Online Science
The World-Wide Telescope as a Prototype For the New Computational Science

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Outline

- The Evolution of X-Info
- The World Wide Telescope as Archetype
- Demos
- Data Mining the Sloan Digital Sky Survey

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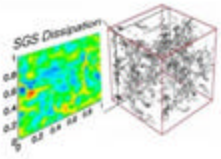
The Evolution of Science

- **Obsrvational Science**
  - Scientist gathers data by direct observation
  - Scientist analyzes data
- **Analytical Science**
  - Scientist builds analytical model
  - Makes predictions.
- **Computational Science**
  - Simulate analytical model
  - Validate model and makes predictions
- **Data Exploration Science**
  Data captured by instruments
  Or data generated by simulator
  - Processed by software
  - Placed in a database / files
  - Scientist analyzes database / files

Information Avalanche

- Both
  - better observational instruments and
  - Better simulations

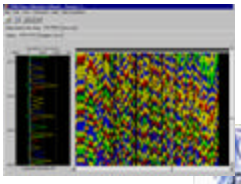
  are producing a data avalanche
- Examples
  - Turbulence: 100 TB simulation
    then mine the Information
  - BaBar: Grows 1TB/day
    2/3 simulation Information
    1/3 observational Information
  - CERN: LHC will generate 1GB/s
    10 PB/y
  - VLBA (NRAO) generates 1GB/s today
  - NCBI: "only ½ TB" but doubling each year, very rich dataset.
  - Pixar: 100 TB/Movie



Images courtesy of Charles Meneveau & Alex Szalay @ JHU

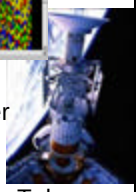
Computational Science Evolves

- Historically, Computational Science = simulation.
- New emphasis on informatics:
  - Capturing,
  - Organizing,
  - Analyzing,
  - Summarizing,
  - Visualizing
- Largely driven by observational science, but also needed by simulations.
- Too soon to say if comp-X and X-info will unify or compete.



BaBar, Stanford

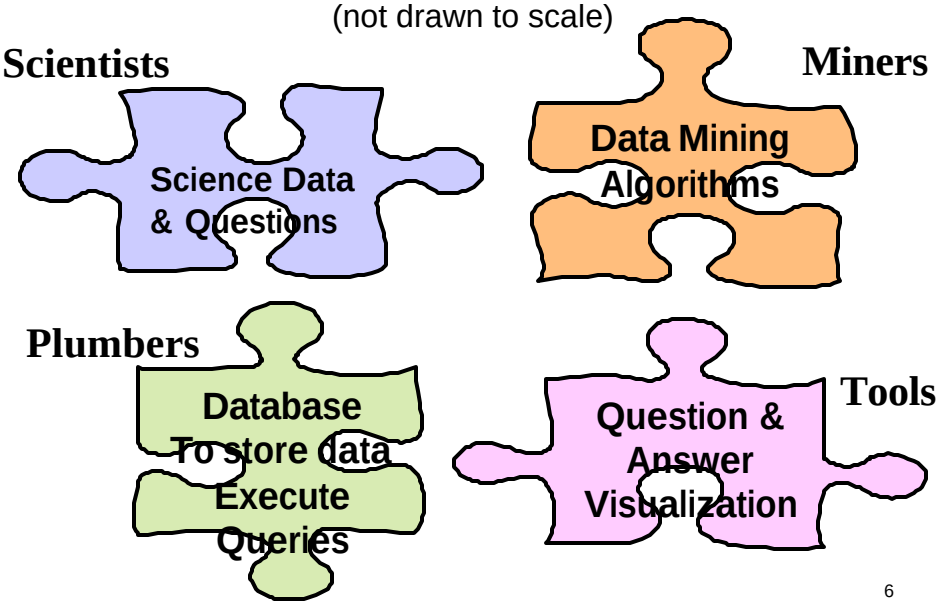
P&E
Gene Sequencer
From
http://www.genome.uci.edu/



Space Telescope

What's X-info Needs from us (cs)

(not drawn to scale)



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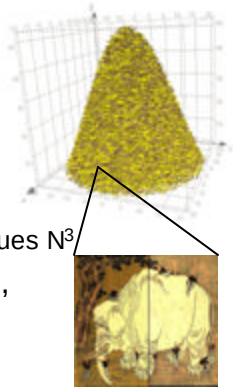
Next-Generation Data Analysis



- Looking for
  - Needles in haystacks – the Higgs particle
  - Haystacks: Dark matter, Dark energy
- Needles are easier than haystacks
- Global statistics have poor scaling
  - Correlation functions are N^2, likelihood techniques N^3
- As data and computers grow at same rate, we can only keep up with $N\ logN$
- A way out?
  - Discard notion of optimal (data is fuzzy, answers are approximate)
  - Don't assume infinite computational resources or memory
- Requires combination of statistics & computer science

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Data Access is hitting a wall
FTP and GREP are not adequate

- You can GREP 1 MB in a second
- You can GREP 1 GB in a minute
- You can GREP 1 TB in 2 days
- You can GREP 1 PB in 3 years.

- You can FTP 1 MB in 1 sec
- You can FTP 1 GB / min (= 1 $/GB)
- … 2 days and 1K$
- … 3 years and 1M$

- Oh!, and 1PB ~5,000 disks

- At some point you need
  indices to limit search
  parallel data search and analysis
- This is where databases can help

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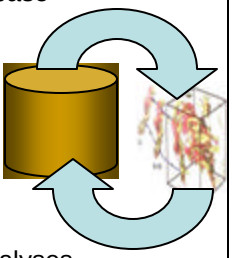
Smart Data (active databases)

- If there is too much data to move around,
  take the analysis to the data!
- Do all data manipulations at database
  - Build custom procedures and functions in the database
- Automatic parallelism guaranteed
- Easy to build-in custom functionality
  - Databases & Procedures being unified
  - Example temporal and spatial indexing
  - Pixel processing
- Easy to reorganize the data
  - Multiple views, each optimal for certain types of analyses
  - Building hierarchical summaries are trivial
- Scalable to Petabyte datasets



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Analysis and Databases

- Much statistical analysis deals with
  - Creating uniform samples –
  - data filtering
  - Assembling relevant subsets
  - Estimating completeness
  - censoring bad data
  - Counting and building histograms
  - Generating Monte-Carlo subsets
  - Likelihood calculations
  - Hypothesis testing

- Traditionally these are performed on files
- Most of these tasks are much better done inside a database
- Move Mohamed to the mountain, not the mountain to Mohamed.

