

From Packets to Interactive Imagery

GeoSphere



David Hoese
Clayton Suplinksi

Graeme Martin
Ray Garcia
Will Roberts

David Hoese

- Software developer - SSEC/UW-Madison
- Lead developer on
 - GeoSphere
 - Geo2Grid/Polar2Grid
 - SIFT
- Open source developer and contributor
 - Satpy
 - Pyresample
 - VisPy
 - ...others

The rest of the team

Clayton Suplinski

Frontend developer

Ray Garcia

Backend developer

Will Roberts

Backend developer

Graeme Martin

Principal Investigator, tester, proposal writer, report writer

Scott Nolin and Jesse Stroik

Technical computing and cluster fixers

Project Goals

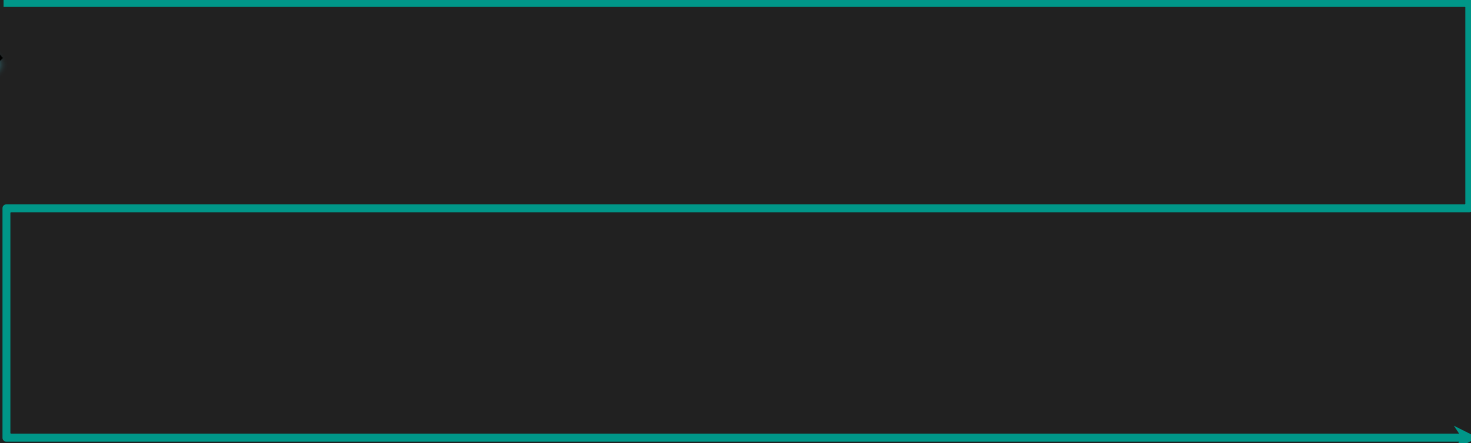
- Convert GOES-ReBroadcast (GRB) to image tiles quickly (low latency)
- Use high-quality imagery created with CSPP Geo Geo2Grid software
- Cloud-friendly development with multiple environments (commercial cloud, self-hosted) in mind
- Make a good-looking website with a **simple UI**
- Do it on a budget
 - 2 developers
 - 1 self-hosted server
- Learn “Stuff” (Kubernetes)
- Phase 2: Make it better (GOES-17, video sharing, optimizations, etc)

DEMO!!!

