Data Products on Cloud

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EO1 Cloud Computing

- **Joyent Cloud**
  - Ruby on Rails
  - 3 processors
  - 3TB of storage

- **Matsu Cloud**
  - Web Coverage Processing Service (WCPS)
  - Co-registration with Landsat GLS
  - Atmospheric Correction for Hyperion

- **Starlight 100 Gigabit Ethernet Exchange**
  - Hyperion and ALI Level 0 Processed data from GSFC, EO1 MOC

- **EO-1 GeoBPMS**
  - Hadoop Tiling/MapReduce/Accumulo
  - Supplied by Open Cloud Consortium
  - Open Science Data Cloud Virtual Machines & HTTP server to VM’s

- **EO-1 GeoBliki**
  - Multi-year data product archive

- **Total OSDC Resource Size**
  - Total Compute Cores: 7550
  - Compute RAM: 27622 (MB)
  - Raw Storage: 10.03 (PB)
  - Usable Storage: 5.92 (PB)

- **Public Data Commons**
  - The OSDC hosts a local mirror of a PB of publically available datasets. The data can also be freely downloaded using proxy or DOI.

- **Example Available Datasets**
  - 1090 GENOMES
  - MODIS/Terra
  - GOES
  - LANDSAT8
  - GPM CORE DATASETS
  - COMPLETE CENSUS

**EO1 Cloud Computing**

- Technologists
- NASA Investigators
- Disaster Responders

6/11/2014 Goddard Space Flight Center
EO1 Cloud Computing

- Data is available publicly and instantaneously at ftp://matsu.opencloudconsortium.org
- Namibia Flood Dashboard http://matsu.opencloudconsortium.org/namibiaflood
- Web Coverage Processing Service http://matsu.opencloudconsortium.org/wcps
Co-registration with Landsat GLS

- Global Land Survey Maps - A collection of Landsat-type satellite images from USGS
  - Near complete global coverage
  - Orthorectified
  - Each image has cloud cover of less than 10%

- Ground truth for the registration programs was drawn from the GLS 2000 and can be updated when the GLS 2010 is completed

Chip Registration

Currently “chip database” created (in a brute-force fashion) by extracting successive 256x256 sub-images of all GLS scenes and storing them according to path and row.
Automatic Registration of EO1 Scenes Using Global Land Survey (GLS) Database

1. Find Chips that correspond to the Incoming Scene
2. For Each Chip, Extract Window from input scene using UTM coordinates
3. Eliminate Windows with insufficient information
4. Smooth and Normalize gray values of both Chip and Window using a Median Filter
5. Register each (Chip,Window) Pair using a wavelet-based automatic registration: get a local rigid transformation for each pair
6. Eliminate Outliers
7. Compute Global Rigid Transformation as the median transformation of all local ones
8. Compute Correct UTM of 4 Scene Corners of input scene
9. If desired, Resample the input scene according to the global transformation
Scene 1 Before Automatic Registration Superimposed onto Goggle Earth
Scene 1 After Automatic Registration Superimposed onto Goggle Earth
Scene 2 Before Automatic Registration Superimposed onto Goggle Earth
Scene 2 After Automatic Registration Superimposed onto Goggle Earth
Conclusions and Future Work

• Results visually acceptable
• Computations very fast and real-time
• RMS still too high (Translation errors between 0.4 and 2.5 pixels) because:
  1. Chips and windows need to be pre-selected based on the information content (e.g., using an entropy measure)
     • Registration would be more accurate because transformation would only be computed on pairs that have a significant amount of features
     • Registration would be faster because less local registrations
     • Chip database would be smaller to be stored onboard

  2. Global transformation should be computed by taking the list of original corners coordinates of each window and their corresponding corrected coordinates, and treat them as a list of ground control points and their corresponding points => after outlier elimination, global transformation can be computed using a rigid, an affine or a polynomial transformation.

  3. Masks for clouds and water should be included, so registration would not use cloud or water features that are often unreliable

• Onboard, computations can be performed on SpaceCube or hybrid processor