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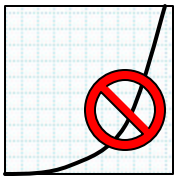
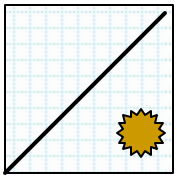
Organization & Algorithms

- Use of clever data structures (trees, cubes):
  - Up-front creation cost, but only *N logN access cost*
  - Large speedup during the analysis
  - Tree-codes for correlations (A. Moore et al 2001)
  - Data Cubes for OLAP (all vendors)



- Fast, approximate heuristic algorithms
  - No need to be more accurate than cosmic variance
  - Fast CMB analysis by Szapudi etal (2001)
    - *N logN* instead of N^3 => 1 day instead of 10 million years



- Take cost of computation into account
  - Controlled level of accuracy
  - Best result in a given time, given our computing resources

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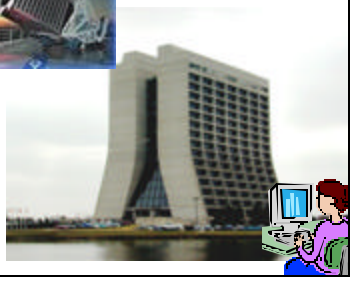
Goal: Easy Data Publication & Access

- Augment FTP with data query:
  Return intelligent data subsets
- Make it easy to
  - Publish: Record structured data
  - Find:
    - Find data anywhere in the network
    - Get the subset you need
  - Explore datasets interactively
- Realistic goal:
  - Make it as easy as publishing/reading web sites today.



Publishing Data

Roles	*Traditional*	*Emerging*
Authors	**Scientists**	**Collaborations**
Publishers	**Journals**	**Project www site**
Curators	**Libraries**	**Bigger Archives**
Consumers	**Scientists**	**Scientists**

- Exponential growth:
  - Projects last at least 3-5 years
  - Data sent upwards only at the end of the project
  - Data will be never centralized
- More responsibility on projects
  - Becoming Publishers and Curators
- Data will reside with projects
  - Analyses must be close to the data

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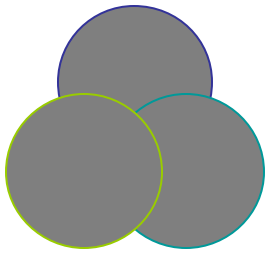
Making Discoveries

- **Where are discoveries made**?
  - At the edges and boundaries
  - Going deeper, collecting more data, using more colors….
- **Metcalfe's law**
  - Utility of computer networks grows as the number of possible connections: $O(N^2)$
- **Szalay's data law**
  - Federation of N archives has utility $O(N^2)$
  - Possibilities for new discoveries grow as $O(N^2)$
- Current sky surveys have proven this
  - Very early discoveries from SDSS, 2MASS, DPOSS



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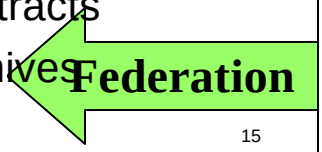
Data Federations of Web Services

- Massive datasets live near their owners:
  - Near the instrument's software pipeline
  - Near the applications
  - Near data knowledge and curation
  - Super Computer centers become Super Data Centers
- Each Archive publishes a web service
  - Schema: documents the data
  - Methods on objects (queries)
- Scientists get "personalized" extracts
- Uniform access to multiple Archives
  - A common global schema



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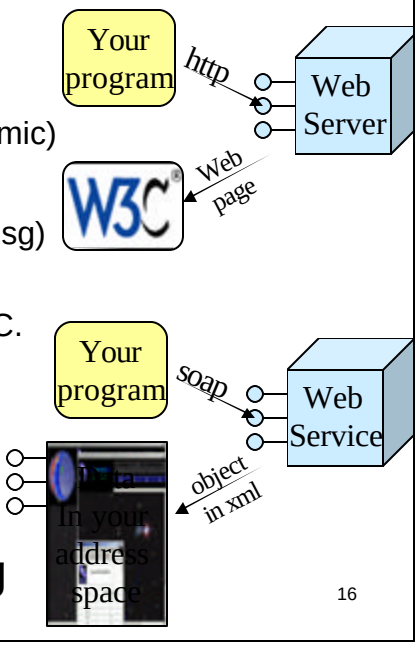
Web Services: The Key?

- **Web SERVER:**
  - Given a url + parameters
  - Returns a web page (often dynamic)
- **Web SERVICE:**
  - Given a XML document (soap msg)
  - Returns an XML document
  - Tools make this look like an RPC.
    - F(x,y,z) returns (u, v, w)
  - Distributed objects for the web.
  - + naming, discovery, security,..
- **Internet-scale distributed computing**



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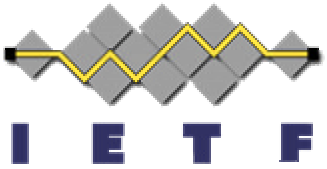
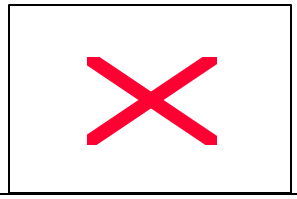
Grid and Web Services Synergy

- I believe the Grid will be many web services
- IETF standards Provide
  - Naming
  - Authorization / Security / Privacy
  - Distributed Objects
    Discovery, Definition, Invocation, Object Model
  - Higher level services: workflow, transactions, DB,..
- Synergy: commercial Internet & Grid tools





