SAP Sailing Analytics

Architecture Overview

2012-08-03, Axel Uhl

# Introduction, Project Background and History

The SAP Sailing Analytics are a technology show-case demonstrating SAP technologies, concepts, skills and values applied to the domain of regatta sailing. They started as a small tool primarily intended to support a commentator in his job by displaying a live leaderboard for a sailing regatta with data interesting for the commentary. GPS and wind data travels from sensors to the server where the application keeps it in memory. When a request for a leaderboard is received, the data is aggregated on the fly, performing geometric computations including wind projections and involving a virtual "advantage line" orthogonal to the wind direction.

The live leaderboard started as a web application with a Java back-end responsible for the connectivity with the sensors and performing the geometric computations, and a Python process rendering the Web UI for the client's browser. The Python process issued REST requests to the Java back-end which responded with JSON documents.

The solution was first shown at Kieler Woche 2011. At the time, it was capable of displaying a single leaderboard that showed a number of tracked races in numerical form, offering columns for overall rank, race rank, rank at a mark, and values for average speed, distance traveled, gap to leader in seconds, velocity made good (VMG), estimated time of arrival at the next mark and current speed over ground. It was prototypical in many regards but regardless was considered an improvement for the commentary.

After Kieler Woche 2011, the architecture changed. We removed the Python engine and used the Google Web Toolkit instead to render the Web UI directly in the Java process. A first new live leaderboard with this approach was shown at the IDM Travemünde 2011 and later at the MdM Hamburg 2011 events. Over time, the solution learned to manage multiple leaderboards, combining historic race analysis with live tracking. Particularly the accumulation of historic race data will require changes in the architecture in the near future to support this use case better.

A Google Map visualization, originally intended primarily for debugging purposes, matured to a useful tool used by commentators and spectators alike, combined with charts showing wind and competitor data, and of course the traditional live leaderboard. The leaderboard itself received various enhancements over time, including data about maneuvers such as tacks, jibes and penalty circles, and additional figures such as the average cross-track error which under shifty wind conditions in some boat classes may be an indicator for the risk taken by a competitor.

The REST/JSON APIs offered by the Java back-end have been exploited by at least two additional show-case scenarios. Already in 2011, Business Objects Dashboards displayed data extracted through these interfaces in nice analytical views. In 2012, the interfaces started to be used for repeated extraction of data into a HANA database on top of which Experience UI technology is now used as a visualization technology with sophisticated analyses.

In 2012, a mobile application to support the race committees in their functions has been developed using largely the same architecture. Although the server for this app currently runs in a separate process, it uses largely the same code base, versioning repository and build process. We plan to integrate it with the SAP Sailing Analytics soon. A first loose coupling will allow users of the mobile app to send wind data entered on a mobile device into the SAP Sailing Analytics back-end where it augments the wind-based calculations. Later, we plan to integrate the mobile app even closer so that is supports race officials in laying and moving marks, changing the course layout as well as detecting and announcing disqualifications.

The remainder of this document explains the key architectural principles on which the SAP Sailing Analytics have been developed. It is to be considered a snapshot of the status quo, as documented by the time stamp in the document's header.

# Basic Architectural Principles

## In-Memory Architecture and the Database

The application generally deals with two sorts of data. One is the sensor data originally created by a set of physical sensors such as GPS trackers, wind measurement devices or the sensors included in smart phones and other mobile devices. The other is master data and meta-data captured and maintained by administrators and users, such as the leaderboard configuration data, connectivity data for the tracking providers, or official scoring results imported from external sources.

For the sensor data, the time at which the data is received is never the same as the time at which the sensor data was valid. Sensors don't predict the future but measure some present value. The transmission from the sensor to the server adds a rather unpredictable latency. In the worst case, the sensor's transmission unit fails, and the data can only be imported into the server once the sensor is back on shore. With this in mind, the server's view of reality is partial and lagging, and history may be re-written at any point in time if a sensor decides to deliver its data later than most other sensors. There is no precise synchronization across the set of sensors used at an event. At best, there is a pre-configured maximum delay at which trackers make an effort to deliver their data. However, this may also fail, for example, if trackers lack network connectivity when they would actually be due to send their data. Tracking providers may also decide to re-compute some derived data which our server receives. For example, some tracking providers send data about when they think which boat passed which mark. The provider may change this at any time, sending an updated list of mark passing times. This can, e.g., happen if the course layout was changed on short notice, and the course update didn't make it into the server in time. Once the course layout change is then updated to the system, the mark passing times will be re-evaluated, and updates to the previous mark passing times will result.

These circumstances suggest an architecture which basically records the sensor facts and dynamically aggregates all derived information on the fly. This is how we started. The more complex the rules for deriving interesting figures from the sensor data grew, the more computational resources the on-the-fly aggregation required. In particular, three algorithms turned out to be quite expensive to carry out: maneuver analysis based on the recursive Douglas-Peucker algorithm; wind estimation based on the boat tracks, assuming that boats on different tacks use roughly the same beat angle to the wind; and the average cross-track error which computes a projection of each boat's position to the wind direction.

## Caching where Necessary

## Approaches to Locking: "synchronized" vs. ReentrantReadWriteLock

## Scale-Out through Replication

### Master/Replica Distinction

### Operational Transformation

### Operations, Services, and Events

TODO explain how some operations are issued from the outside through service interfaces, and some emerge from events such as receiving sensor data. What's accidental, what's historic, how should it be?

### Open issues

# Runtime Environment

## Linux, OSGi/Equinox

## Google Web Toolkit (GWT)

## Tracking Connectors

## Wind Sensor Connector

## Result Importers

### Kieler Woche FTP Set-Up

# Development Environment

## GIT, Eclipse, GWT, Maven, Target Platform

# Other Information Sources