

HMA for Science Kickoff Meeting

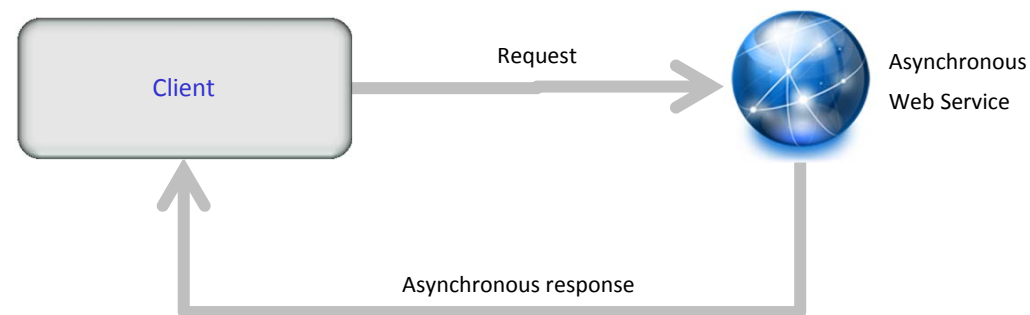
OGC Team Engine
24 January 2013, ESRIN Frascati

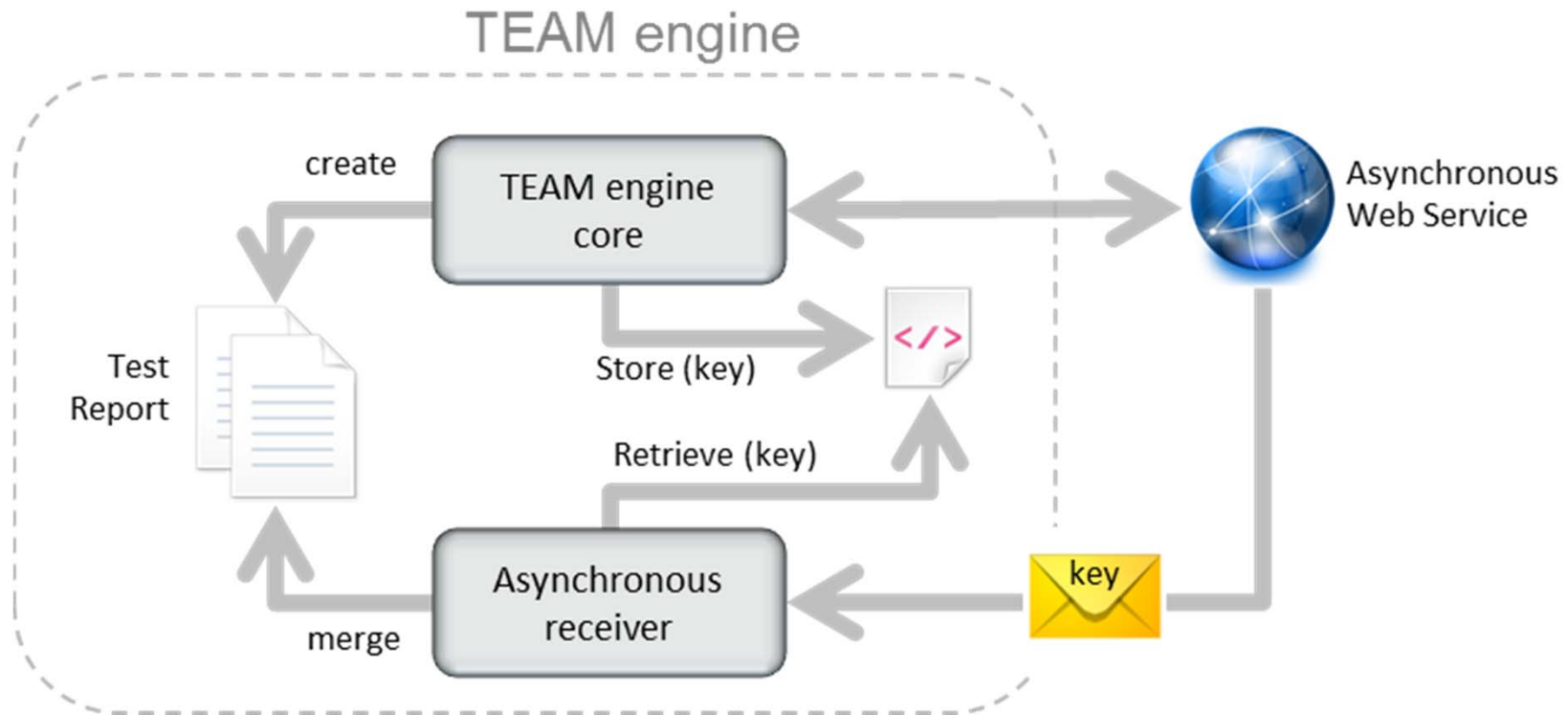
S. Gianfranceschi, Intecs

- TEAM engine update in DREAM
- TEAM engine update in HMA-S

- SPS 2.0 uses
 - SOAP Web Services
 - WS-Addressing
 - WS-Notification

Asynchronous approach





- A possible extension is the following

```
<ctl:asynchronous key=" " keyXPath=" ">  
  <ctl:code>  
    .....//code used to check the responses  
  </ctl:code>  
</ctl:asynchronous>
```

- 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?

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

- 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.