



Virtual Observations 2016

- Caput college – special
- From Virtual Observations -> Data Science 16/17
- Data science – data science – data science
 - future, jobs in and outside astronomy
- EV Astronomical Information Technology
 - many ways of being an astronomer- and beyond



Virtual Observations 2016 is about

- BigData
- Data bases
- Information Systems in Astronomy
- Data mining
- Data processing
- Data federations



Big Data Machines

- Lofar 2010 www.lofar.org
- VST-OMEGACAM 2011 www.astro.rug.nl/~omegacam
- ALMA 2013 www.eso.org/sci/facilities/alma
- GAIA 2014 www.sci.esa.int/gaia/
- EUCLID 2020 www.euclid-ec.org
- LSST 30Tb/night www.lsst.org
- SKA 2022 www.skatelescope.org
- The virtual observatory, Euro-VO, IVOA



Virtual Observations 2016

languages & standards data base

- SQL & relational DBMS - query language
- XML & XSD
 - data modeling
- UML & SADT
 - data modeling
- R
 - compute/ db binding
- Python
 - compute/ db binding

Virtual Observations 2016

- April - June 2016
- 2h lecture + 2h lecture + 2h werkcollege / week
- 7 June 14:00 – 15:40 Euro-Vis conference visit
- Exams: June 2016





Virtual Observations 2016 schedule

- Monday 13:00 ZG 257
- Tuesday 17:00 PC room ZG 142
- Thursday 15:00 PC room ZG 142
- EV – data science- information systems
- Dr Andrey Belikov - techniques
- Dr Gijs Verdoes Kleijn – astrometry, photometry



Virtual Observations - exams

- 1 mandatory werkcollege tasks
- 1 examination task (free) 4-5 pages -> exam



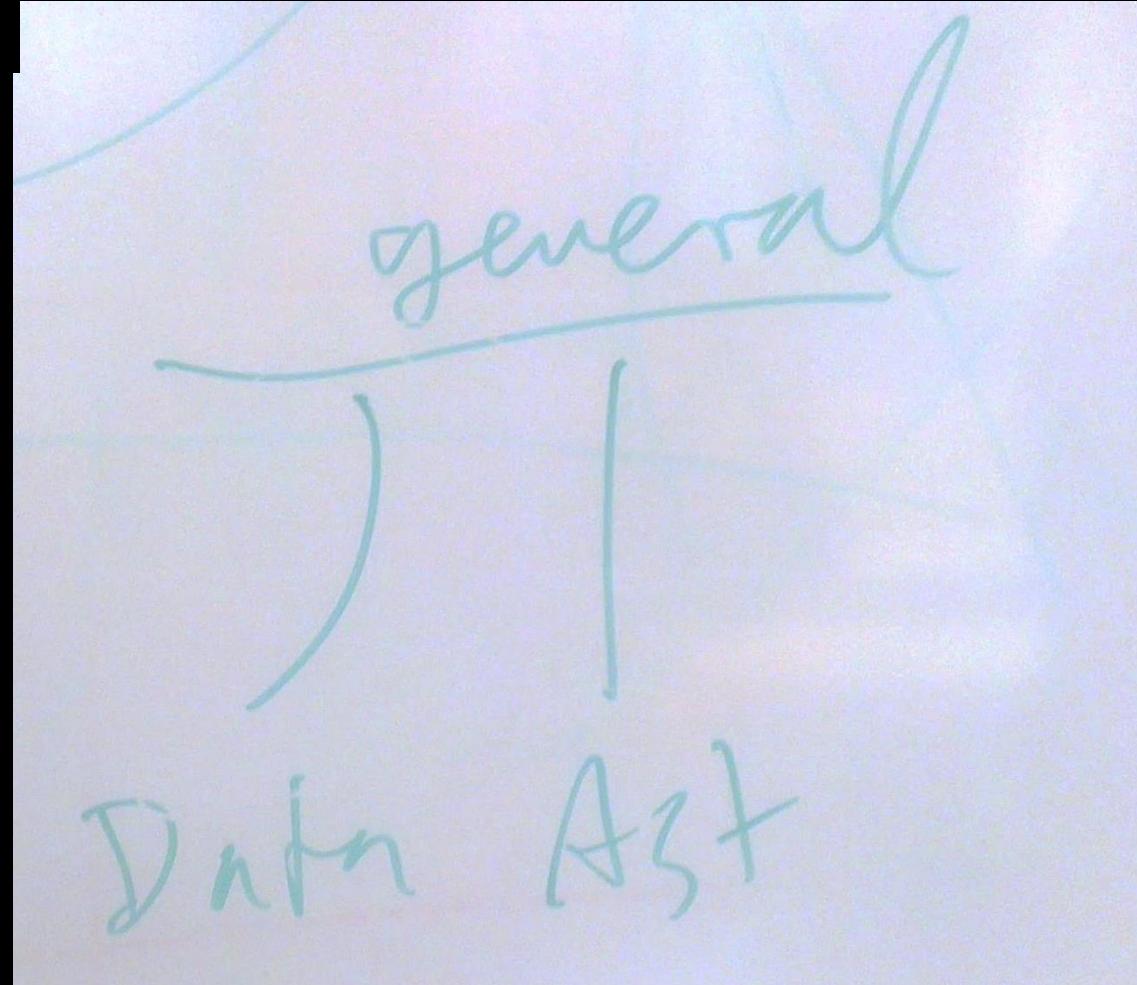
Virtual Observations 2016

contacts

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- Andrey Belikov
- belikov@astro.rug.nl
- r. 127
- www.astro.rug.nl/~belikov/VO2016/



DS & CS - data scientist



Target



Data federations

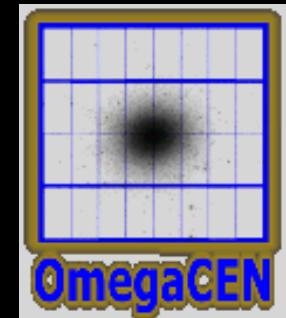
Edwin A. Valentijn

Prof Astronomical Information Technology

Target- OmegaCEN – Kapteyn

University of Groningen

Data Science & Complex Systems Symposium



Compute centric 1970's main frames

- 1 -100 Mbyte
 - Compute – main frame
 - Data Store - local
 - Data manage - by hand
- User = programmer