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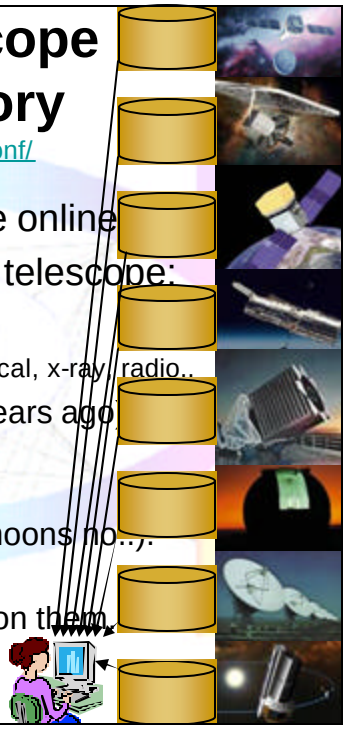
World Wide Telescope
Virtual Observatory

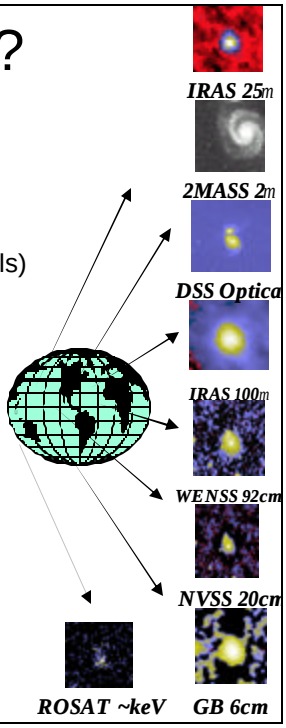
http://www.astro.caltech.edu/nvoconf/
http://www.voforum.org/

- Premise: Most data is (or could be online)
- So, the Internet is the world's best telescope:
  - It has data on every part of the sky
  - In every measured spectral band: optical, x-ray, radio..
  - As deep as the best instruments (2 years ago).
  - It is up when you are up.
    The "seeing" is always great
    (no working at night, no clouds no moons no ..).
  - It's a smart telescope:
    links objects and data to literature on them



Why Astronomy Data?

- **It has no commercial value**
  - No privacy concerns
  - Can freely share results with others
  - Great for experimenting with algorithms
- **It is real and well documented**
  - **High-dimensional data** (with confidence intervals)
  - **Spatial** data
  - **Temporal** data
- Many **different instruments** from many **different places** and many **different times**
- **Federation is a goal**
- **There is a lot of it** (petabytes)
- Great sandbox for data mining algorithms
  - Can share cross company
  - University researchers
- Great way to teach both Astronomy and Computational Science



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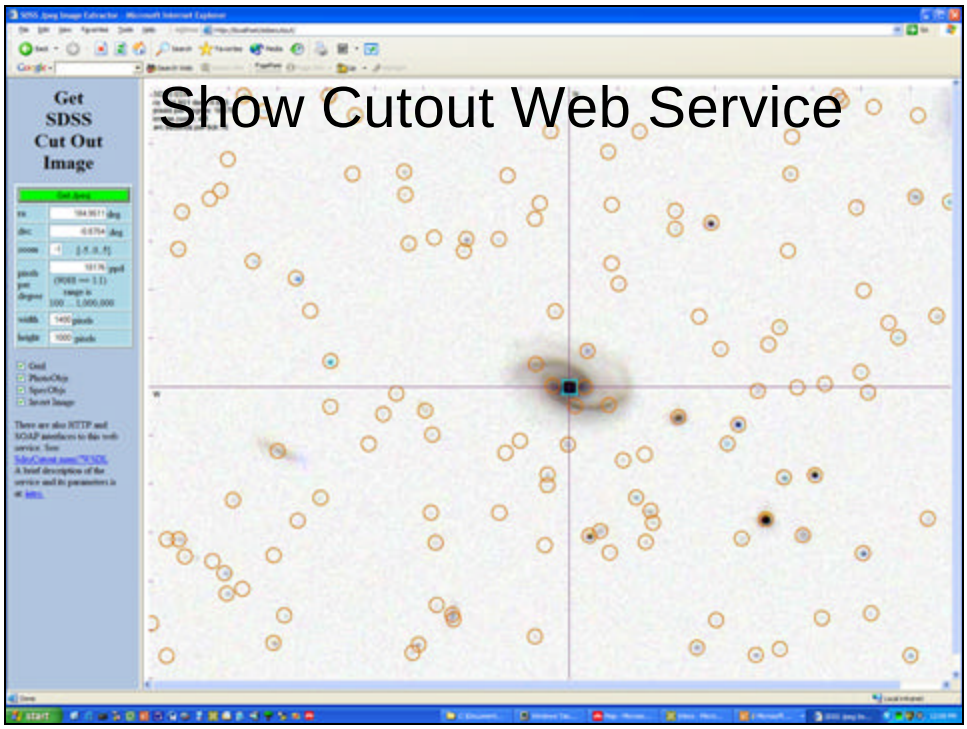
SkyServer

SkyServer.SDSS.org

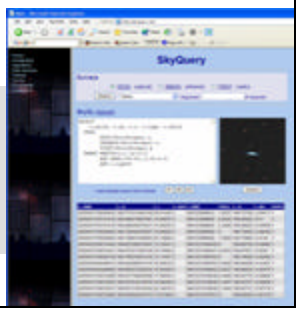
- Like the TerraServer, but looking the other way: a picture of ¼ of the universe
- Sloan Digital Sky Survey Data: Pixels + Data Mining
- About 400 attributes per "object"
- Spectrograms for 1% of objects

