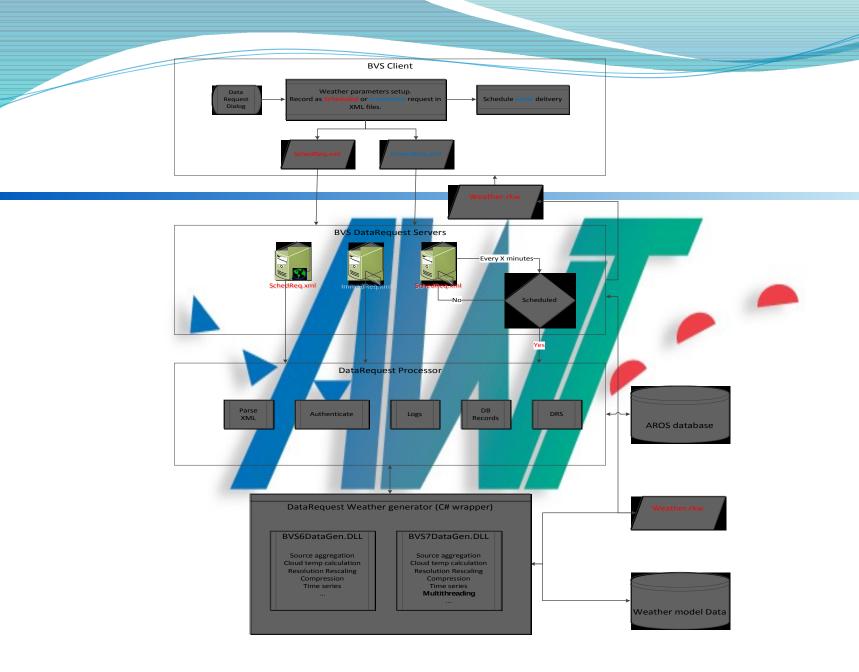


The Fleet Optimization Experts

Between rock (software) and hard place (data).

- Data team prepares the weather data.
- Other data feeds (piracy, marine bulletins etc.)
- Software consumes it.
 - Bon Voyage System
 - AROS
 - Third party products (through API).

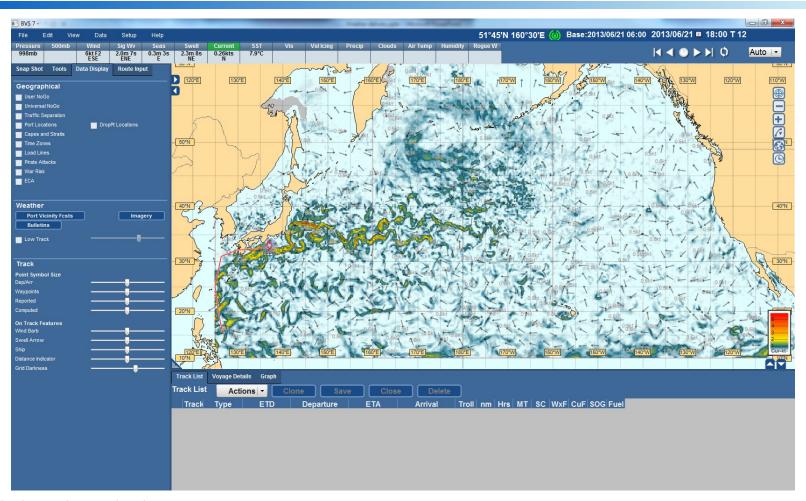
This presentation describes the infrastructure of delivery of this data per software request.



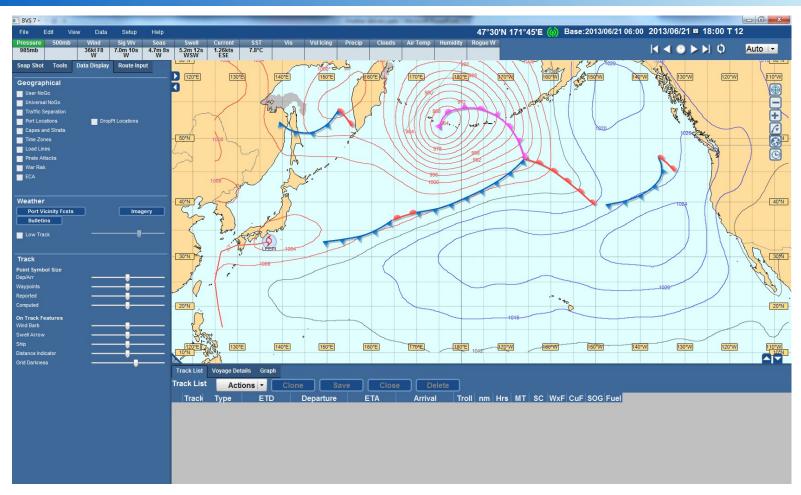
What is in the request XML?



