Visualisation of Gaia data

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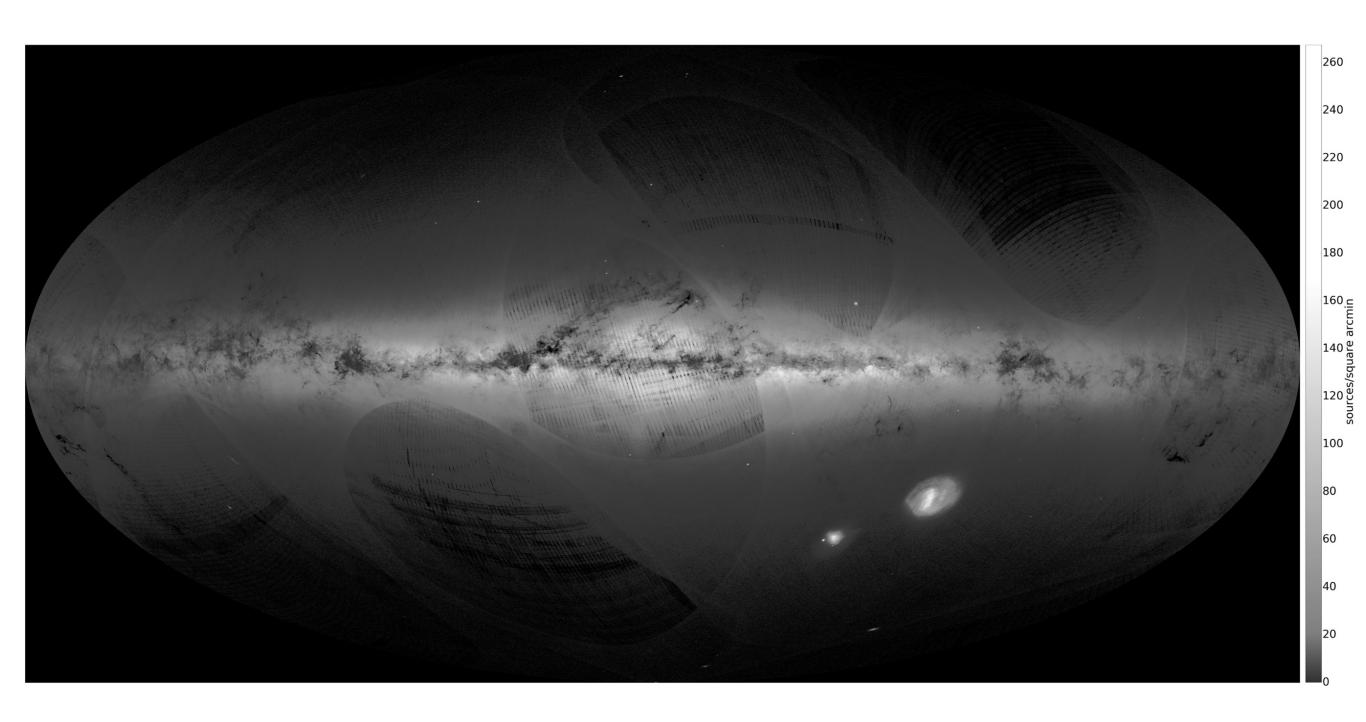