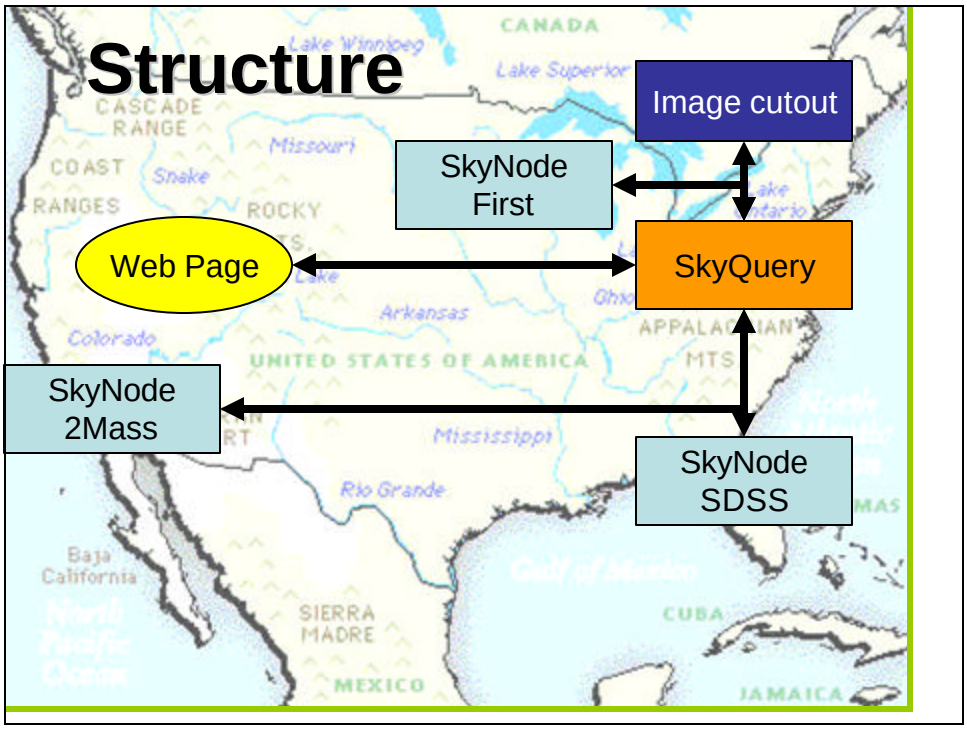


SkyQuery (http://skyquery.net/)

- Distributed Query tool using a set of web services
- Feasibility study, built in 6 weeks from scratch
  - Tanu Malik (JHU CS grad student)
  - Tamas Budavari (JHU astro postdoc)
  - With help from Szalay, Thakar, Gray
- Implemented in C# and .NET
- Allows queries like:

```
SELECT o.objId, o.r, o.type, t.objId
  FROM SDSS:PhotoPrimary o,
       TWOMASS:PhotoPrimary t
  WHERE XMATCH(o,t)<3.5
       AND AREA(181.3,-0.76,6.5)
        AND o.type=3 and (o.I - t.m_j)>2
```





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Working Cross-Culture How to design the database: Scenario Design

- Astronomers proposed 20 questions
- Typical of things they want to do
- Each would require a week of programming in tcl / C++/ FTP
- Goal, make it easy to answer questions
- DB and tools design motivated by this goal
  - Implemented utility procedures
  - JHU Built Query GUI for Linux /Mac/.. clients

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The 20 Queries

Q1: Find all galaxies without unsaturated pixels within 1' of a given point of ra=75.327, dec=21.023

Q2: Find all galaxies with blue surface brightness between and 23 and 25 mag per square arcseconds, and -10<super galactic latitude (sgb) <10, and declination less than zero.

Q3: Find all galaxies brighter than magnitude 22, where the local extinction is >0.75.

Q4: Find galaxies with an isophotal surface brightness (SB) larger than 24 in the red band, with an ellipticity>0.5, and with the major axis of the ellipse having a declination of between 30" and 60" arc seconds.

Q5: Find all galaxies with a deVaucouleours profile ($r^{1/4}$ falloff of intensity on disk) and the photometric colors consistent with an elliptical galaxy. The deVaucouleours profile

Q6: Find galaxies that are blended with a star, output the deblended galaxy magnitudes.

Q7: Provide a list of star-like objects that are 1% rare.

Q8: Find all objects with unclassified spectra.

Q9: Find quasars with a line width >2000 km/s and 2.5<redshift<2.7.

Q10: Find galaxies with spectra that have an equivalent width in Ha >40 Å (Ha is the main hydrogen spectral line.)

Q11: Find all elliptical galaxies with spectra that have an anomalous emission line.

Q12: Create a grided count of galaxies with u-g>1 and r<21.5 over 60<declination<70, and 200<right ascension<210, on a grid of 2', and create a map of masks over the same grid.

Q13: Create a count of galaxies for each of the HTM triangles which satisfy a certain color cut, like 0.7u-0.5g-0.2i<1.25 && r<21.75, output it in a form adequate for visualization.

Q14: Find stars with multiple measurements and have magnitude variations >0.1. Scan for stars that have a secondary object (observed at a different time) and compare their magnitudes.

Q15: Provide a list of moving objects consistent with an asteroid.

Q16: Find all objects similar to the colors of a quasar at 5.5<redshift<6.5.

Q17: Find binary stars where at least one of them has the colors of a white dwarf.

Q18: Find all objects within 30 arcseconds of one another that have very similar colors: that is where the color ratios u-g, g-r, r-I are less than 0.05m.

Q19: Find quasars with a broad absorption line in their spectra and at least one galaxy within 10 arcseconds. Return both the quasars and the galaxies.

Q20: For each galaxy in the BCG data set (brightest color galaxy), in 160<right ascension<170, -25<declination<35 count of galaxies within 30" of it that have a photoz within 0.05 of that galaxy.

