## S-100 and MSDI

Developments - 2022

















#### What is the difference between Digital Twins and Static Datasets.

- Static data is a collection of information that remains unchanged and is used to provide a snapshot of a particular system, process, or entity at a particular moment in time. It can be used to support decision making and analysis, but it does not reflect any changes that may have occurred since the data was recorded.
- A digital twin is a dynamic, virtual representation of a physical system, device, or process that is constantly updated in real-time with data from sensors, devices, and other sources. This enables the digital twin to accurately reflect the current state of the physical system and to simulate how it will behave in the future, taking into account changes such as wear and tear or changes in operating conditions.
- The digital twin allows organizations to gain insights into the behavior and performance of their physical systems and make informed decisions based on that information. For example, a digital twin of a manufacturing plant can be used to simulate different scenarios to determine the most efficient production process, or a digital twin of an aircraft engine can be used to monitor performance and predict when maintenance may be required.
- In summary, static data provides a snapshot of a system at a single point in time, while digital twins are dynamic, virtual representations of physical systems that change in real-time based on the input of multiple sources

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## Cont'd

Digital twin technology can be used by hydrographic offices in a variety of ways to improve their data collection and analysis processes. Some potential uses include:

- 1. Surveying: Digital twin technology can be used to create virtual models of the ocean floor, which can be used to plan and execute surveys more efficiently.
- 2. Data visualization: Digital twin technology can be used to create visualizations of ocean data, such as bathymetry, which can be used to identify patterns and trends that would be difficult to detect with traditional methods.
- 3. Risk management: Digital twin technology can be used to create models of potential hazards, such as shipwrecks or underwater obstructions, which can be used to identify and mitigate risks.
- 4. Predictive maintenance: Digital twin technology can be used to create models of offshore structures, such as oil rigs, which can be used to predict when maintenance is needed and plan accordingly.
- 5. Real-time monitoring: Digital twin technology can be used to create models of ocean conditions, such as currents and tides, which can be used to monitor and predict changes in real-time.
- 6. Supporting decision making: Digital twin technology can be used to create models of different scenarios, such as changes in sea level or ocean temperature, which can be used to support decision-making in areas such as coastal management and navigation.

Overall, digital twin technology can be a powerful tool for hydrographic offices, allowing them to collect and analyze data more efficiently, make more informed decisions, and improve safety and operations







# How SensorWeb API links things together

API defines the following resources (3D model itself is fetched separately):

#### (Observing) Systems

Systems are modeled as SensorML features, and can have subsystems (or components). Each system and subsystem can be associated to an object in the 3D model (simply by ID).

#### Features of Interest

Fols are also features, with their own static properties. Can reference features in external repositories like OGC API Features. They can also be associated directly to an object in the 3D model (simply by ID).

#### Datastreams

Datastreams are time series of observations produced by observing systems. This is the source of dynamic data, and can be encoded efficiently (CSV or even binary, including video w/ codecs)  $\rightarrow$  used to modify properties of 3D objects in the scene





## Some hydrographic office perspectives

- DT requires high density data, likely those products concerned with water levels and movement (S-102, S-104 and S-111 Depth, Tidal/Water Level and currents) with good temporal support.
- There are other datasets of interest though.
  - Skin of the earth data from S-101 at largest scales. Also coastlines, significant obstructions, topography.
  - Limits, Boundaries and Protected Areas (S-121, S-122)
  - Other regulated areas, Marine Harbour Infrastructure and Vessel Traffic Management (S-127 and S-131)
- Hydrographic Offices may not provide real-time data currently. Requires interfaces with other agencies.
- Digital Twins gain much from interoperable data and data based on frameworks and common structures. S-100 and OGC API can provide a good baseline for many of the required datasets
- Benefits may be additional to core hydrographic office scope (will DT make better charts? Or Publications?). The predictive capabilities can certainly help. Vessel movements, erosion, met/tidal warnings etc. can help many hydrographic functions as well.
- Uses are maritime as well as environmental and scientific (e.g. Maritime Digital Twins of individual and fleets of vessels).
- Often scope is regional which emphasises hydrographic commission involvement in regional DT initiatives. Strengthens the case for regional cooperation on e.g. Vertical Datum correction surfaces (for land/sea interoperability), limits/boundaries, tidal models in coastal areas.







#### APIs for MSDI • APIs provide a robust means for data transport and access by end users. Advantages are: · Data is current every time the API is called · Authenticity can be assured by digitally signing data Web native, takes advantage of connectivity. Local storage by users can be used for frequent access and computation (this requires work to tie in with authenticity and temporal data) API can filter data using intelligent queries, returning only elements matching query parameters. · A lot of open source, open standards and accessible tools exist to enable high quality, self-documenting APIs • S-100 "describes" such structures (in Part 14) and offers web-friendly GML encoding but stops short of formalized API structures for S-100 (General Feature Model GFM) data · There are additional challenges for API implementations · Metadata approach and methodologies • S-100 specific structures, e.g. topology, gridded data, multiple vertical datums, quality, portrayal (if required) · Highly interconnected datasets with a rich relationship structure • Different "aggregation" mechanisms, datasets are collections of different features, APIs tend not to be... • There is a need for better guidance and HOWTO level of advice for implementing authorities.









### What remains? Way forward...

- 1. Methods for aggregating API endpoints together remain to be developed, as well as transformation structures to allow APIs to automatically deliver transformed data to calling processes. OGC API Processes is a good way of encapsulating these.
- 2. We have a first draft of S-100 GFM data expressed in a JSON encoding which enables many services to use existing structures and interoperability with open standards tools.
- 3. This needs to be expanded to metadata and collections and better harmonized to OGC API features, also to gridded and coverage data. Intelligent Querying and selective access need to be considered. Passing the "google test" should be described in a HOWTO (S-100 metadata linked with OGC Records). Then published...
- 4. Transformation of content and methods for aggregation, together with common OGC API Records metadata would enhance this greatly. We would like to contribute to such efforts in the future.