSDE database
 - Database is populated with data from WFS







Application of Design in Future Systems

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ORNL/Zekiah working together to improve/apply the design

Major design improvements make this work easy to use on other projects

Shelby County Fusion Center

- Data from a mobile system developed based on the SNAPS I design, data from other sensor systems in Memphis area, camera systems, and disparate intelligence databases
 - Somewhat similar configuration to SNAPS I
- Taking advantage of improved insert mechanism to bring in a variety of data types
- Taking advantage of Google Earth development to provide data in multiple interfaces

Kentucky Information Fusion Center

- Data from multiple weigh station based sensor platforms, camera systems, near real-time tracking, and disparate intelligence databases
 - Very different from SNAPS I
- Taking advantage of improved insert mechanism to bring in a variety of data types

Appropriate use of OGC standards is one key to integration

- Need to identify where they work well
 - Communication of alerts from sensor to server
 - Data sharing and mobile units
- Also need to identify where they don't work well
 - Camera control
 - Sensor status
 - Standard web services more appropriate here



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Daniel Getman Geographic Information Science and Technology Group Oak Ridge National Laboratory getmandj@ornl.gov 865-241-1745 Bill Dollins Senior Vice President Zekiah Technologies Inc.

bill@zekiah.com 301 392 3788 x23