Also some good queries at:
http://www.sdss.jhu.edu/ScienceArchive/sxqt/sxQTExample_Queries.html

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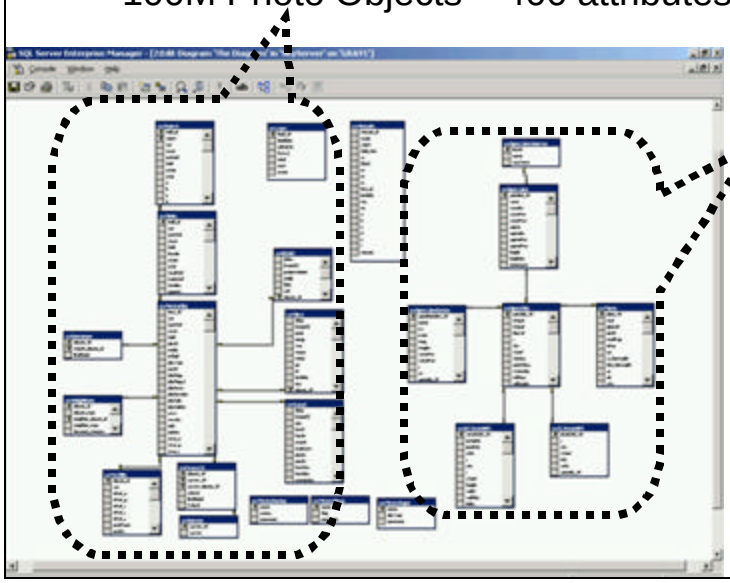
Two kinds of SDSS data in an SQL DB

(objects and images all in DB)

- 100M Photo Objects ~ 400 attributes



400K Spectra with ~30 lines/ spectrum

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An easy one: Q7:
Provide a list of star-like objects that are 1% rare.

- Found 14,681 buckets, first 140 buckets have 99% time 104 seconds
- Disk bound, reads 3 disks at 68 MBps.

```
Select cast((u-g) as int) as ug,
       cast((g-r) as int) as gr,
       cast((r-i) as int) as ri,
       cast((i-z) as int) as iz,
       count(*)           as Population
from stars
group by      cast((u-g) as int), cast((g-r) as int),
              cast((r-i) as int), cast((i-z) as int)
order by count(*)
```

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An easy one *Q15:*
Provide a list of moving objects consistent with an asteroid.

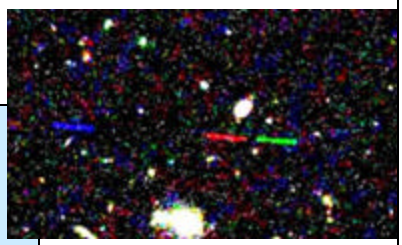
- Sounds hard but
  there are 5 pictures of the object at 5 different times (colors) and so
  can compute velocity.
- Image pipeline computes velocity.
- Computing it from the 5 color x,y would also be fast
- Finds 285 objects in 3 minutes, 140MBps.

```
select  objId,                                      -- return object ID
        sqrt(power(rowv,2)+power(colv,2)) as velocity
from    photoObj                                    -- check each object.
where (power(rowv,2) + power(colv, 2))              -- square of velocity
        between 50 and 1000                         -- huge values =error
```

Q15: Fast Moving Objects

- Find near earth asteroids:

```
SELECT r.objID  as rid ,g.objId  as gid ,r.run,r.camcol, r.field as field, g.field as gField,
      r.ra as ra_r,r.dec as dec_r,g.ra as ra_g, g.dec as dec_g,
      sqrt( power(r.cx -g.cx,2)+ power(r.cy-g.cy,2)+power(r.cz-g.cz,2) )*(10800/PI()) as distance
  FROM PhotoObj r, PhotoObj g
  WHERE
      r.run = g.run and r.camcol=g.camcol  and abs(g.field-r.field)<2 -- the match criteria
      -- the red selection criteria
      and ((power(r.q_r,2) + power(r.u_r,2)) > 0.111111 )
      and r.fiberMag_r between 6 and 22 and r.fiberMag_r < r.fiberMag_g and r.fiberMag_r < r.fiberMag_i
      and r.parentID =0 and r.fiberMag_r < r.fiberMag_u and r.fiberMag_r < r.fiberMag_z
      and r.isoA_r/r.isoB_r > 1.5 and r.isoA_r>2.0
      -- the green selection criteria
      and ((power(g.q_g,2) + power(g.u_g,2)) > 0.111111 )
      and g.fiberMag_g between 6 and 22 and g.fiberMag_g < g.fiberMag_r and g.fiberMag_g < g.fiberMag_i
      and g.fiberMag_g < g.fiberMag_u  and g.fiberMag_g < g.fiberMag_z
      and g.parentID =0  and g.isoA_g/g.isoB_g  > 1.5  and g.isoA_g > 2.0
      -- the matchup of the pair
      and sqrt(power(r.cx -g.cx,2)+ power(r.cy-g.cy,2)+power(r.cz-g.cz,2))*(10800/PI())< 4.0
      and abs(r.fiberMag_r-g.fiberMag_g)< 2.0
```



- Finds 3 objects in 11 minutes
  - (or 27 seconds with an index)
- Ugly,
  but consider the alternatives
  (c programs an files and…)

