



# Follow your wastewater using the open source Graph Tracing Engine

Brussel, 24 oktober 2019



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#### Geosparc

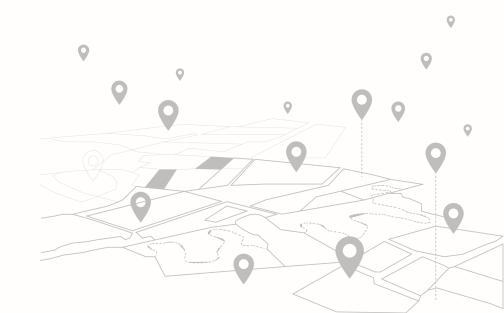
Mission & values Team Projects & applications

#### **Project**

Objectives Under the hood Future









Geosparc

# WE IMPROVE THE LIVES OF CITIZENS WITH WELL THOUGHT-OUT, GEOLOCATION BASED SOLUTIONS BASED ON OPEN SOFTWARE AND OPEN DATA.

That's our mission. Discover Our Solutions



# Professional Team

#### Executive office

Kris De Pril CEO 20y experience in software business



#### **Customer Relations**

Jeroen Saegeman



#### **Service Delivery**

Berdien De Roo



#### **Product Development**

Peter De Mangelaere



#### Support

Pepijn Viaene



**GIS** Experts







IT & Data Specialists









# Main Solutions



Smart insights in your parking policy





The smart way to manage and reserve the use of public domain



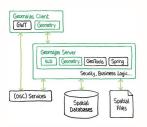


The quickest way to effectively manage enforcement.





Open source software framework for custom-made web-based geo applications







VLAAMSE MILIEUMAATSCHAPPIJ



**European Regional Development Fund** 







Waste water tracing algorithm

# Trace what?

#### Downstream

- Extinguishing water flow-off
- Invasive plant species
- Simulation, future planning
- ..







# Trace what?

#### Upstream

- Trace source of contamination
- Calculate waste load
- Simulation, future planning
- ..











Waste water tracing algorithm

Objective





Poor performance
Limited flexibility in data
No insight in risk areas
Only available in sewer inventory application
Tracing limited to single network

#### Main objective

Improve and extend VMM's tracing algorithm for sewers and surface water by creating an open, re-usable application that allows fast tracing and risk analysis over different interconnecting data sources.







#### Waste water tracing algorithm

#### **Performance**

Data flexibility

Risk analysis

Re-usability

Multiple networks

# Performance

# North-West Europe BE-GOOD

#### Performance issues

- Long response times, over 10 seconds
- Limited & incomplete results
- Web browser freeze
- → Frustrated users



# Performance

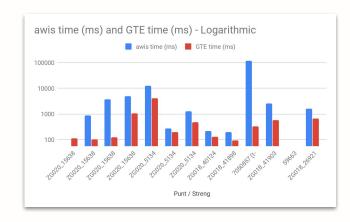


- Store network in memory (= faster)
- Use existing graph library JGraphT
- Implement efficiënt tracing algorithm
- Limit and preprocess data sent to browser

#### Improvements

- Up to 10 times faster
- Better browser response times
- Bigger trace results possible











#### Waste water tracing algorithm

Performance

#### **Data flexibility**

Risk analysis

Re-usability

Multiple networks

# Data flexibility

# North-West Europe BE-GOOD

#### Limited flexibility in source data

- Tracing algorithm hard-coded against existing dataset
- Very database oriented
- High (development) cost to update data model
- Difficult to add new datasets



# Data flexibility

# North-West Europe BE-GOOD

#### **Graph preprocessor**

- Configuration mechanism for data sources
- Uses geotools software library (compatible with multiple data sources)
- Configure different types of networks (i.e. Geographical, Logical, ...)

