HMA for Science Kickoff Meeting

OGC Team Engine
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Overview

- TEAM engine update in DREAM
- TEAM engine update in HMA-S
SPS 2.0 uses
- SOAP Web Services
- WS-Addressing
- WS-Notification
TEAM engine update in DREAM (2)

- TEAM engine core
- Test Report
- Asynchronous Web Service
- Store (key)
- Retrieve (key)
- merge
- create
- key
A possible extension is the following

```xml
<ctl:asynchronous key=" " keyXpath=" ">
  <ctl:code>
    ......//code used to check the responses
  </ctl:code>
</ctl:asynchronous>
```
TEAM engine update in HMA-S: requirements

- Limitations of the TEAM Engine in the HMA-FO
  - spatial comparison
  - filtering verification

- Possible optimizations that can simplify the ETS implementation.

- Requirements from the standardization WPs?
## Possible approaches

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<th>PRO</th>
<th>CONS</th>
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<tr>
<td>CTL extension</td>
<td>It is included in the original language and follows a more clear process</td>
<td>Past experience have shown that the adoption at OGC is not straightforward and can require a lot of time and effort. The CTL tags have to be generic (not specific for the EO world). This may result in a more complex CTL development approach. The performances of the test execution are not optimized.</td>
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<td>Java functions</td>
<td>The Java functions are tailored for the EO world and are more efficient. The source code provided to the community can then be easily extended for other specifications.</td>
<td>It is not included in the original CTL documentation and may have less visibility.</td>
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Implementation approach

- A single TEAM Engine version will be used by both DREAM and HMA-S projects.

- A new branch on the TEAM Engine SVN is created and the developer uses this branch for the commit of the DREAM/HMA-S implementations.

- As soon as the development is stable the TEAM Engine is merged back to the main trunk.