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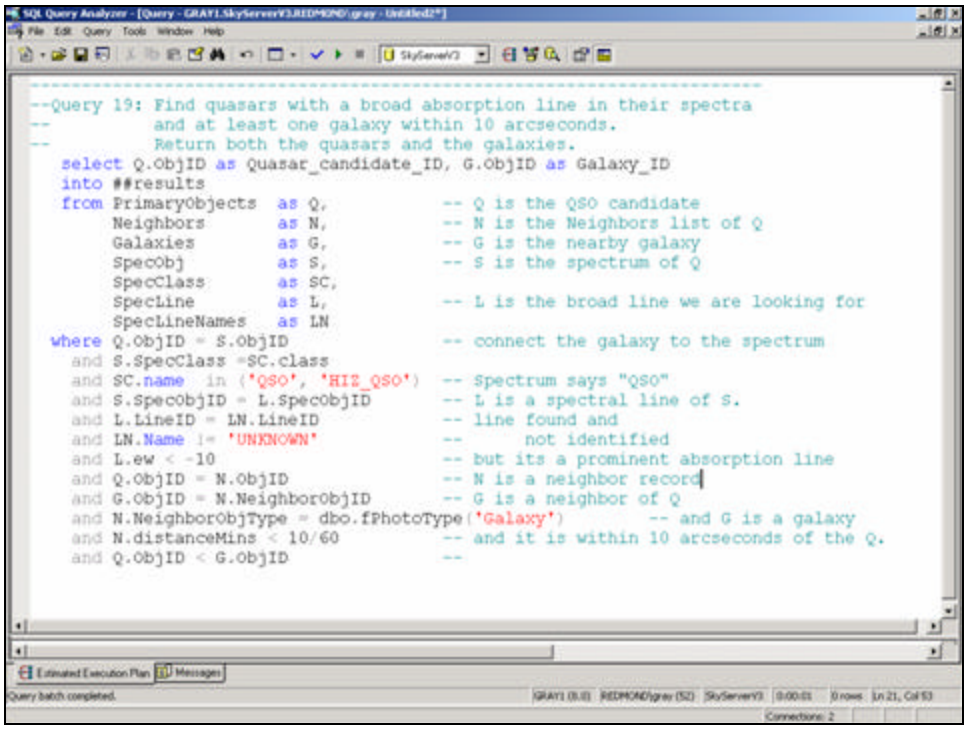


```
--Query 19: Find quasars with a broad absorption line in their spectra
--          and at least one galaxy within 10 arcseconds.
--          Return both the quasars and the galaxies.
  select Q.ObjID as Quasar_candidate_ID, G.ObjID as Galaxy_ID
  into ##results
  from PrimaryObjects  as Q,          -- Q is the QSO candidate
       Neighbors       as N,          -- N is the Neighbors list of Q
       Galaxies        as G,          -- G is the nearby galaxy
       SpecObj         as S,          -- S is the spectrum of Q
       SpecClass       as SC,
       SpecLine        as L,          -- L is the broad line we are looking for
       SpecLineNames   as LN
 where Q.ObjID = S.ObjID              -- connect the galaxy to the spectrum
   and S.SpecClass =SC.class
   and SC.name  in ('QSO', 'HIZ_QSO') -- Spectrum says "QSO"
   and S.SpecObjID = L.SpecObjID      -- L is a spectral line of S.
   and L.LineID = LN.LineID           -- line found and
   and LN.Name != 'UNKNOWN'           --      not identified
   and L.ew < -10                     -- but its a prominent absorption line
   and Q.ObjID = N.ObjID              -- N is a neighbor record
   and G.ObjID = N.NeighborObjID      -- G is a neighbor of Q
   and N.NeighborObjType = dbo.fPhotoType('Galaxy')       -- and G is a galaxy
   and N.distanceMins < 10/60         -- and it is within 10 arcseconds of the Q.
   and Q.ObjID < G.ObjID              --
```

A Hard One

Q14: Find stars with multiple measurements that have magnitude variations >0.1.

- This should work, but SQL Server does not allow table values to be piped to table-valued functions.

Returns a table of nearby objects

```
 select S.object_ID, S1.object_ID          -- return stars that
 from    Stars    S,                       -- S is a star
         getNearbyObjEq(s.ra, s.dec, 0.017) as N -- N within 1 arcsec (3 pixels)
of S.
         Stars S1                          -- N == S1 (S1 gets the colors)
 where S.Object_ID < N.Object_ID           -- S1 different from S == N
   and N.Type = dbo.PhotoType('Star')      -- S1 is a star (an optimization)
   and N.object_ID = S1.Object_ID          -- N == S1
   and (  abs(S.u-S1.u) > 0.1              -- one of the colors is  different.
        or abs(S.g-S1.g) > 0.1
        or abs(S.r-S1.r) > 0.1
        or abs(S.i-S1.i) > 0.1
        or abs(S.z-S1.z) > 0.1
        )
 order by S.object_ID, S1.object_ID        -- group the answer by parent star.
```

A Hard one: Second Try: Q14

Find stars with multiple measurements that have magnitude variations >0.1.

- Write a program with a cursor, ran for 2 days

```
-- Table-valued function that returns the binary stars within a certain radius
-- of another (in arc-minutes) (typically 5 arc seconds).
--  Returns the ID pairs and the distance between them (in arcseconds).
create function BinaryStars(@MaxDistanceArcMins  float)
returns @BinaryCandidatesTable table(
                        S1_object_ID bigint not null, -- Star #1
                        S2_object_ID bigint not null, -- Star #2
                        distance_arcSec float)       -- distance between them
as
   begin
   declare @star_ID bigint, @binary_ID bigint;-- Star's ID and binary ID
   declare @ra float, @dec float;                -- Star's position
   declare @u float, @g float, @r float, @i float,@z float; -- Star's colors

   ---------------Open a cursor over stars and get position and colors
   declare star_cursor cursor
           for select object_ID, ra, [dec], u, g, r, i, z from Stars;
   open star_cursor;

   while (1=1)                                                 -- for each star
           begin                                               -- get its attribues
           fetch next from star_cursor into @star_ID, @ra, @dec, @u, @g, @r, @i, @z;
           if (@@fetch_status = -1) break;                     -- end if no more stars
           insert into @BinaryCandidatesTable      -- insert its binaries
                        select  @star_ID, S1.object_ID,        -- return stars pairs
                                sqrt(N.DotProd)/PI()*10800 -- and distance in arc-seconds
                        from  getNearbyObjEq(@ra, @dec,        -- Find objects nearby S.
                                @MaxDistanceArcMins ) as N, -- call them N.
                              Stars as S1                      -- S1 gets N's color values
                        where @star_ID < N.Object_ID           -- S1 different from S
                        and N.objType = dbo.PhotoType('Star')  -- S1 is a star
                        and N.object_ID = S1.object_ID         -- join stars to get colors of S1==N
                        and (abs(@u-S1.u) > 0.1                -- one of the colors is  different.
                          or abs(@g-S1.g) > 0.1
                          or abs(@r-S1.r) > 0.1
                          or abs(@i-S1.i) > 0.1
                          or abs(@z-S1.z) > 0.1
                             )
           end;                                                -- end of loop over all stars
    -------------- Looped over all stars, close cursor and exit.
    close star_cursor;                                         --
    deallocate star_cursor;
   return;                                                     -- return table
end                                                            -- end of BinaryStars
GO
select * from dbo.BinaryStars(.05)
```

A Hard one: Third Try

Q14: Find stars with multiple measurements that have magnitude variations >0.1.