Compute centric 1980-90's workstations

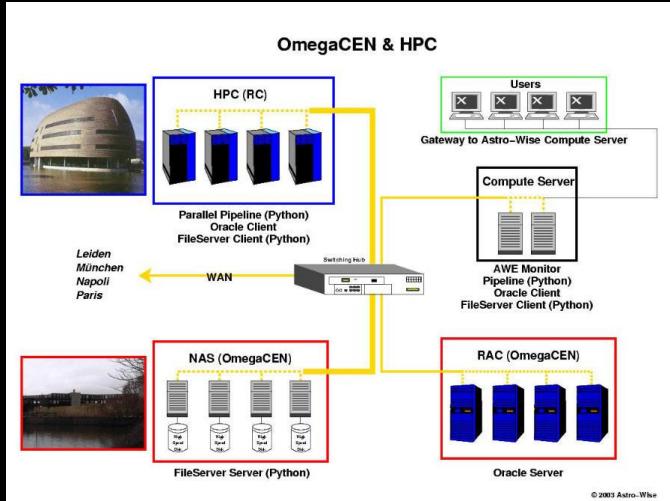


- 1 -100 Gbyte
 - Compute – workstation
 - Data Store - local
 - Data manage – filesystem /tables
- User = programmer

e-science

- Beyond “workstation science” of the 80-90’s
- Distributed services
- Distributed communities
- Distributed archives
- p2p networks – KAZAA- NAPSTAR
 - Share cpu
 - Share storage
 - Share info / meta data /knowledge

Datacentric 2000-2010's local networks and internet



2003 Rug-CIT

- 1-100 Tbyte – Pbytes
 - Compute – local-grid
 - Data Store - distributed
 - Data manage - database
- }
- User

Datacentric > 2015's living archives communities - data federations



- 1-100 Pbyte
 - Compute – local– grid -local
 - Data Store - distributed
 - Data manage - database
- } data scientist

Target

why?

- Moore's law $N \rightarrow 2N$ in 2 years
- both cpu and data
- But N data point have $N^{**}2$ connections in 2 D
- Cpu's can't cope with increasing dataconnections
- We have to be smart and write $N \log N$ code
- we have to smartly index data, eg in trees
- -> i.e. data about data - Metadata
- The programmer becomes a data scientist

Big five of Big data

- Microsoft
- Amazon
- Google
- Yahoo
- Facebook

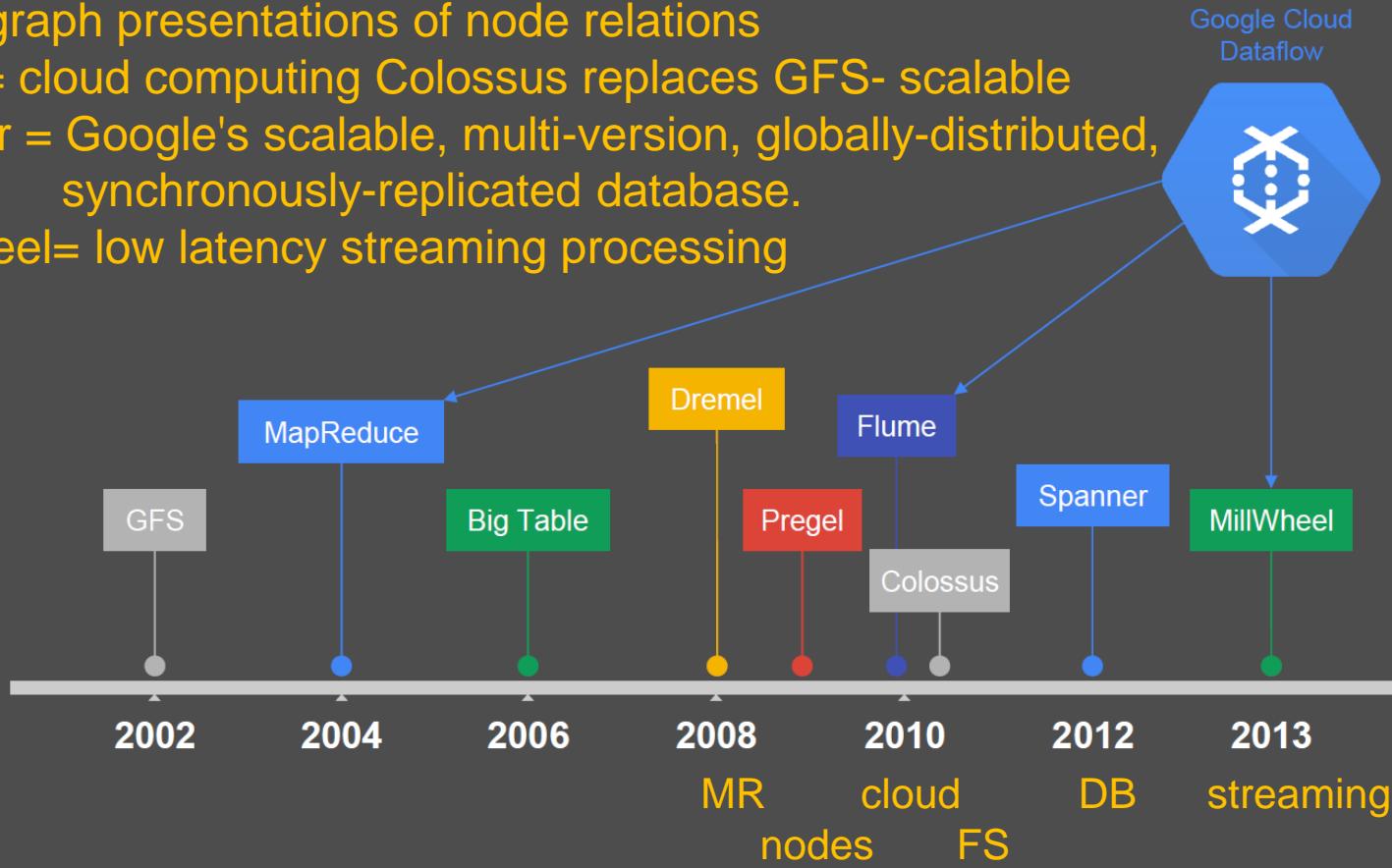
Dremel = scalable Map reduce 1000's cpus

Pregel graph presentations of node relations

Flume = cloud computing Colossus replaces GFS- scalable

Spanner = Google's scalable, multi-version, globally-distributed,
synchronously-replicated database.

