AlertSim - Veljko & Darko

- Expect many alerts (10k/visit)

- Simulator necessary for validating & testing brokers...

- Handling and transmitting to the rest of community

- VO Event Based (for now)

- XML schema

- Sensitive...

- Method of emitting

- TCP/IP – not efficient

- Required at the moment in standards - acceptable for small no. events problem with huge...

- Multicast – tested potentially better solution – emitter does not care who or what receives – many receivers possible (using udp)

- Low level access via socket

- Ideal for testing

AlertSim

- Integration with the current sims

- Calling opsim3_61DB to get pointings and times (previous version with blitz/MAF -sqlite)

- Calling catsim to get variable stars (magnitudes – Variability class Scott's help)!

- Declare that data as an alert (event)

- Pack data to VOEvent schema

- Transmit to the rest of the world (mcast)

- Receiver takes xml events and parses them

- Now broker/CEP engine can manipulate everything

AlertSim

- Problems (to do!)
- DB does not have ucd's – relative simple – dictionaries – maybe to think to add VO ucd's to DB metadata
- Proxy problems – local network at the moment (lacking machines with open ports – 5032-5035)

- Retransmitting packets – easy
- Opsim generates double outputs probably exposures but same mjd??
- Different types of variability – up to sims community
- Documentation? Package integrity (with very short delays)
- Integrating with the rest of sims – probably after switch to github

AlertSim

- JSON (easy integrating to web services)

- Esper (CEP engine)

- Socket gives easy access to tcp/ip transmition as well

- Polishing VOevent data - adding different functionality

- Licenses – we are using VOEventLib – was available till recently status??

- Phosim for generating cutouts (hack6??)

- galaxies+SN at some point

- Definig how to transmit cutouts – base64 encoding??

- Demonstration!

- Unrealistic....