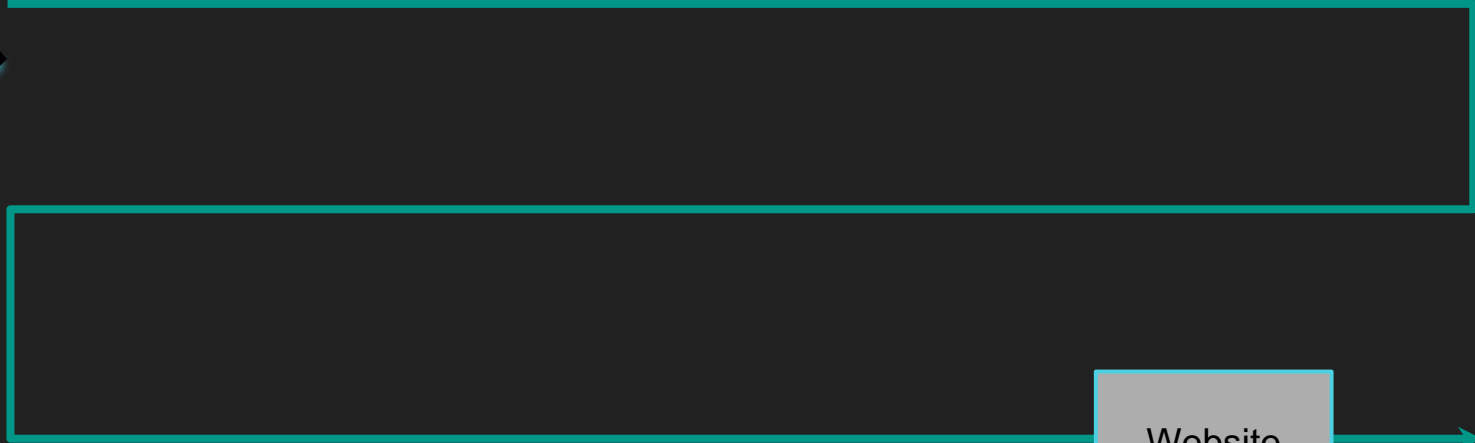


Evolution of GeoSphere

Evolution of GeoSphere - Phase 1



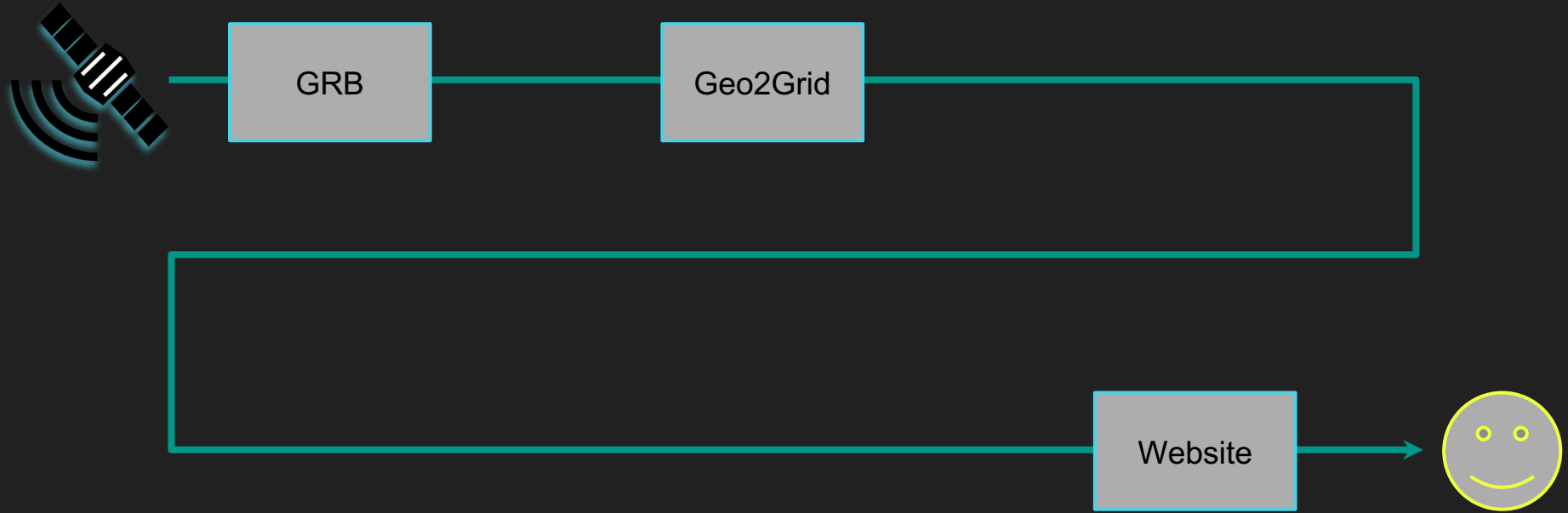
Evolution of GeoSphere - Phase 1



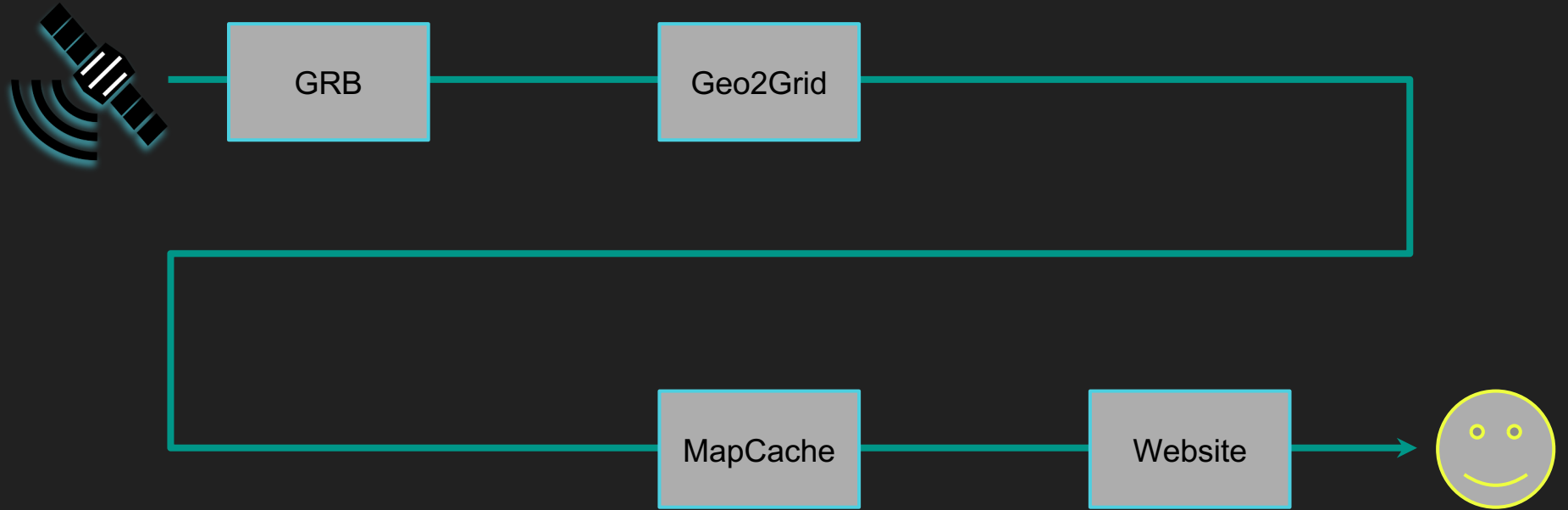
Website