- Use pre-computed neighbors table.
- Ran in 17 minutes, found 31k pairs.

```
================================================================================
-- Plan 2: Use the precomputed neighbors table
select top 100 S.object_ID, S1.object_ID,   -- return star pairs and distance
        str(N.Distance_mins * 60,6,1) as DistArcSec
 from    Stars     S,                       -- S is a star
         Neighbors N,                       -- N within 3 arcsec (10 pixels) of S.
         Stars     S1                       -- S1 == N has the color attibutes
 where S.Object_ID = N.Object_ID            -- connect S and N.
   and S.Object_ID < N.Neighbor_Object_ID   -- S1 different from S
   and N.Neighbor_objType = dbo.PhotoType('Star')-- S1 is a star (an optimization)
   and N.Distance_mins < .05                -- the 3 arcsecond test
   and N.Neighbor_object_ID = S1.Object_ID -- N == S1
   and (    abs(S.u-S1.u) > 0.1             -- one of the colors is  different.
         or abs(S.g-S1.g) > 0.1
         or abs(S.r-S1.r) > 0.1
         or abs(S.i-S1.i) > 0.1
         or abs(S.z-S1.z) > 0.1
         )
 -- Found 31,355 pairs (out of 4.4 m stars) in 17 min 14 sec.
```

The Pain of Going Outside SQL

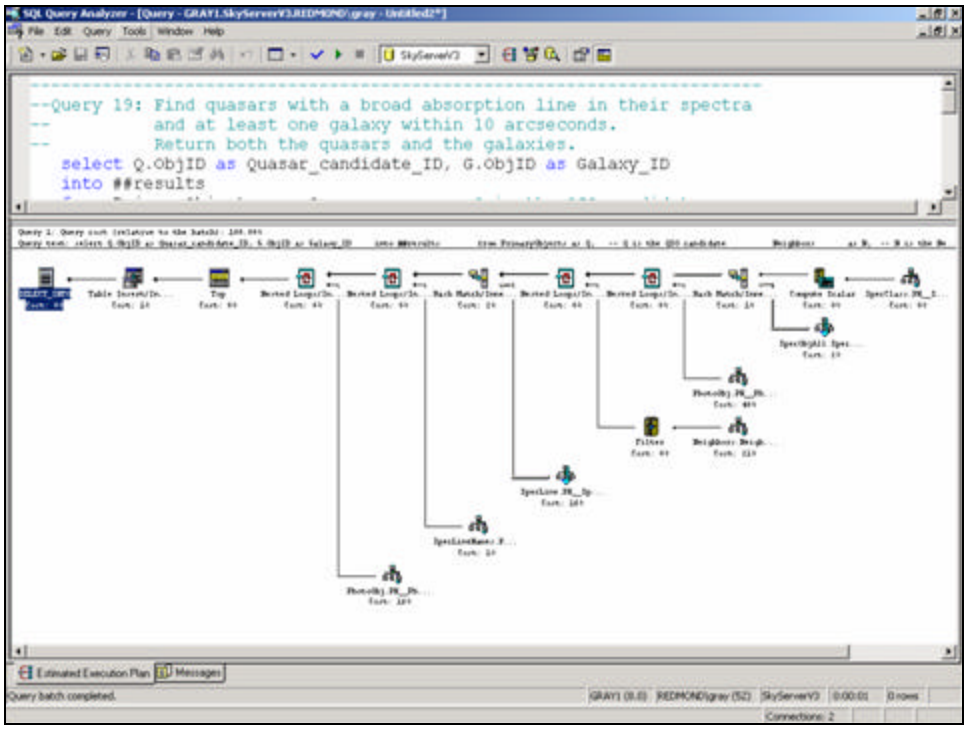
(its fortunate that all the queries are single statements)

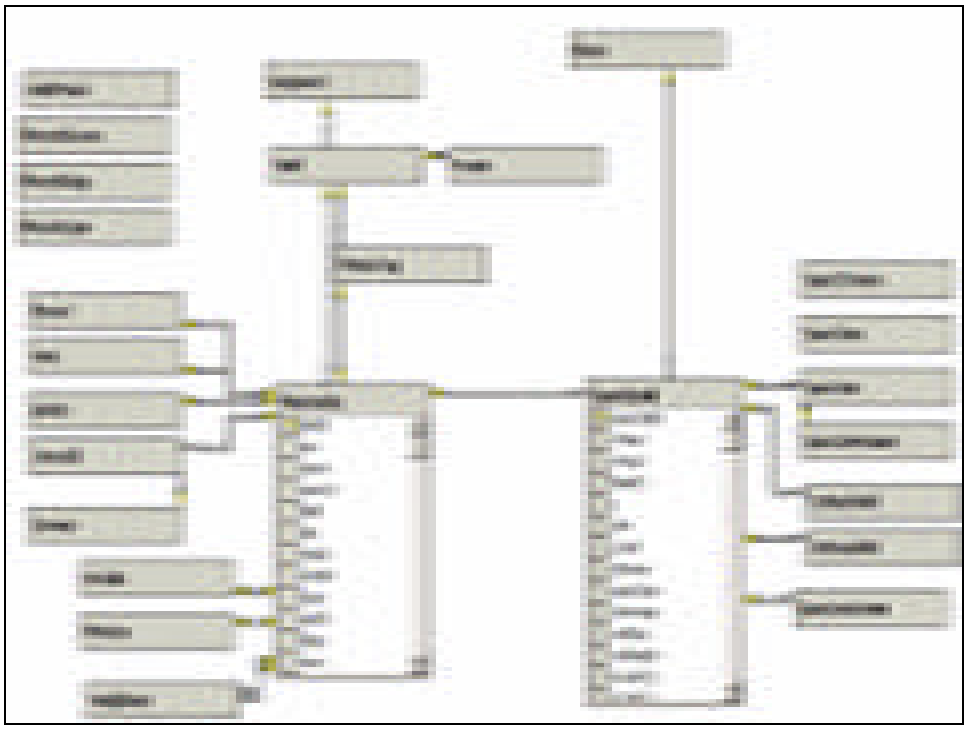
- Count parent objects
- 503 seconds for 14.7 M objects in 33.3 GB
- 66 MBps
- IO bound (30% of one cpu)
- 100 k records/cpu

```
select count(*)
from   sxPhotoObj
where  nChild > 0
```

