

PDS 4 Data Architecture Part I (2)

PDS 4 Data Architecture Team

September 2008



Fundamental Issues

Big Goals: Customers, Drivers, Priorities

Organization of the full PDS Data System

Hold for Part II =

"fewer, simpler formats"

Data Structure



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Ray Arvidson's Questions

- f. Enable "one-stop shopping", I.e., seamless access to data that reside at multiple nodes?
- g. Help users by delivering derived data products in the format, coordinate system, and map projection from the user requests?
- h. Help data providers by automating the design, production, and delivery of PDS data sets?
- i. Ensure that PDS standards are simple, straightforward, and consistent so that data providers and users can easily understand [and uniformly] apply them?
- j. Ensure that data sets can be safely and efficiently archived in NSSDC and retrieved on demand?
- k. Improve the data transfer, data integrity, and maintenance of PDS data sets?
- I. Simplify addition of future user services -- robust building blocks at the foundation of our structure?



Consensus vs. Distributed Control – Aspects to use or avoid.

Consensus Extreme

- Objects & elements defined globally
- One interface into PDS holdings
- Local repositories use one layout
- Nodes & data location transparent
- Structures & formats highly rigid
- Global configuration control
- General utilities support all classes
- No mission or discipline tailoring
- Cheap, universal software
- "1 PDS "
- Simpler for providers

Distributed Extreme

- Highest-level requirements global
- DNs use independent catalogs
- Local repositories independent
- User sees DN not PDS as whole
- High flexibility
- Nodes handle configuration control
- Utilities produced by DNs
- User-Oriented Service
- Limited interoperability
- Requirement Proliferation
- Frustrating for providers



End of Part I

Let's take a break!