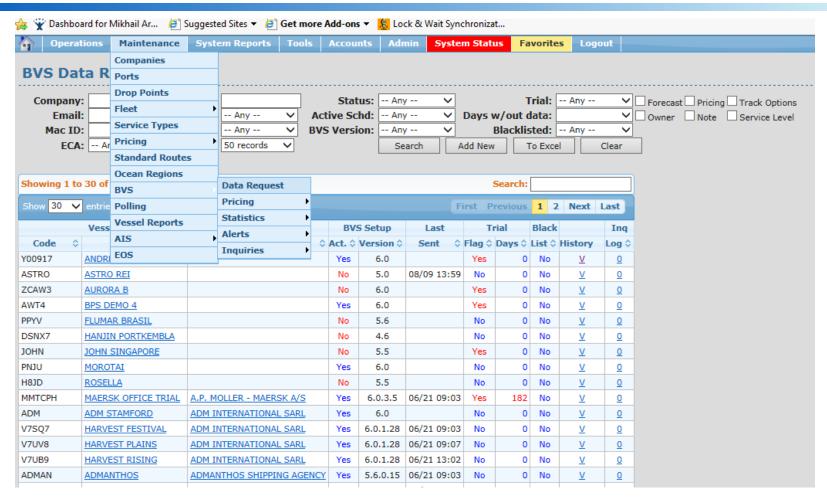
An example of Weather display



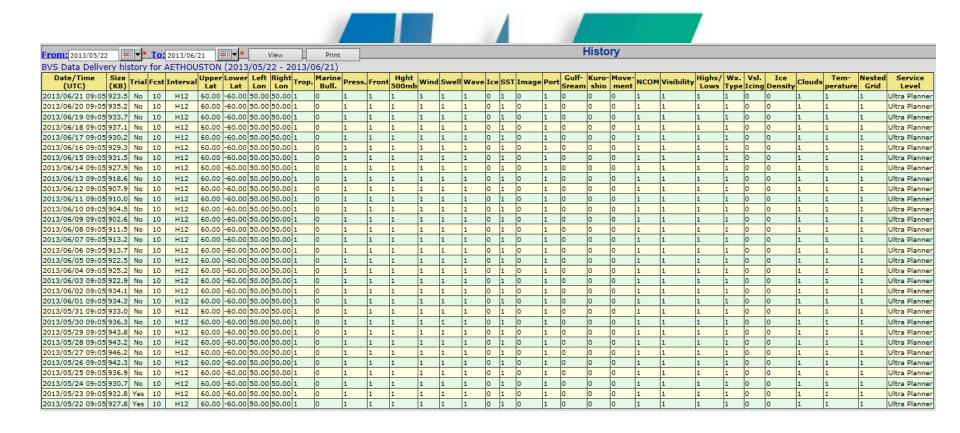
Another example



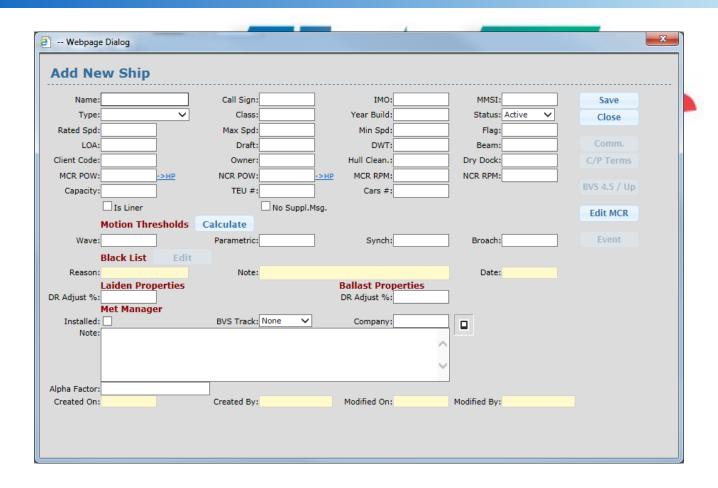
AROS Watches You



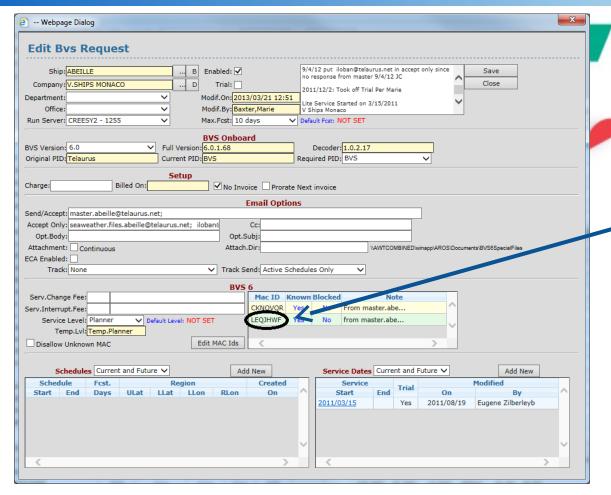
AROS Watches You



Adding new ship to DB



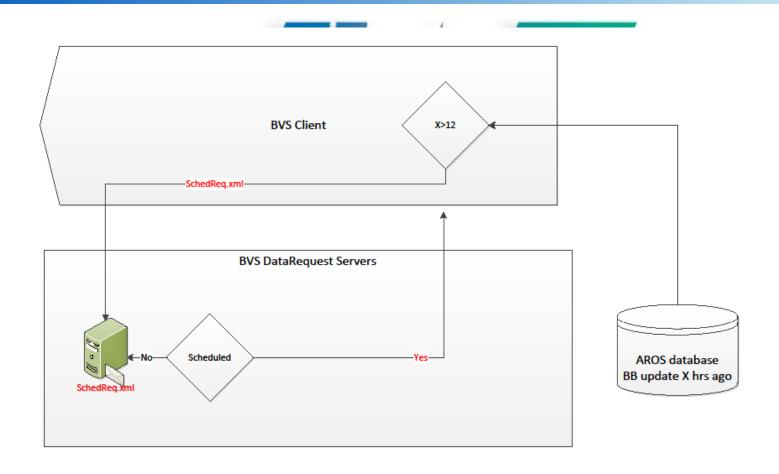
Adding new ship to DB



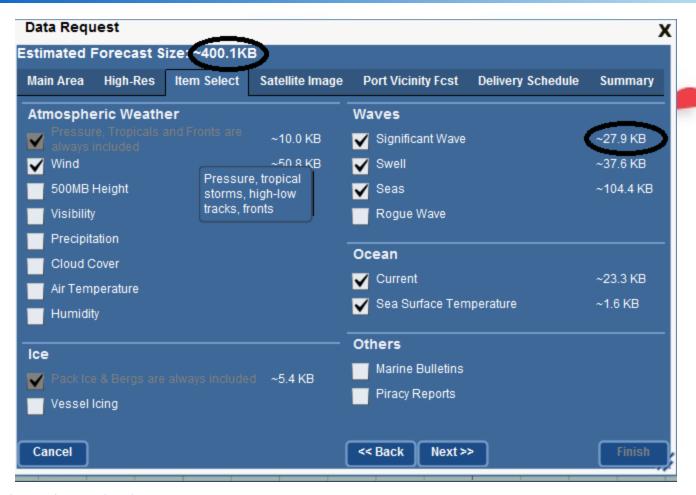
Email Delivery vs. Broadband

- Email Delivery
 - Should open email account
 - Sends an email with new data after, also by email
- Internet
 - No action required to send data request
 - Just need to set Data Request and turn on the system
 - The data is periodically updated over HTTP
- Scheduled Email Delivery
 - Sends data at specified times

Scheduled update as "a broadband plan B" - backup option



Cost of the email data



In order to reduce the file size

Wavelet compression [edit]

Wavelet compression is a form of data compression well suited for image compression (sometimes also video compression and audio compression). Notable implementations are JPEG 2000, DjVu and ECW for still images, REDCODE, CineForm, the BBC's Dirac, and Ogg Tarkin for video. The goal is to store image data in as little space as possible in a file. Wavelet compression can be either lossless or lossy; [1]

Using a wavelet transform, the wavelet compression methods are adequate for representing transients, such as percussion sounds in audio, or high-frequency components in two-dimensional images, for example an image of stars on a night sky. This means that the transient elements of a data signal can be represented by a smaller amount of information than would be the case if some other transform, such as the more widespread discrete cosine transform, had been used.