MillWheel= low latency streaming processing



Petabyte Scale Data at Facebook

Dhruba Borthakur,
Engineer at Facebook,
XLDB Conference at Stanford University, Sept 2012

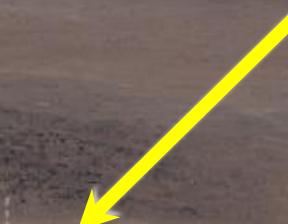
	Total Size	Technology	Bottlenecks
Facebook Graph	Single digit petabytes	MySQL and TAO	Random read IOPS
Facebook Messages and Time Series Data	Tens of petabytes	HBase and HDFS	Write IOPS and storage capacity
Facebook Photos	High tens of petabytes	Haystack	storage capacity
Data Warehouse	Hundreds of petabytes	Hive, HDFS and Hadoop	storage capacity

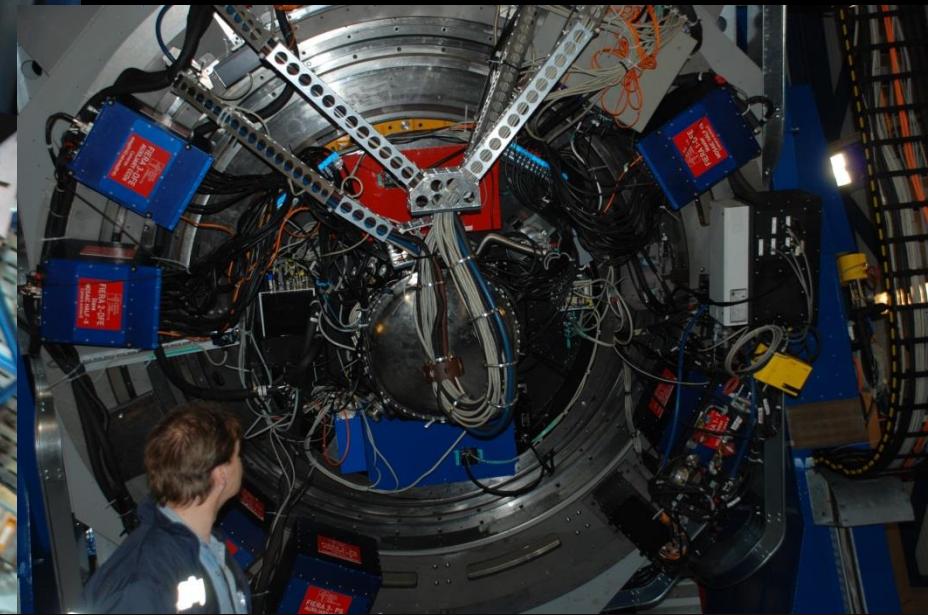
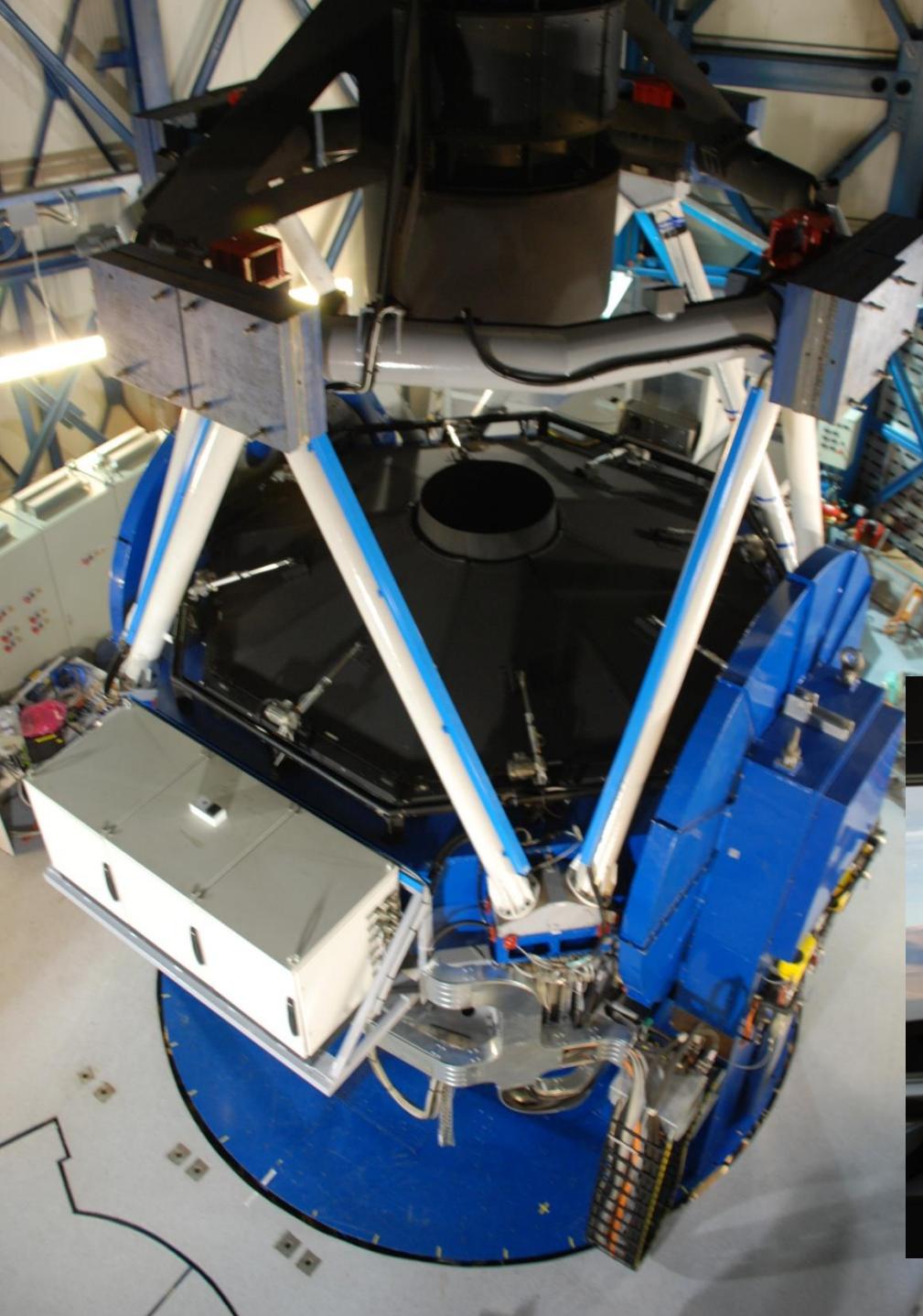