#### **Improvements**

- Configuration by non-developer
- Easy to add new datasets from various sources
- No longer limited to specific data structure

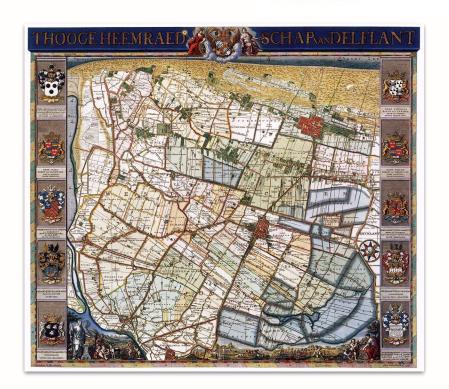




# Data flexibility



Successful proof-of-concept with Delfland water authority data









#### Waste water tracing algorithm

Performance

Data flexibility

Risk analysis

Re-usability

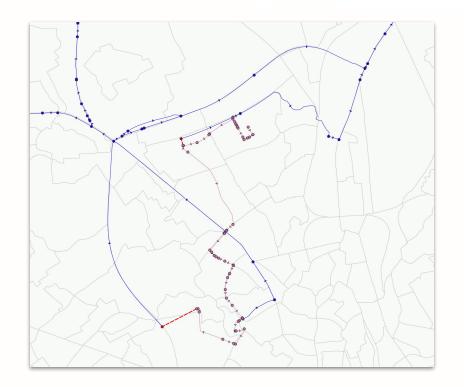
Multiple networks

# Risk areas



#### Risk analysis feature

No easy way to calculate which areas a tracing passes





# Risk areas



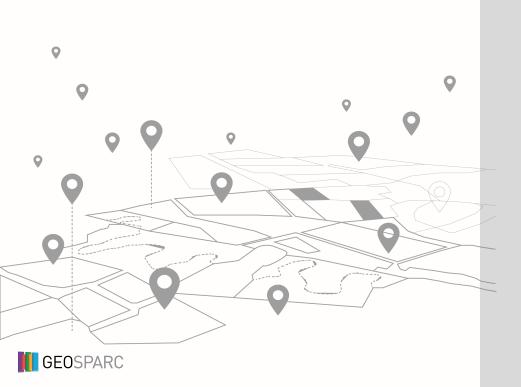
#### Result

- Configuration mechanism for areas of interest
- Returns all areas where trace passes
- Not limited to areas, can be lines or points









#### Waste water tracing algorithm

Performance

Data flexibility

Risk analysis

**Re-usability** 

Multiple networks

## Reuse



- Tracing is only available in sewer inventory application
- Other services cannot access tracing
- Difficult to expose tracing to outside world



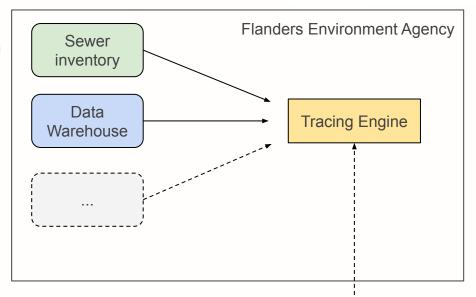


## Reuse



#### Tracing Engine as (micro)service

- The tracing engine is a stand-alone application
- Accessible by other applications via REST api
- Not limited to inside organisation











#### Waste water tracing algorithm

Performance

Data flexibility

Risk analysis

Re-usability

**Multiple networks** 

# Multiple networks

#### No interconnections

- The sewer inventory application tracing does not support tracing between different networks (waterways, sewer system)
- Does not support transnational tracings





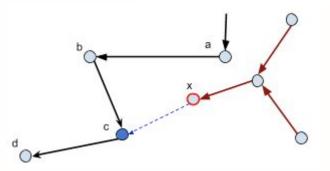
# Multiple networks

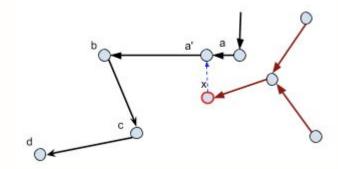
#### Configurable interconnections

- Support for different network interconnections
  - Logical
  - Geographical
  - Projected
- User can combine data sources for tracing
- Cross-border tracing possible















Improved performance
Easily configurable data sources
Insight in risk areas
Available for the whole organisation (and possibly outside)
Interconnection between multiple networks

#### Main objective

Improve and extend VMM's tracing algorithm for sewers and surface water by creating an open, re-usable application that allows fast tracing and risk analysis over different interconnecting data sources.

