

Data Structures (WG6)

MODEST – Working Group 6 Progress Report

Peter Teuben
University of Maryland

Introduction

- Goals:
 - **ideal**: define a dataformat we all use
 - **practice**: describe a dataformat so it becomes easy to exchange our data
- Done so far:
 - web site with example data (think Virtual Observatory) to gain experience in simulation date types
 - document describing a generic “PointData” dataformat
 - TVO demo at AAS#203
 - TVO whitepaper (Lemson et al.)

Particle Data Storage??

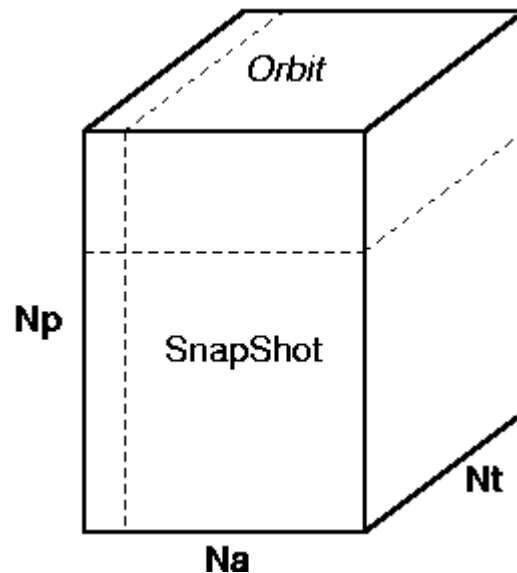
- What properties should a data format have:
 - Exchangeable
 - Archiveable
 - Extendable
 - Portable
 - Scalable

See also: <http://www.astro.umd.edu/nemo/tvo>

And: <http://www.manybody.org> (MODEST)

Particle Data

- Tabular vs. Grid Data:
 - Structured grids (AMR)
 - Structured particle (cf. Starlab's **tdyn**)
- **Particle-Attribute-Time** (PAT) data cube

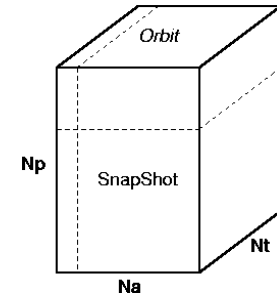


Particle Data: examples

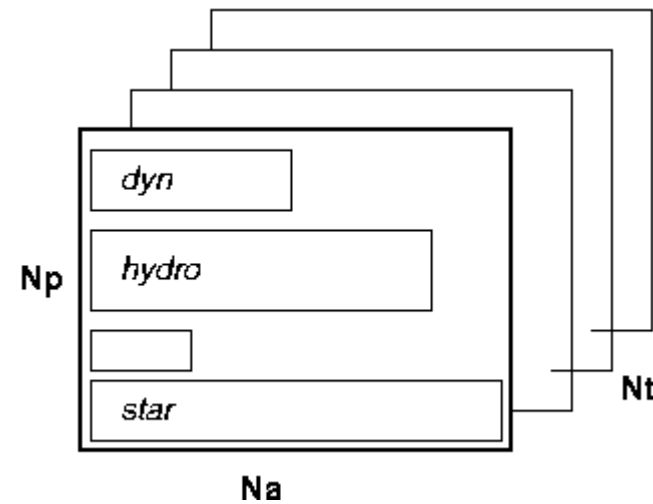
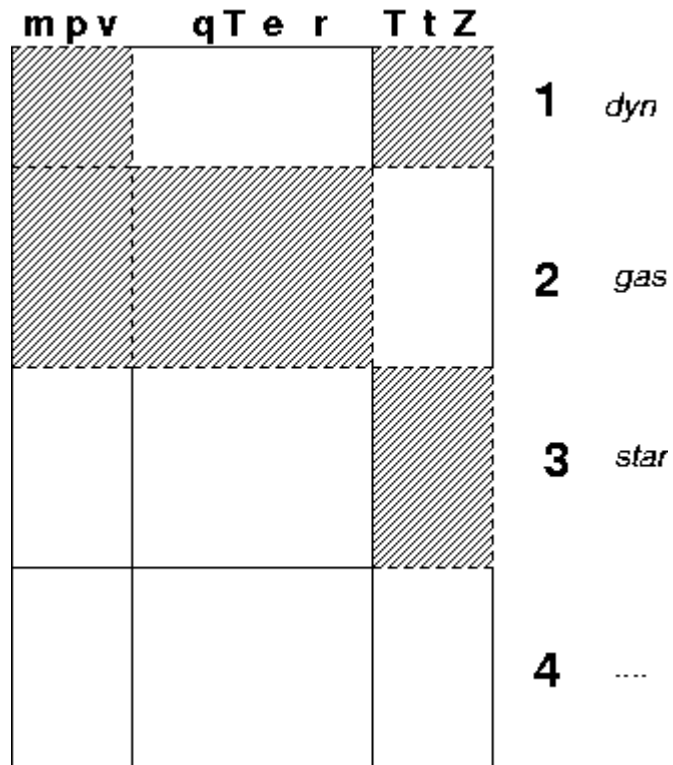
- NBODY_x : header + data
- NEMO : (binary) structured files
- FITS : BINTABLE (Teuben, 1995)
- HDF : SDS, Vdata (Bryan & Summers, 1995)
- VOTable