KiDS



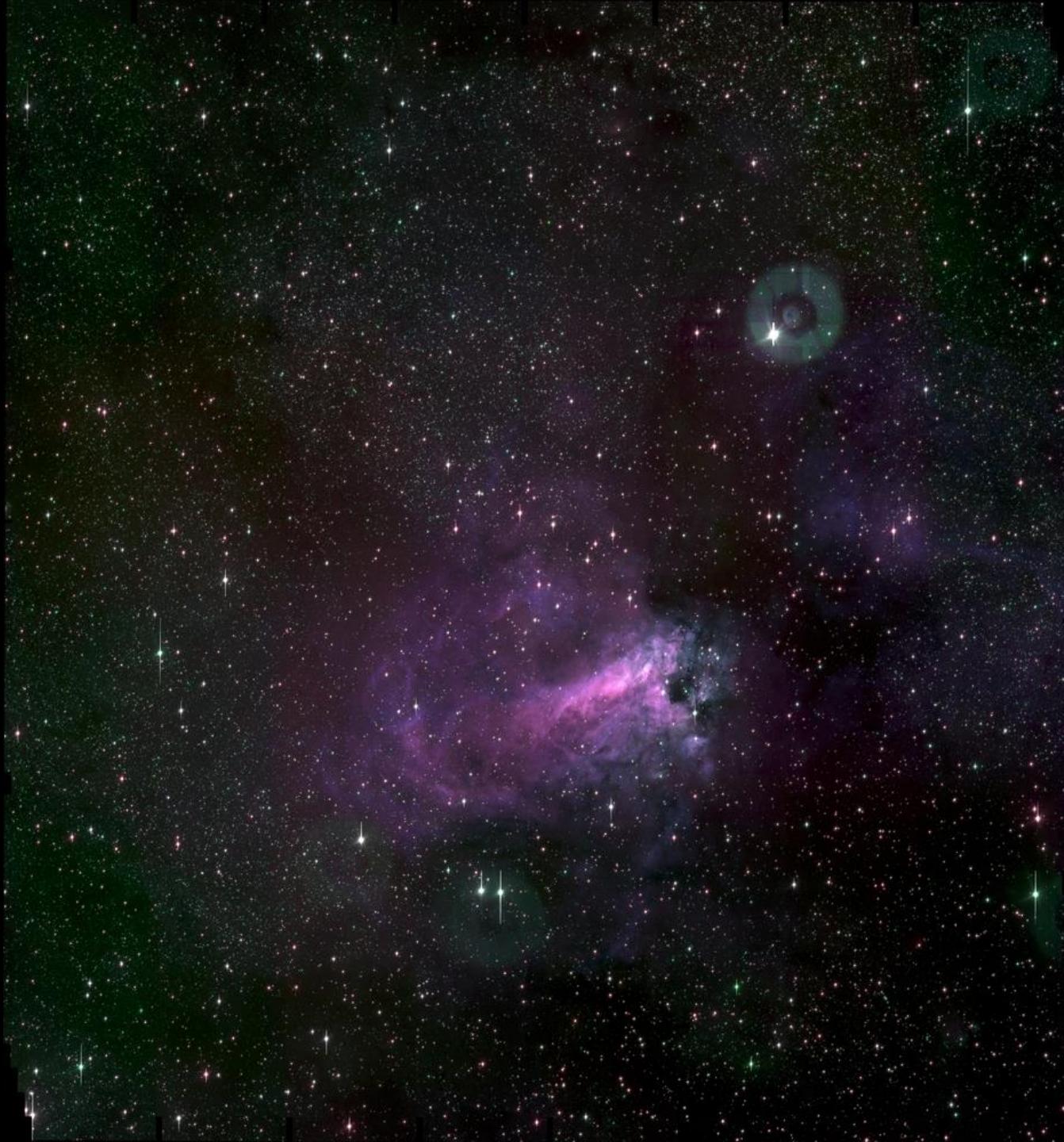
VISTA



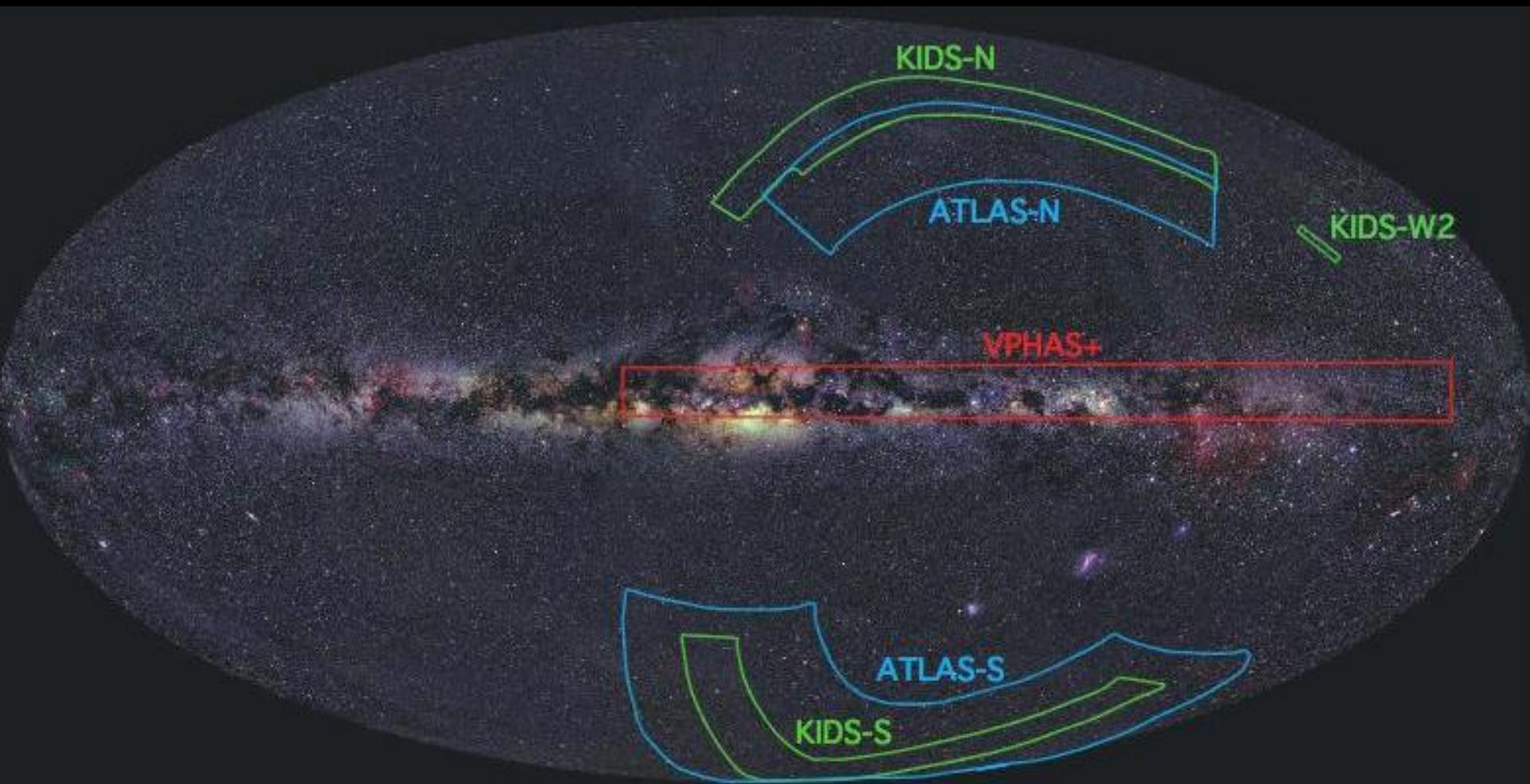


Leo triplet



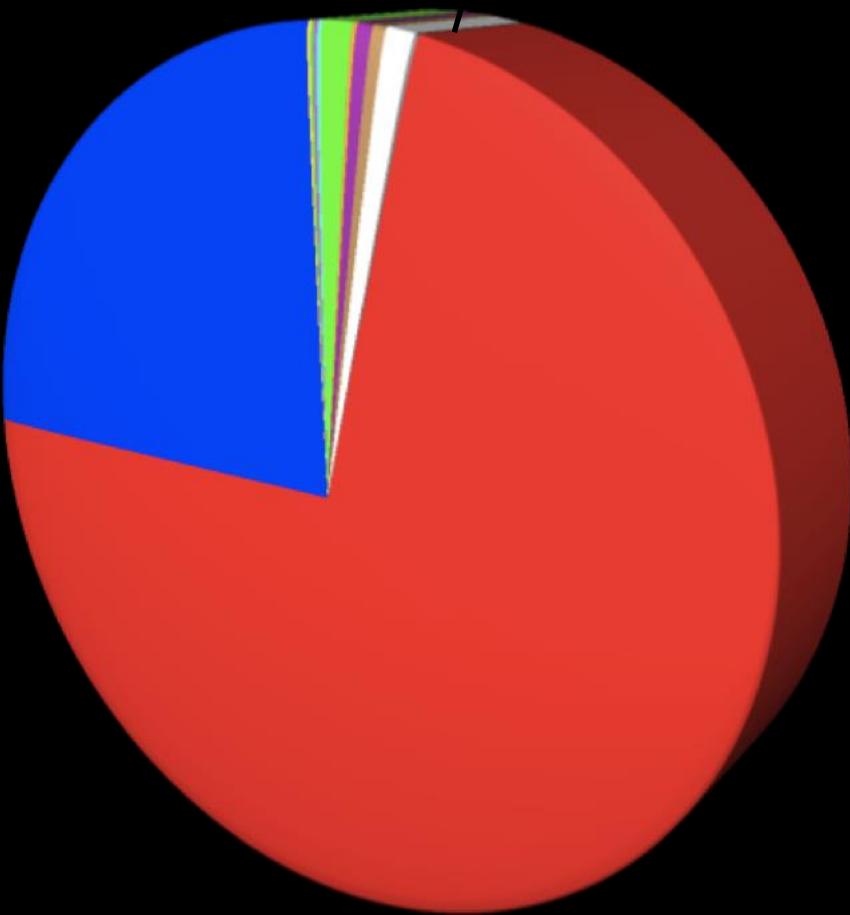