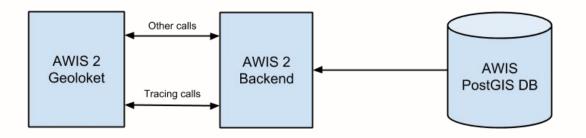






Under the hood

## Architecture as-is

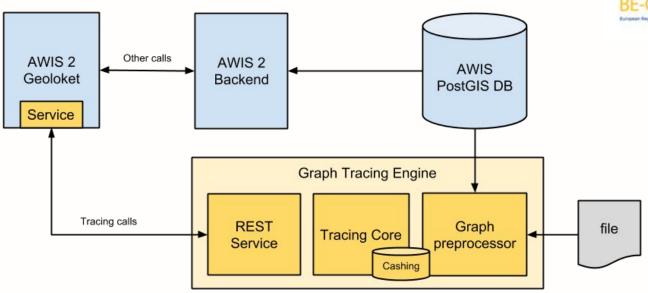






### Architecture to-be

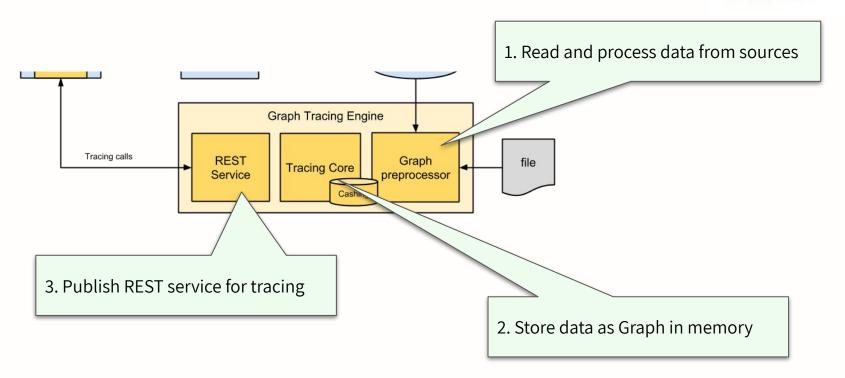






# **Graph Tracing Engine**

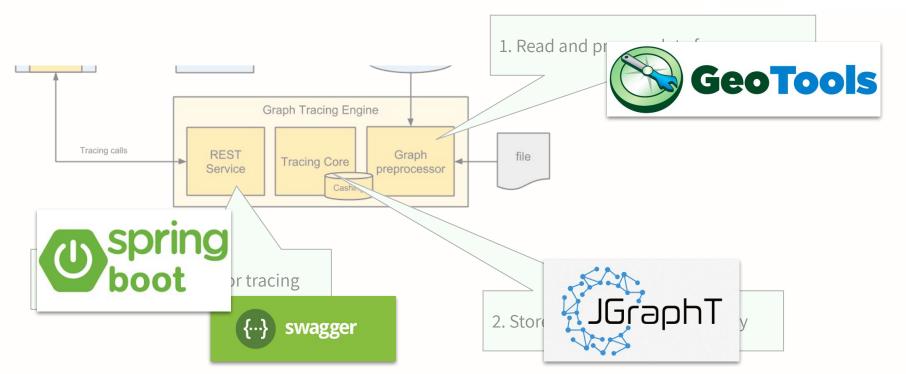






## Libraries











#### Future

# Business opportunities study

#### Report delivered:

- USPs
- Technology choice
- Open source license options
- Immediate and potential future (by extending) use cases/applications
- Business opportunities

#### Other applications:

- Database Subsoil Flanders: Sediment tracing
- Think outside of the box





# Open Source



"It takes a village to raise a child"



# Open Source

#### Advantages

- Lower total cost of ownership
- Value for the society

#### Challenges

- Ownership
- User base Community





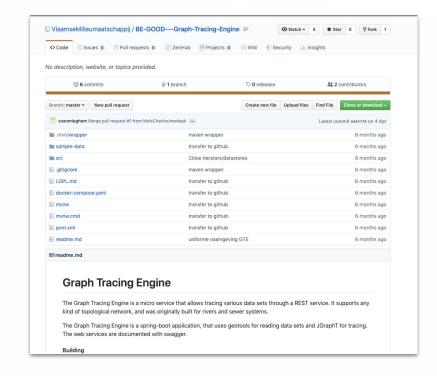


# Getting started

Visit the github page

https://github.com/VlaamseMilieumaatschappij/BE-GOOD----Graph-Tracing-Engine











#### Questions?

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