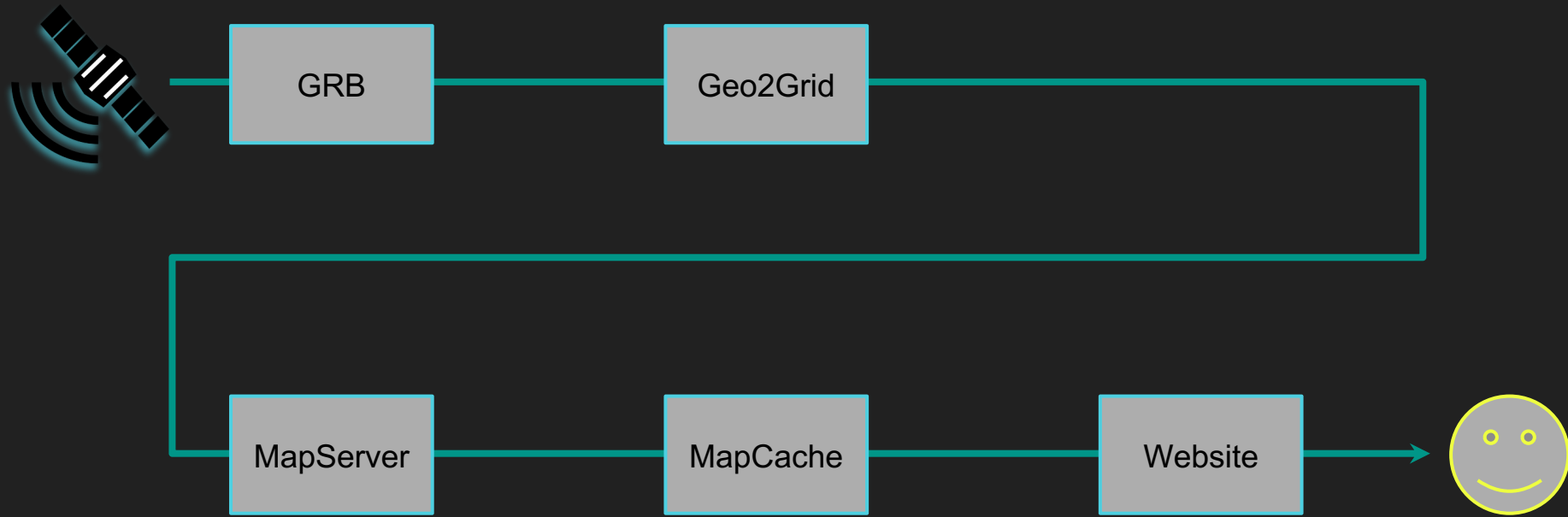
Evolution of GeoSphere - Phase 1



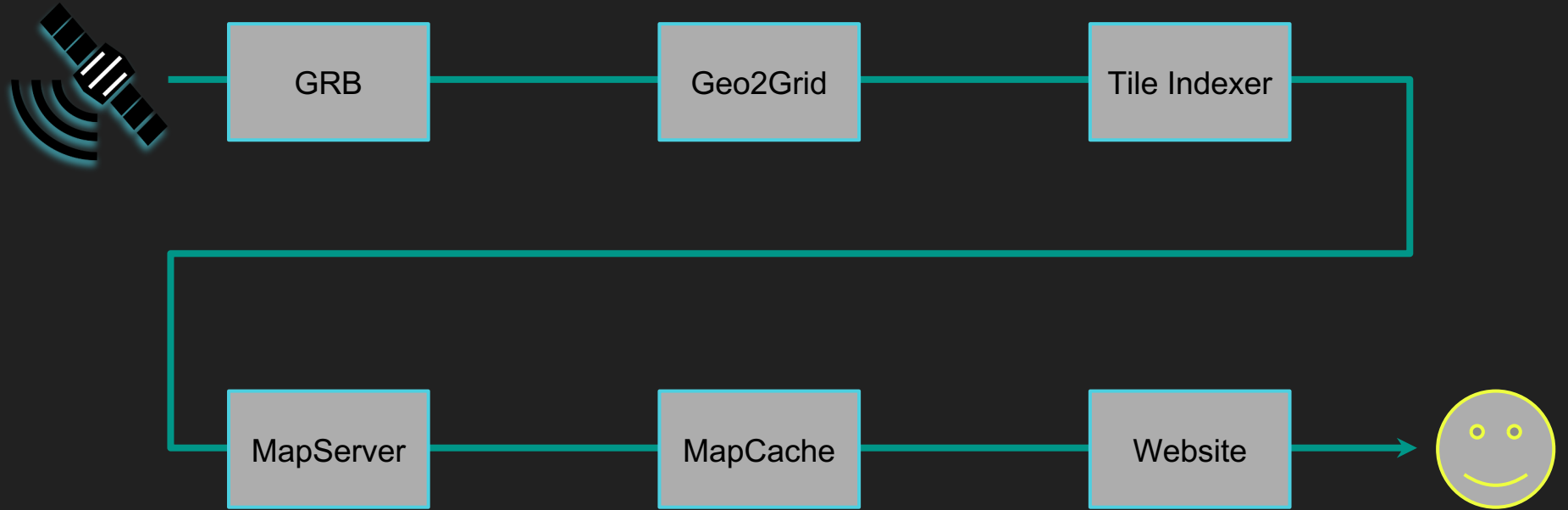
Evolution of GeoSphere - Phase 1



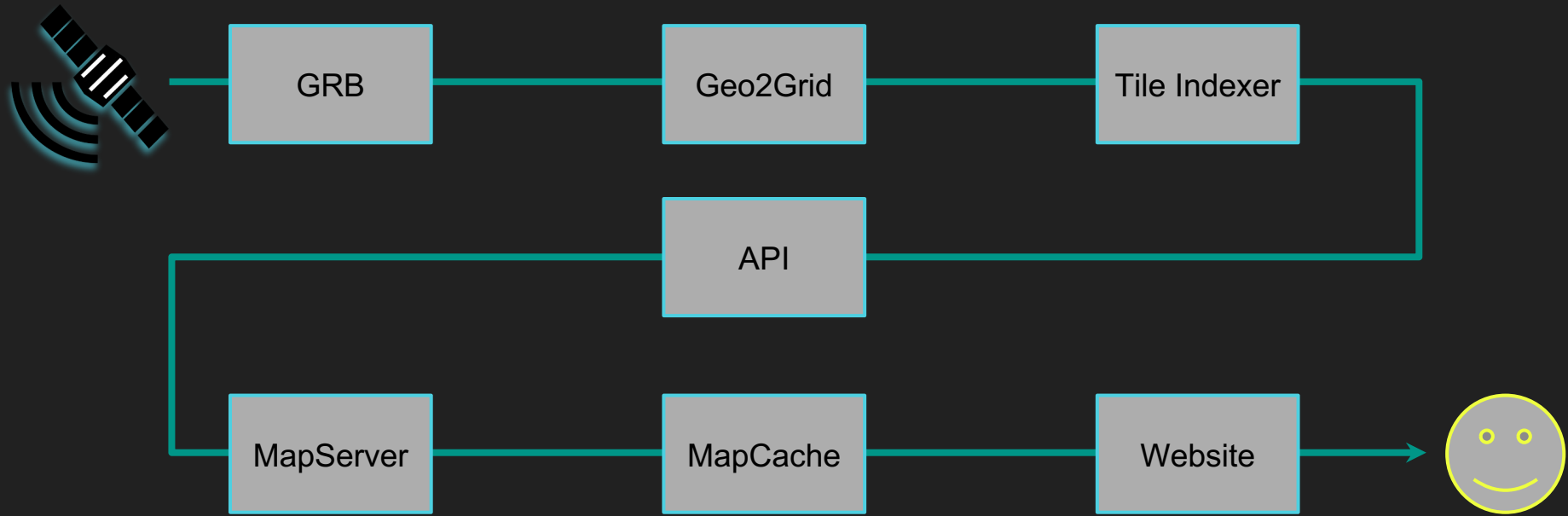
Evolution of GeoSphere - Phase 1



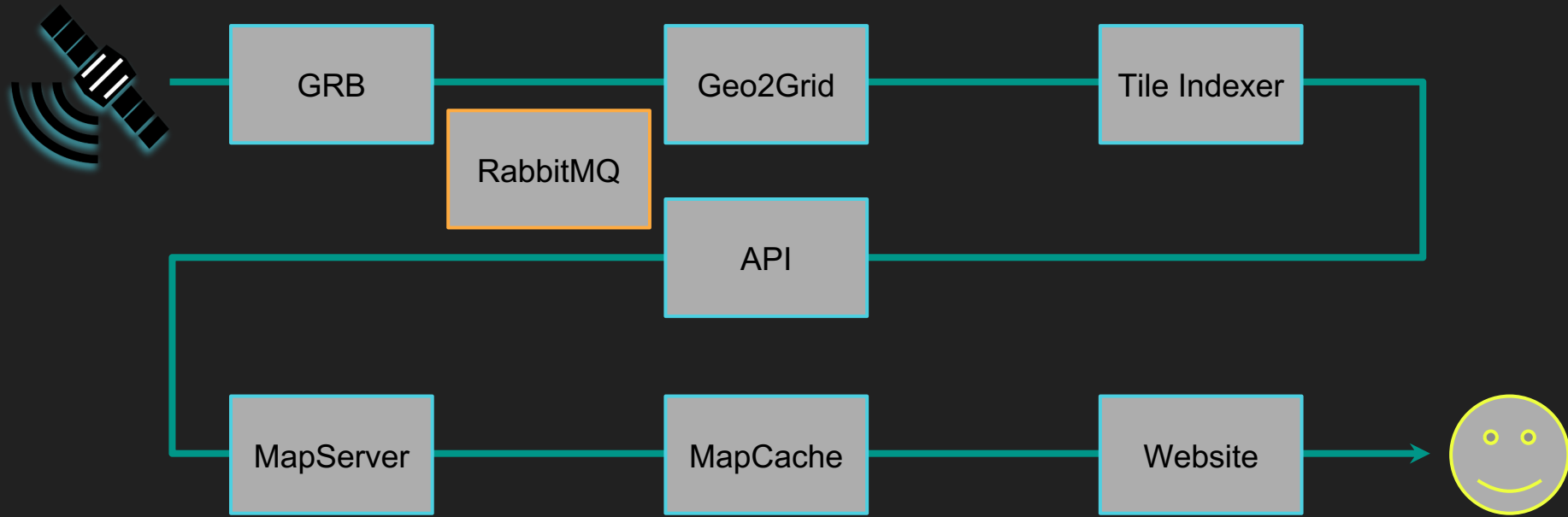