The storage of unstructured data is not described here, however HDF has facilities to handle it.

PAT



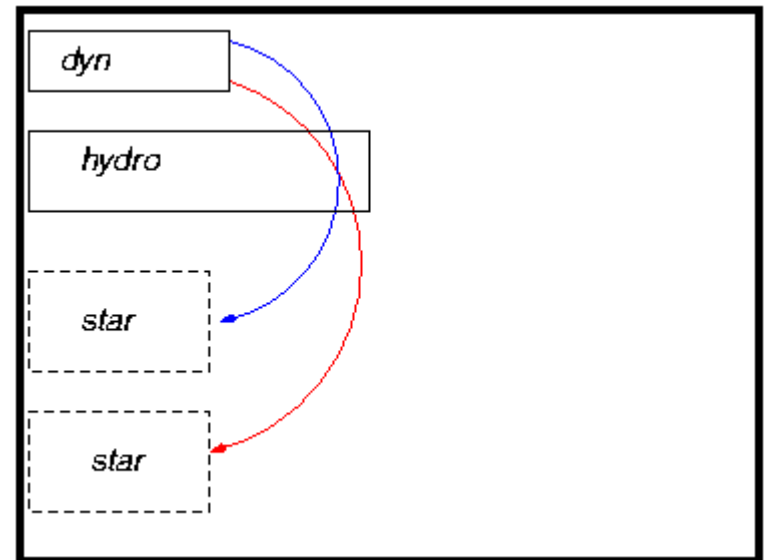
- Different types of particles have different attributes



Particle - Family - SnapShot - Album

- Particle: has various attributes (mass, pos,)
- Family: Particles with the same kind of attributes
- SnapShot: a set of Family
- Album: a set of SnapShots

Particles can also nest down to a Family
(e.g. Star → SPH-blob)



Unresolved Issues?

- Variable timestep integrators
- Multiple usage of attributes (T, M, ...)
- Data replication ("Greenbank convention")
- Monte Carlo simulations
- Units (Heggie & Mathieu 1986)
- Array attributes (*e.g.* $\rho(r)$, $s(r)$, $Z(m)$,)

TODO

- between now and MODEST-5:
 - critique the PointData proposal
 - more examples of data for the archive
(NEED HELP – will travel)
 - exchange data ? Do we need to? (some converters exist already between popular packages, e.g. NEMO has a fairly large number of them)
 -

intentional nearly blank slide