ESO public surveys



Target

Paranal Monthly Data Rates 2007 statistics

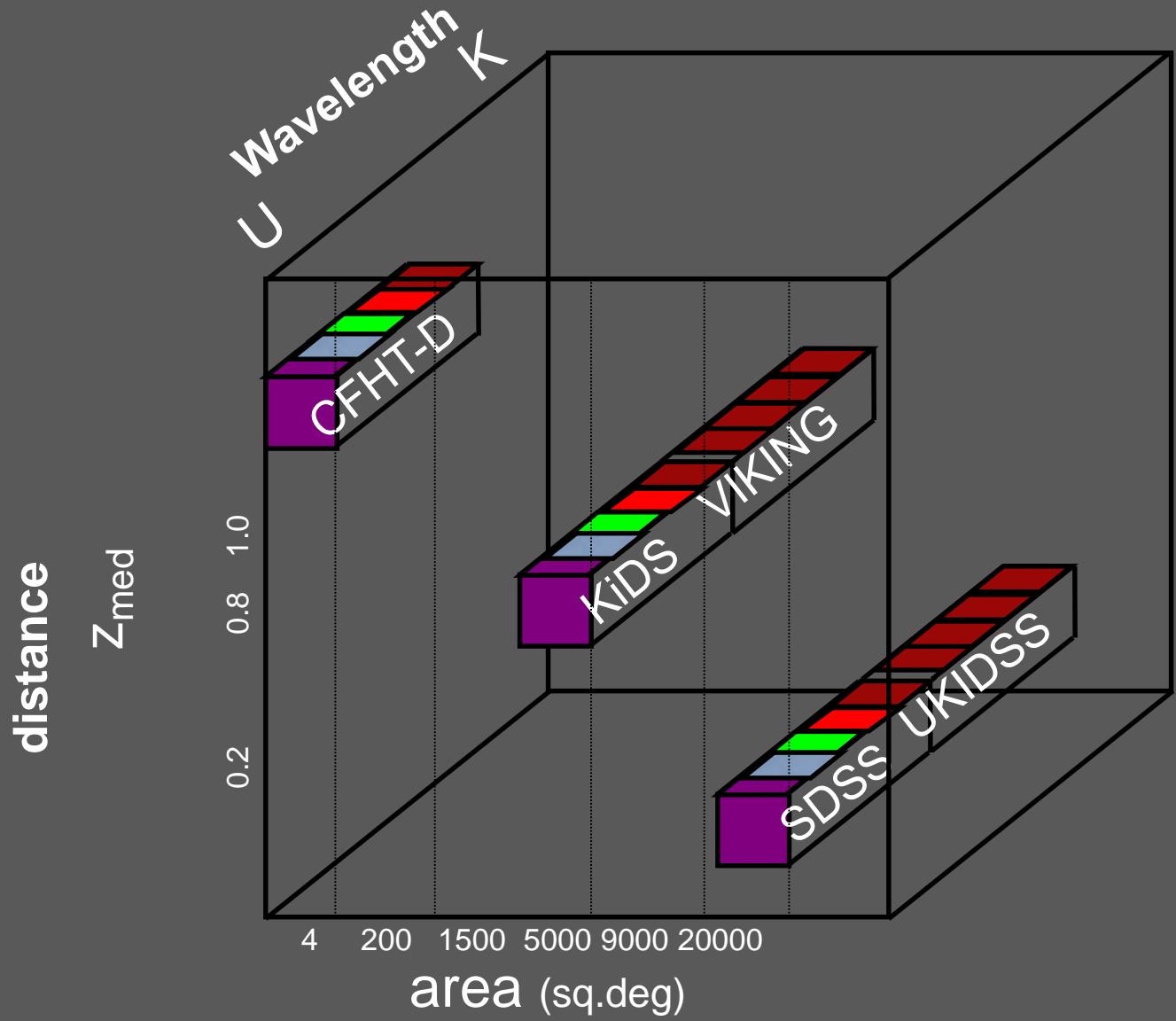


KiDS vs. other surveys

Earlier:

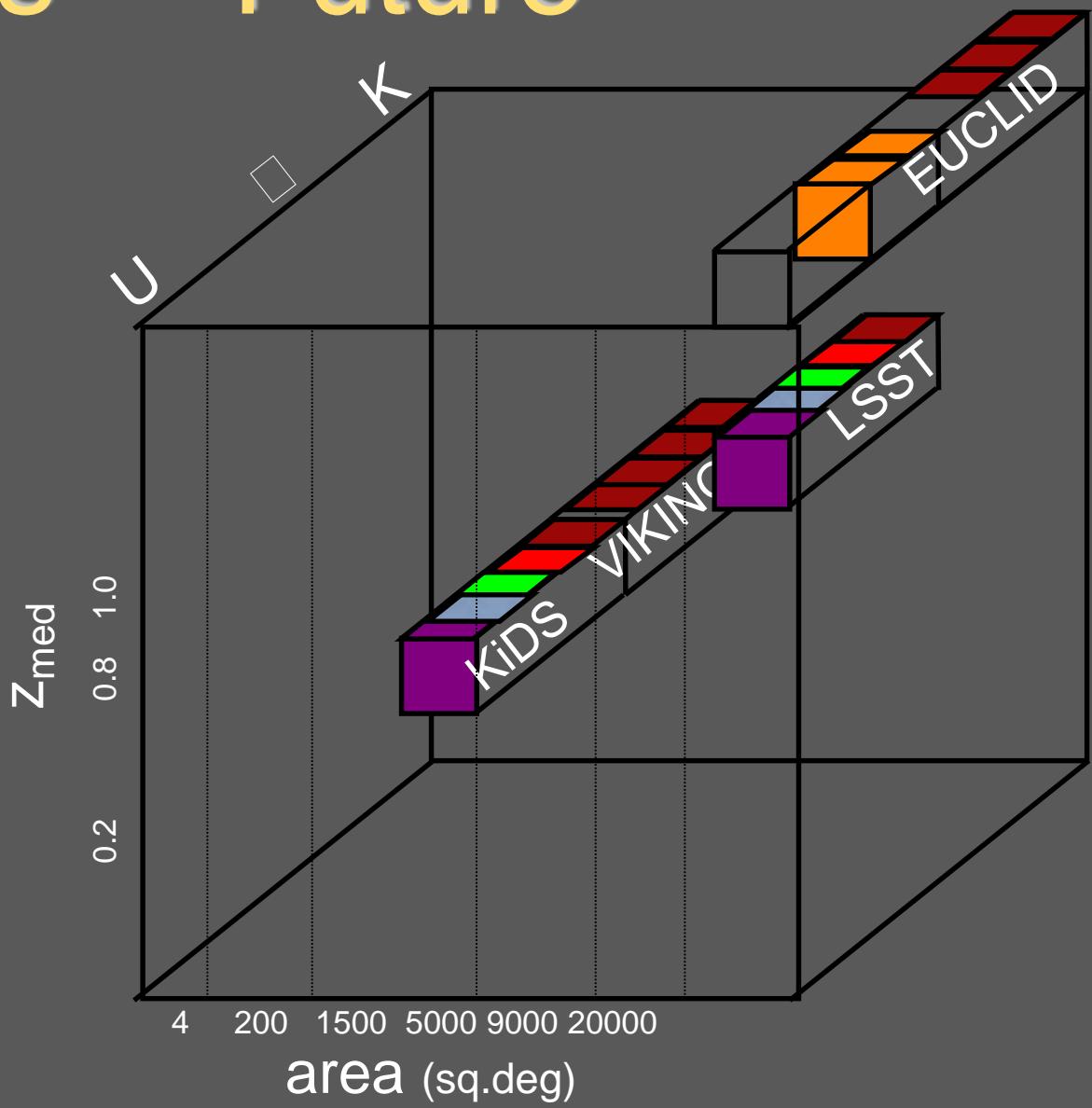
SDSS

CFHT-D



Target

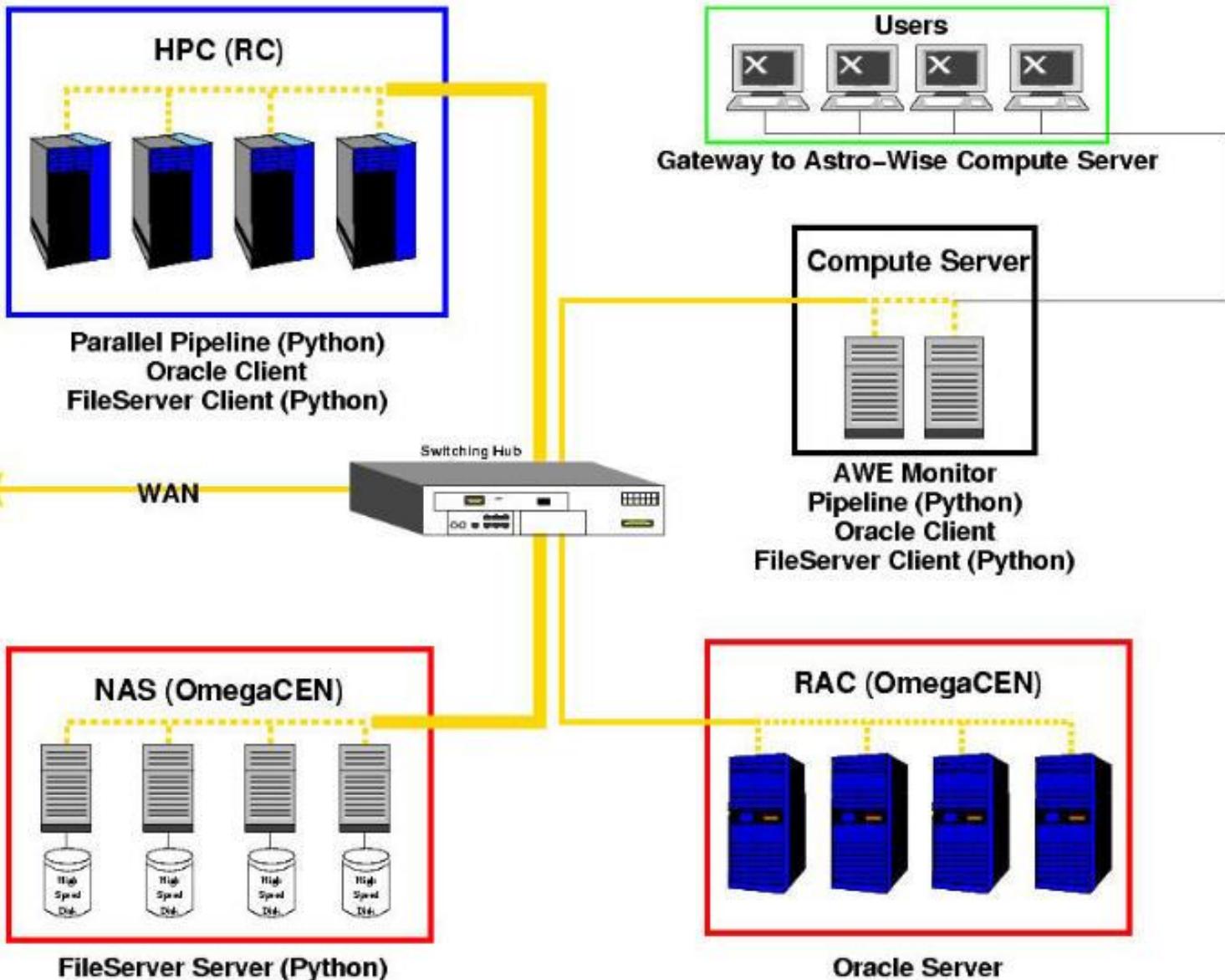
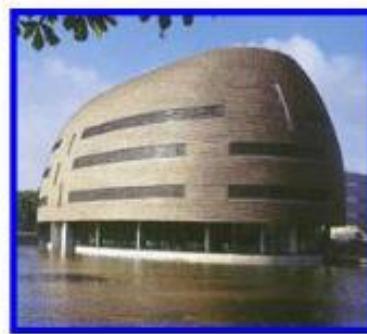
Kids - Future

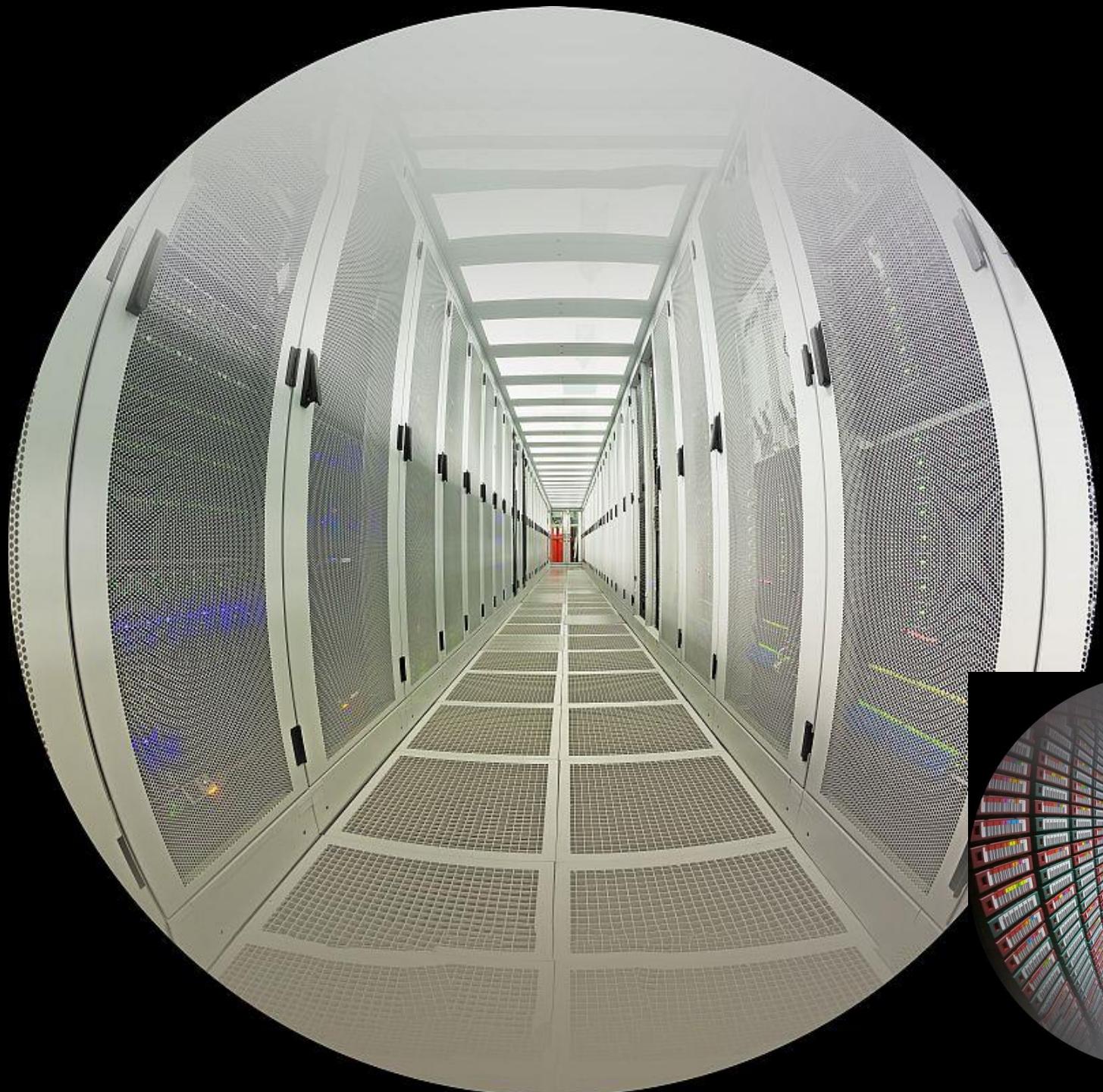


Euclid
Target 2013-2018
Science Ground Segment
Datacenter
Datacentric- WISE
ESA

Target

VST - Virtual Survey Telescope





control

- Limited control
- States run behind
- Commercial companies in the lead
 - *.doc, *.pdf, Google, *png, *.jpeg
- Powers of two:
 - Information Universe
 - Infoversum movie

7 bit



LYNDON B. JOHNSON

XXXVI President of the United States: 1963-1969

**127 - Memorandum Approving the Adoption by the Federal
Government of a Standard Code for Information Interchange.**

March 11, 1968

7 bit ASCII

bits	#states	Byte
0	1e+00	1
1	2e+00	Big Bang
7	1e+02	pre Big Bang ASCII

7 bits: 0110110

- Our **in vitro Information Universe** is fully due to agreements between people

7 bit ASCII
standards -bitstreams

Basics- Surveys

- Defined area on sky

- Homogeneous

Survey limit

Flux (magnitude)

Size

Surface brightness

distance

- Quality control

Basics - time

Everything changes in time

- Physical changes
- Our inside in modeling
- Methods, code, bugs

basics- pipelines

- Workflow
- What triggers a pipeline?