Evolution of GeoSphere - Phase 1



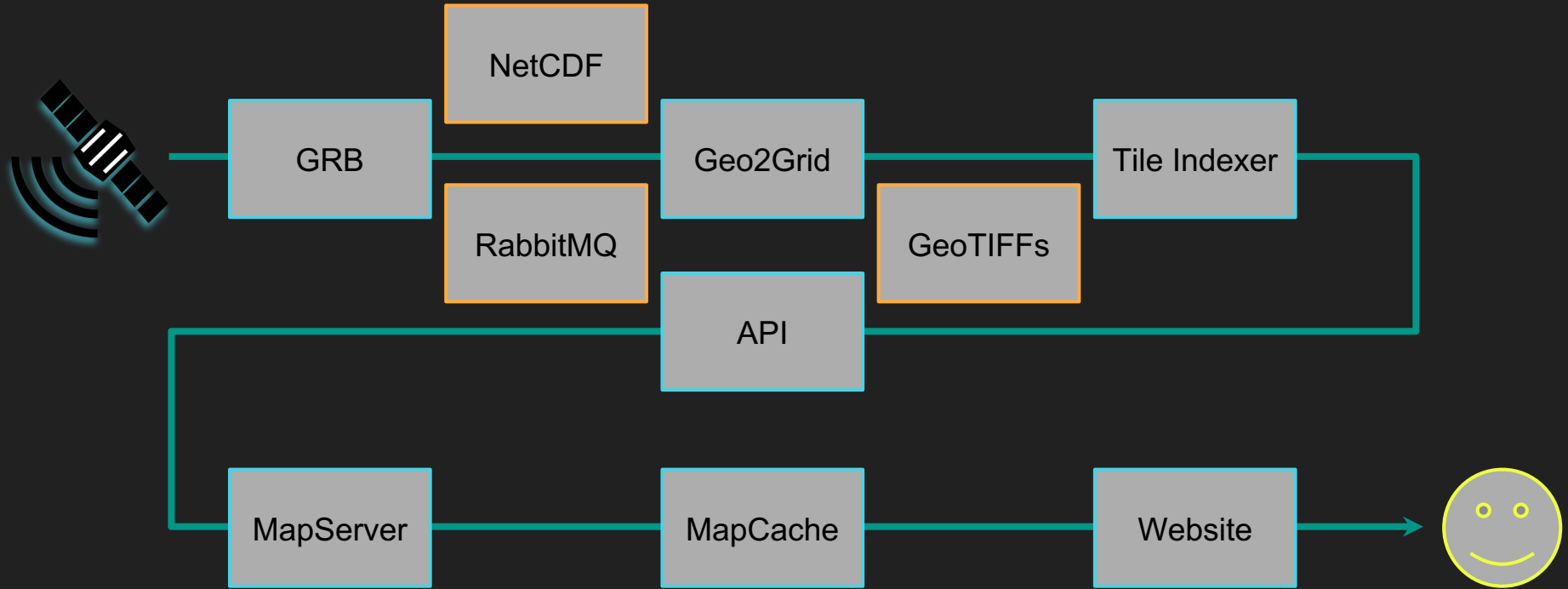
Evolution of GeoSphere - Phase 1



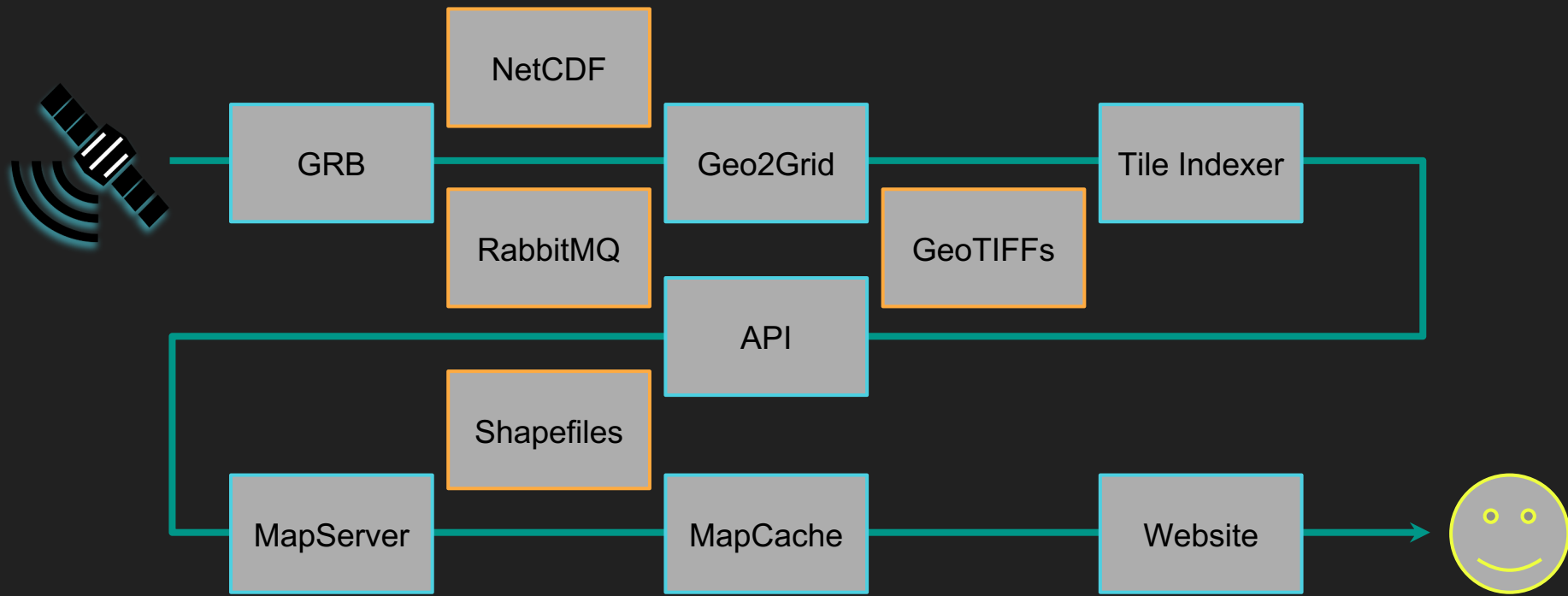
Evolution of GeoSphere - Phase 1



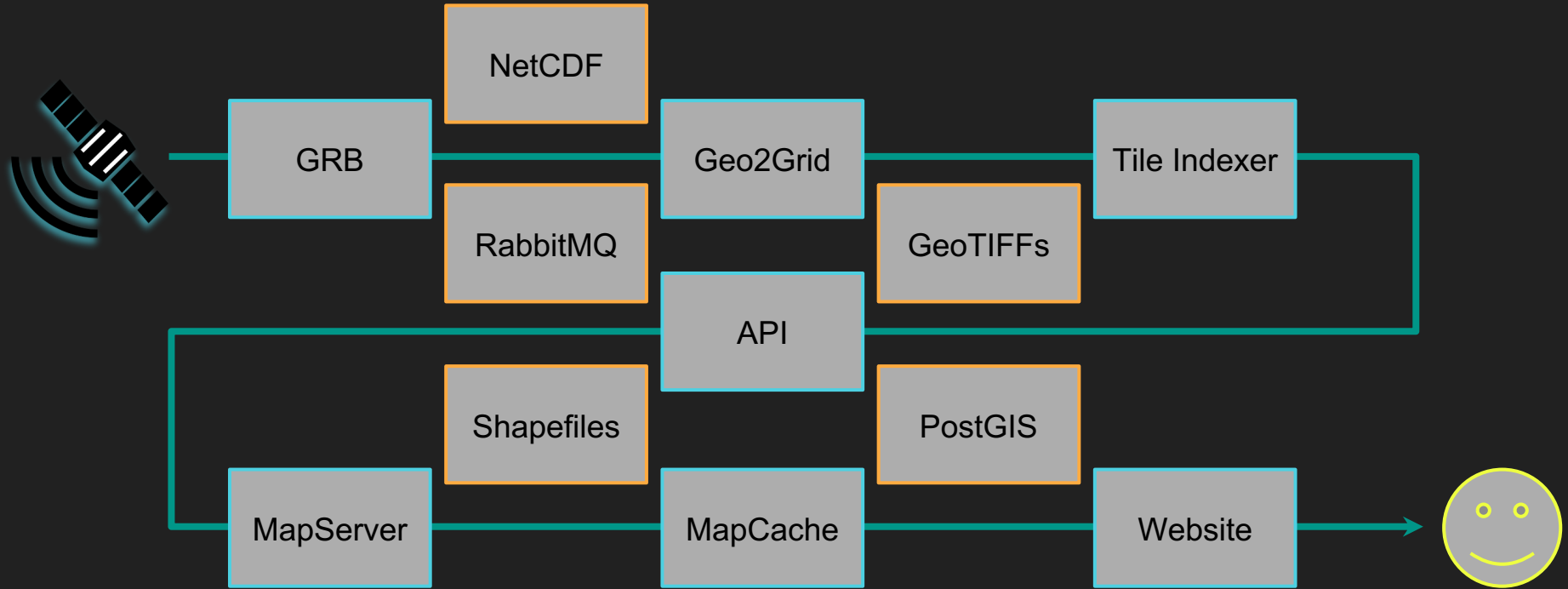
Evolution of GeoSphere - Phase 1



