

Baker, Jeff

Geog 489-Summer 1

Lesson 1 Deliverable

I would have to express that every lesson has some major component that I have learned, but specifically in this case the most useful for me was the use of the multiprocessor, and reluctantly the lack of use of multithreading. The ability to designate the sequential and parallel processes would seem to be a universal part of some applications outside of arc and while the syntax might be slightly different that would be an arguably small task to tackle. In this lesson on part a I went with the most simplistic modifications to accomplish the result and subsequent toolbox, I was unsure if that was the purpose or if I had done too little, but in the spirit of government work..... As for the second part, I found the challenges were in the workers processing or rather failing. This was a relatively straightforward fix but was easy for me to miss without adding a few messages along the way.

As for the debugging and profiling: I found them both useful and frustrating and as of this writing, the third attempt at profiling the final multi_input version has been running for 20 minutes and shows no signs of life, but the code works great. The issues with the profiler were not present with the previous version of L1 so I suspect it is a known issue with spyder or multiprocessing. The Lesson 1a profile showed as expected that the bulk of time spent was waiting for the module to process the jobs. This would be a great place to further analyze which part of the worker is taking longer than others and how to compartmentalize tasks outside of the worker.

In this case for Over and Above I am uploading to github with the caveat that there were numerous opportunities to go over and above on this lesson with various name changes to files or merging the similar files into singular files etc. That being said, I spent a bit of time with the tool in ArcPro but was having failures where it was working fine in Spyder and had to alter course for time considerations.

The issue with writing to a geodatabase is that it will lock data as a function of the geodatabase, this was discussed earlier in the lesson regarding use of in-memory to circumvent this when possible.