Data items

Operators

users

Basics - Information systems

- Pipeline design
- Standards: Fits, table format- VO Standards
- Protocols
- Project management- sociology
- Data model
- Data base
- Integrated/ distributed File systems
 - Grid FTP, AstroWise, Hadoop, Cloud, Dropbox
 - Distributed computing

Grids, cloud computing

Astro-WISE information system – fully datacentric

All data beyond pixel data is Metadata

all pixel data <-> data servers

all Metadata <-> database

compute clusters / GRIDs all I/O to db

- all components scalable
- all components EU distributed

N params N data back to basics

- Joins – links
- ++ Inheritance – dependencies
- Everything in cs is addresses
memory, ASCII, namespaces, registry
- Optimize , organize, index
- management

Peta -100 Peta

bits	#states	Byte
0	1e+00	1
1	2e+00	2
8	3e+02	256
16	7e+04	65536
24	2e+07	16777216
32	4e+09	4294967296
40	1e+12	1099511627776
48	3e+14	281474976710656
56	7e+16	72057594037927936
64	2e+19	18446744073709551616

Data about

Big Data

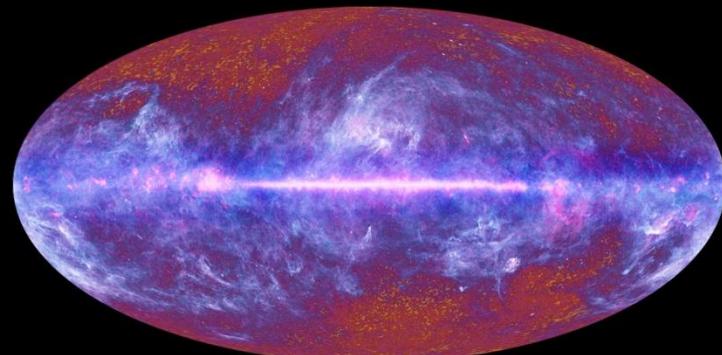
Metadata

Target

The Universe - 256 bit

bits	#states	Byte
0	1e+00	1
1	2e+00	2
8	3e+02	256
16	7e+04	65536
24	2e+07	16777216
32	4e+09	4294967296
40	1e+12	1099511627776
48	3e+14	281474976710656
56	7e+16	72057594037927936
64	2e+19	18446744073709551616
128	3e+38	340282366920938463463374607431768211456
256	1e+77	115792089237316195423570985008687907853269984665640564039457584007913129639936

Target

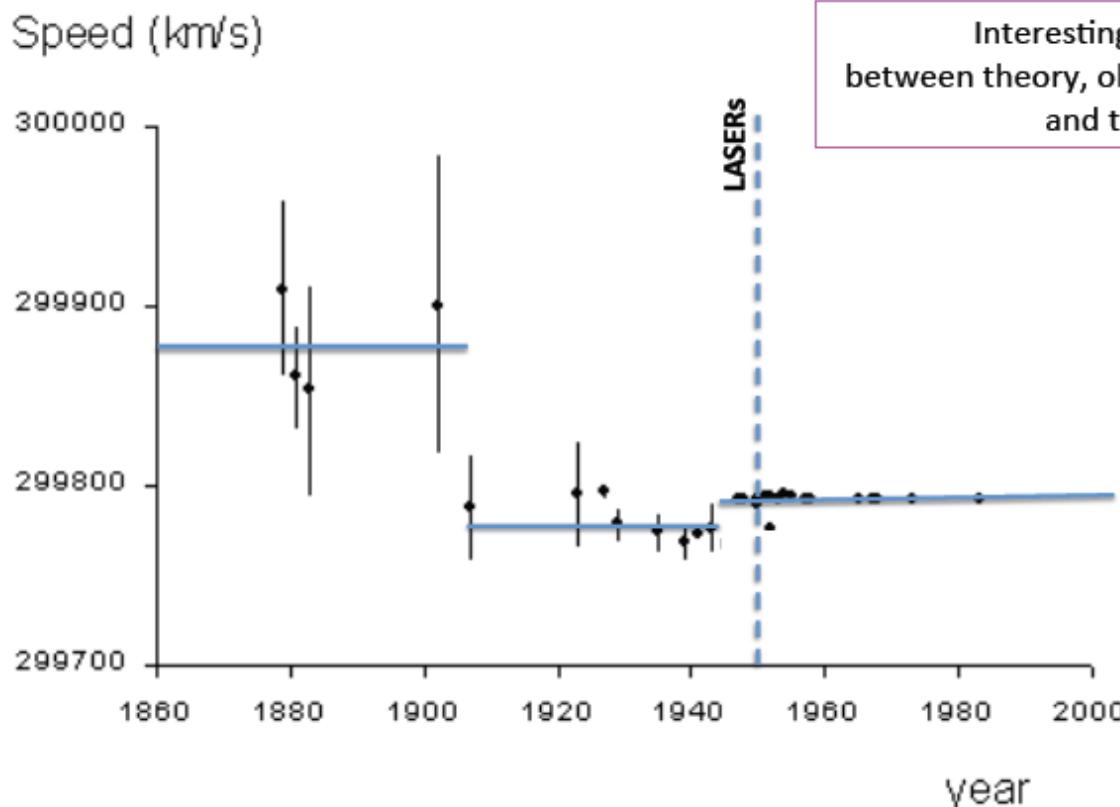


Users – two flavours

- Finding extremely rare objects e.g.
 - Near earth objects
 - High redshift Quasars
- Statistics on all data
 - Dark matter mapping
 - Dark energy origins

SQRT (N) OK but Systematics in Big Data..... Euclid –backward chaining – re-process

A Historical Digression: Speed of Light



Quality control

- Distributed
- Shared over the whole community
- web based
- OmegaCAM calibration plan
- OmegaCAM observing strategies



PLANET OS

We index your world