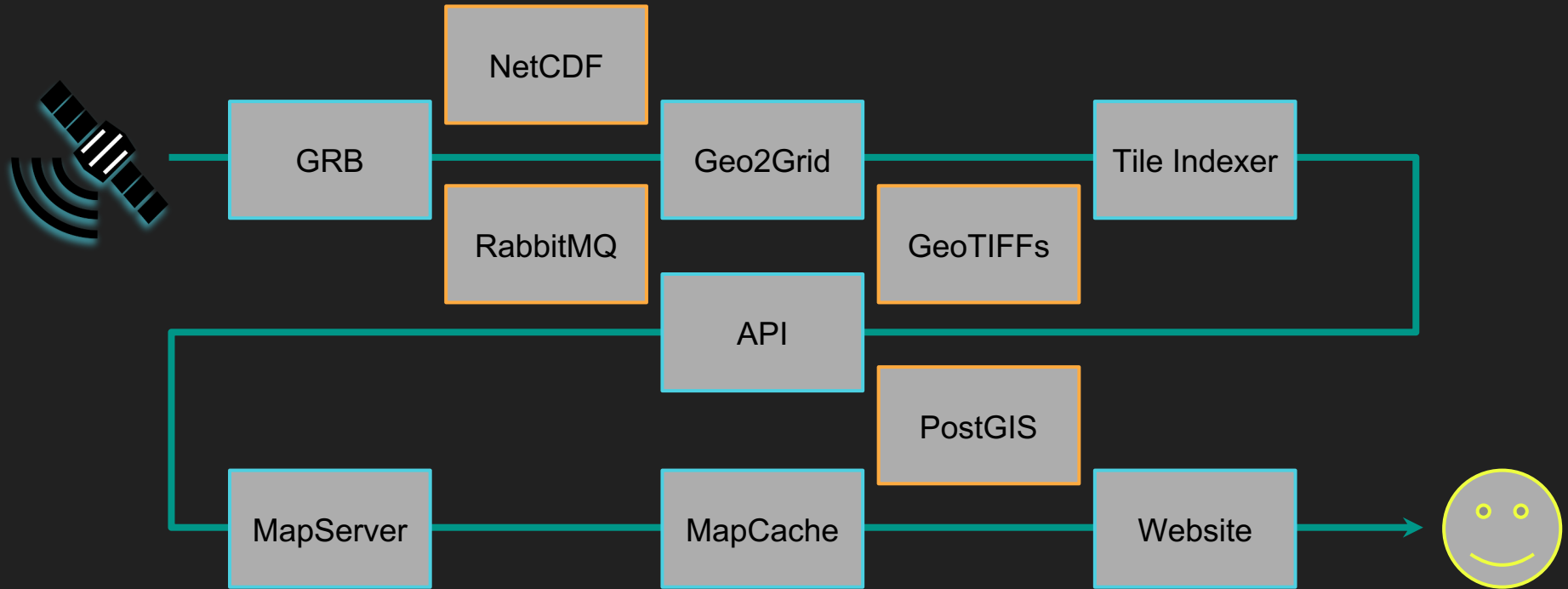
Evolution of GeoSphere - Phase 1



Evolution of GeoSphere - Phase 1

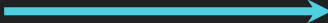
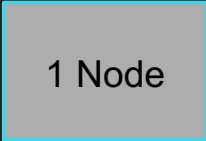


Evolution of GeoSphere - Phase 2