Wavelet compression is not good for all kinds of data: transient signal characteristics mean good wavelet compression, while smooth, periodic signals are better compressed by other methods, particularly traditional harmonic compression (frequency domain, as by Fourier transforms and related).

See Diary Of An x264 Developer: The problems with wavelets & (2010) for discussion of practical issues of current methods using wavelets for video compression.

Method [edit]

First a wavelet transform is applied. This produces as many coefficients as there are pixels in the image (i.e., there is no compression yet since it is only a transform). These coefficients can then be compressed more easily because the information is statistically concentrated in just a few coefficients. This principle is called transform coding. After that, the coefficients are quantized and the quantized values are entropy encoded and/or run length encoded.

A few 1D and 2D applications of wavelet compression use a technique called "wavelet footprints". [2][3]

Comparison with wavelet transformation, Fourier transformation and time-frequency analysis [edit]

Transformation	Representation	Output
Fourier transform	$f(\xi) = \int_{-\infty}^{\infty} f(x)e^{-2\pi ix\xi} dx$	ξ , frequency
Time-frequency analysis	X(t,f)	t, time; f, frequency
Wavelet transform	$X(a,b) = \frac{1}{\sqrt{a}} \int_{-\infty}^{\infty} \overline{\Psi\left(\frac{t-b}{a}\right)} x(t) dt$	a, scaling; b, time

Conclusions and "live demo"

- Weather data for **specified region(s) and date(s)** has to be prepared.
- Additional data feeds (such as piracy and marine bulletins) have to be integrated.
- Broadband server has can handle many simultaneous requests.
- Failover, logs and security.