- Use a cursor
- No cpu parallelism
- CPU bound
- 6 MBps, 2.7 k rps
- 5,450 seconds **(10x slower)**

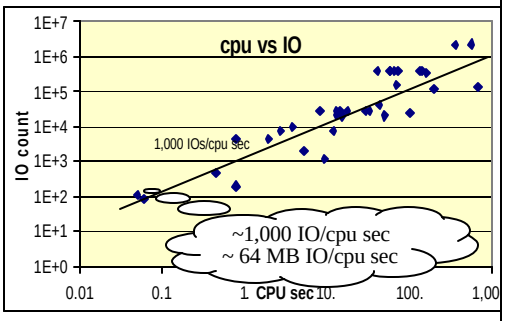
```
declare @count int;
declare @sum int;
set @sum = 0;
declare  PhotoCursor cursor for select
nChild from sxPhotoObj;
open  PhotoCursor;
while (1=1)
  begin
  fetch next from PhotoCursor into @count;
  if (@@fetch_status = -1) break;
  set @sum = @sum + @count;
  end
close  PhotoCursor;
deallocate PhotoCursor;

print 'Sum is: '+cast(@sum as varchar(12))
```

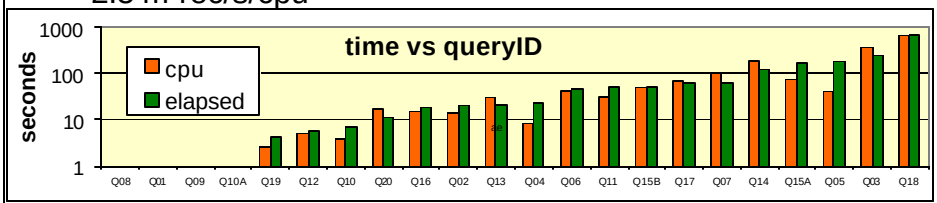




Performance (on current SDSS data)

- Run times: on 15k$ *HP* Server (2 cpu, 1 GB , 8 disk)
- Some take 10 minutes
- Some take 1 minute
- Median ~ 22 sec.
- Ghz processors are fast!
  - (10 mips/IO, 200 ins/byte)
  - 2.5 m rec/s/cpu





Outline

- The Evolution of X-Info
- The World Wide Telescope as Archetype
- Demos
- Data Mining the Sloan Digital Sky Survey

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Call to Action

- If you do data visualization: we need you (and we know it).
- If you do databases:
  here is some data you can practice on.
- If you do distributed systems:
  here is a federation you can practice on.
- If you do data mining
  here is a dataset to test your algorithms.
- If you do astronomy educational outreach
  here is a tool for you.

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SkyServer references

http://SkyServer.SDSS.org/

http://research.microsoft.com/pubs/

http://research.microsoft.com/Gray/SDSS/ (download personal SkyServer)

- **Data Mining the SDSS SkyServer Database**
  Jim Gray; Peter Kunszt; Donald Slutz; Alex Szalay; Ani Thakar; Jan Vandenberg; Chris Stoughton Jan. 2002 40 p.
  - *An earlier paper described the Sloan Digital Sky Survey's (SDSS) data management needs [Szalay1] by defining twenty database queries and twelve data visualization tasks that a good data management system should support. We built a database and interfaces to support both the query load and also a website for ad-hoc access. This paper reports on the database design, describes the data loading pipeline, and reports on the query implementation and performance. The queries typically translated to a single SQL statement. Most queries run in less than 20 seconds, allowing scientists to interactively explore the database. This paper is an in-depth tour of those queries. Readers should first have studied the companion overview paper "The SDSS SkyServer – Public Access to the Sloan Digital Sky Server Data" [Szalay2].*
- **SDSS SkyServer–Public Access to Sloan Digital Sky Server Data**
  Jim Gray; Alexander Szalay; Ani Thakar; Peter Z. Zunszt; Tanu Malik; Jordan Raddick; Christopher Stoughton; Jan Vandenberg November 2001 11 p.: Word 1.46 Mbytes PDF 456 Kbytes
  - *The SkyServer provides Internet access to the public Sloan Digital Sky Survey (SDSS) data for both astronomers and for science education. This paper describes the SkyServer goals and architecture. It also describes our experience operating the SkyServer on the Internet. The SDSS data is public and well-documented so it makes a good test platform for research on database algorithms and performance.*
- **The World-Wide Telescope**
  Jim Gray; Alexander Szalay August 2001 6 p.: Word 684 Kbytes PDF 84 Kbytes
  - *All astronomy data and literature will soon be online and accessible via the Internet. The community is building the Virtual Observatory, an organization of this worldwide data into a coherent whole that can be accessed by anyone, in any form, from anywhere. The resulting system will dramatically improve our ability to do multi-spectral and temporal studies that integrate data from multiple instruments. The virtual observatory data also provides a wonderful base for teaching astronomy, scientific discovery, and computational science.*
- **Designing and Mining Multi-Terabyte Astronomy Archives**
  Robert J. Brunner; Jim Gray; Peter Kunszt; Donald Slutz; Alexander S. Szalay; Ani Thakar
  June 1999 8 p.: Word (448 Kybtes) PDF (391 Kbytes)
  - *The next-generation astronomy digital archives will cover most of the sky at fine resolution in many wavelengths, from X-rays, through ultraviolet, optical, and infrared. The archives will be stored at diverse geographical locations. One of the first of these projects, the Sloan Digital Sky Survey (SDSS) is creating a 5-wavelength catalog over 10,000 square degrees of the sky (see http://www.sdss.org/). The 200 million objects in the multi-terabyte database will have mostly numerical attributes in a 100+ dimensional space. Points in this space have highly correlated distributions.*
- ***Representing Polygon Areas and Testing Point-in-Polygon Containment in a Relational Database***
  http://research.microsoft.com/~Gray/papers/Polygon.doc
- ***A Purely Relational Way of Computing Neighbors on a Sphere*,**
  http://research.microsoft.com/~Gray/papers/Neighbors.doc

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