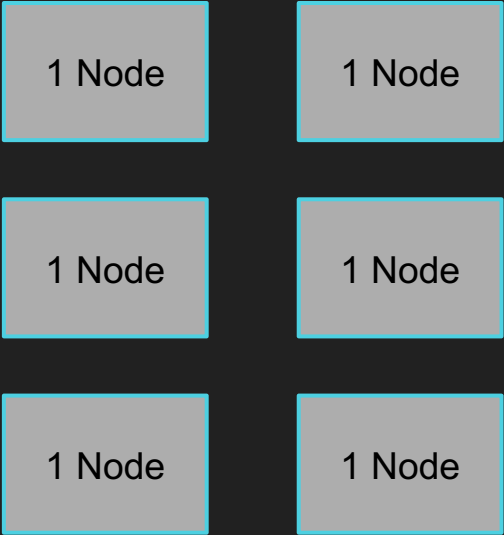


Evolution of GeoSphere - Infrastructure

“Cluster”



Cluster

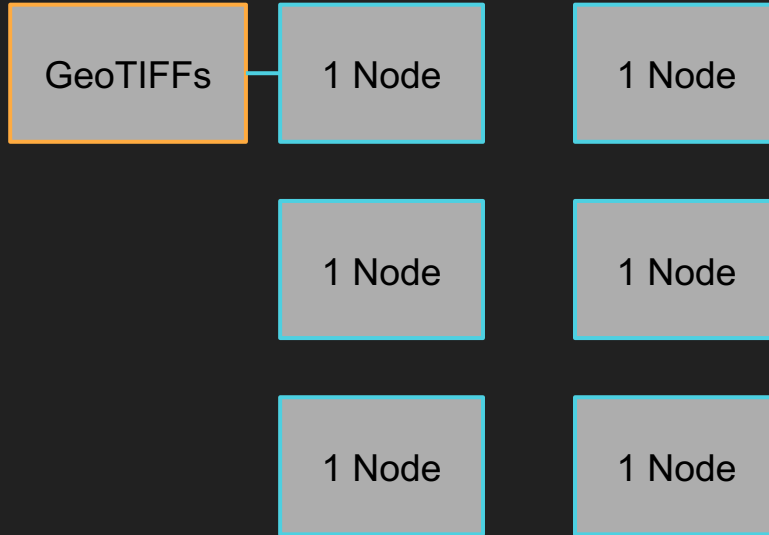


Future - Finishing up Phase 2

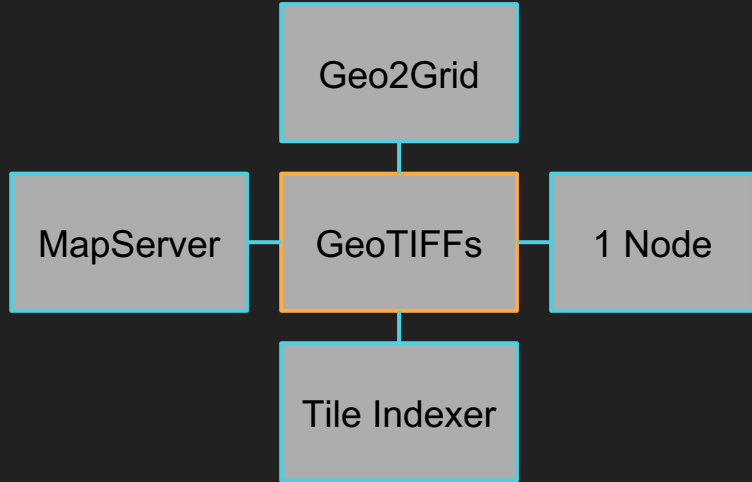
- Upgrade Geo2Grid to 1.1 beta ✓
- Add MP4 video generation ✓
- Switch from CGI scripts to FastAPI ✓
- GOES-17 | GOES-18 → GOES-West
- Optimizations
 - Larger tiles
 - JPEG compression
 - Background processing on the client
- More products (ABI L2, other RGBs, etc)
- S3 storage backend

Multi-node processing - I lied

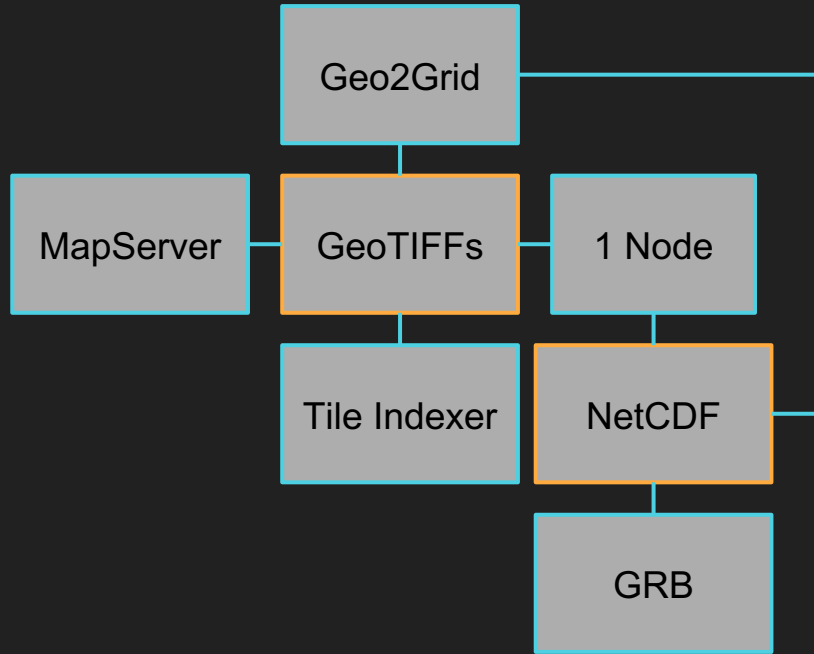
Cluster



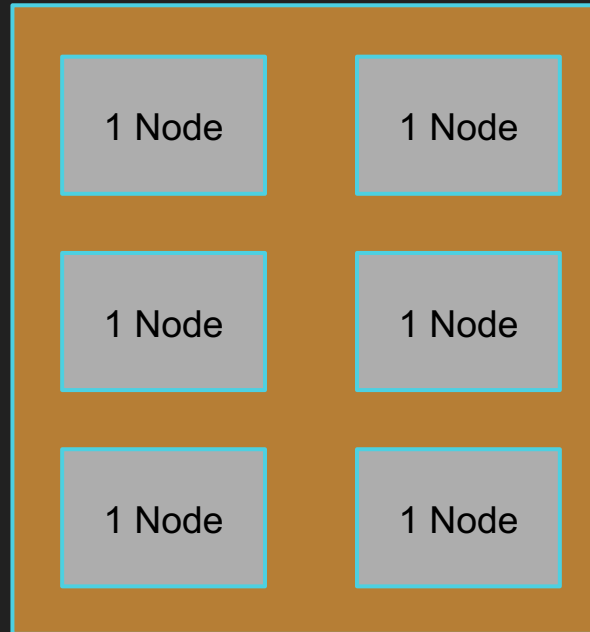
Multi-node processing - I lied



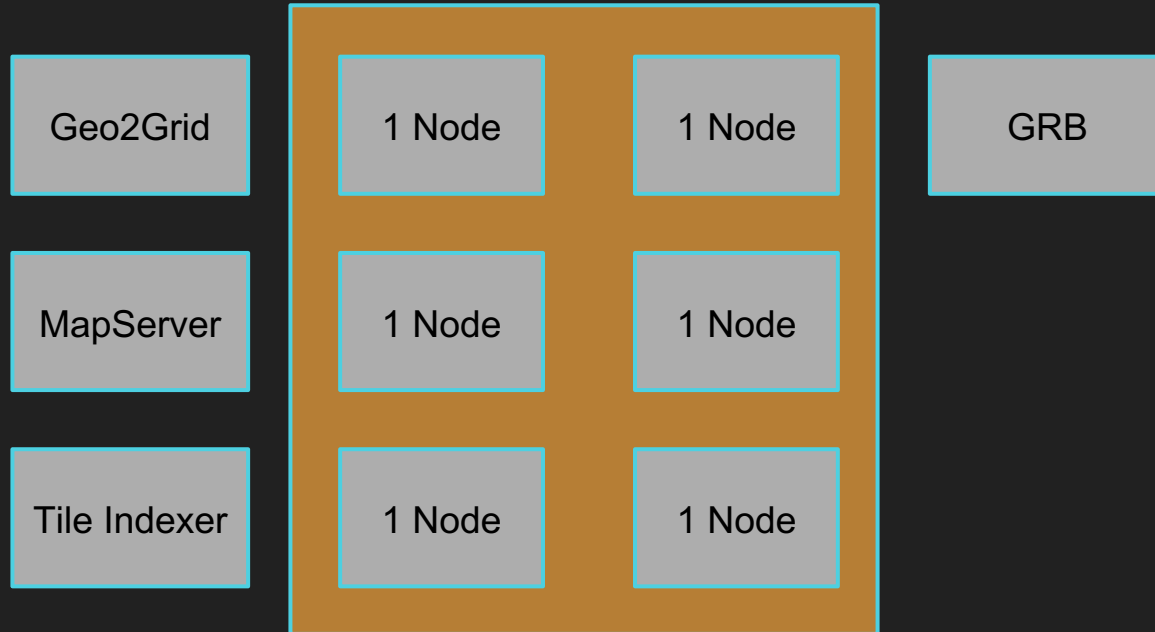
Multi-node processing - I lied



Multi-node processing - CephFS S3



Multi-node processing - CephFS S3



Thanks

Beta testers

Tim Schmit, Jim Nelson,
Mat Gunshor, Scott Lindstrom,
Liam Gumley, Kathy Strabala,
Sam Batzli, Jerry Robaidek



GeoSphere: <https://geosphere.ssec.wisc.edu/>

CSPP Geo: <https://cimss.ssec.wisc.edu/csppgeo/>

[Video on Youtube](#)