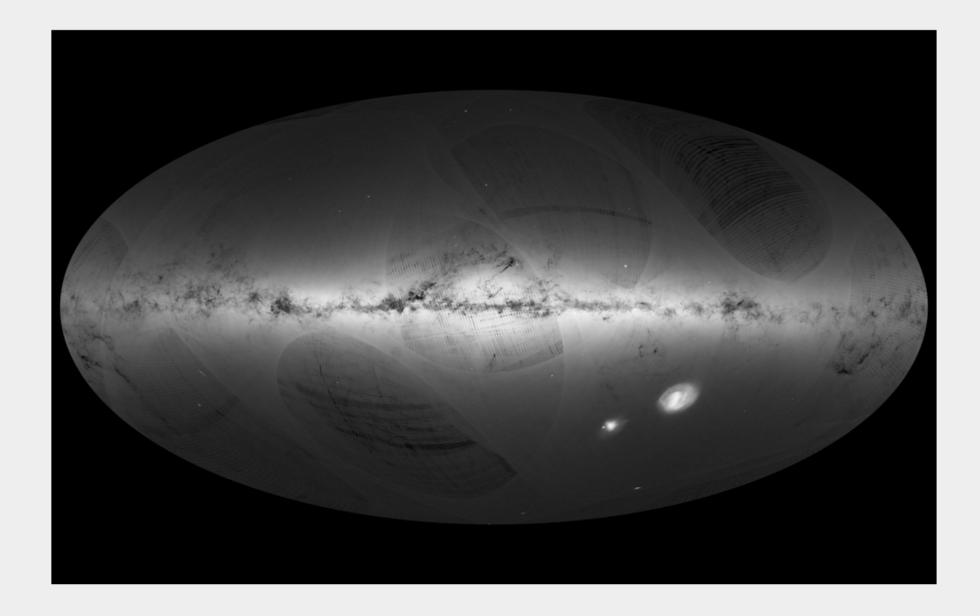
This is Gaia





First Data Release: Wednesday, Sep 14 2016





5 Coolest Things On Earth The Week

Sep 16, 2016 by Tomas Kellner



Gaia and other large surveys

- Gaia 1 billion Spectrophotmetry, parallaxes, proper motions, radial velocities, time series
- SDSS ~2 billions, mostly extra gal. ~750.000 MW spectra. Optical/NIR
- LSST Future Optical/NIR
- PanSTARRS Interesting releases in the future. Optical
- IPHAS 219 million, R,I, Ha
- VVV Millions. NIR, Inner MW

How can we deal with all these data?

1 billion objects, ~Petabyte archive

- Physical size of the archive
 — Hardware challenges:
 - Cannot store data locally in common hardware available to researchers
 - Transferring from remote archive limited by bandwidth

 Physical size of the archive: Hardware resources, incl. bandwidth: leads to server-client architecture [take the programs to the data]

Interactivity. Exploration is interactive.

 Analytics: Too many data to represent and too many high-dimensional interrelations: Data stunning!

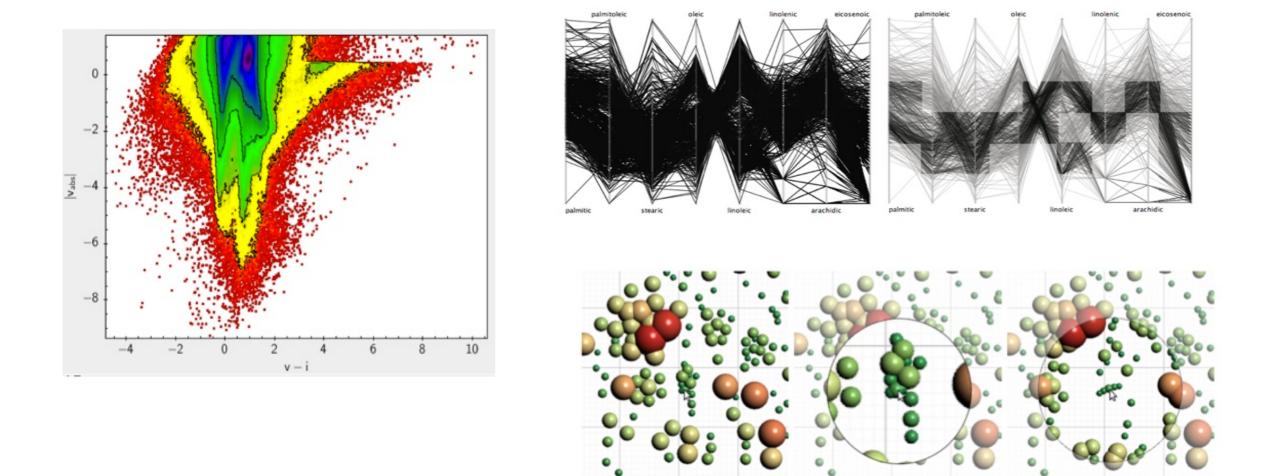
 Physical size of the archive: Hardware resources, incl. bandwidth, leads to server-client architecture

[take the programs to the data]

Interactivity. Exploration is interactive.

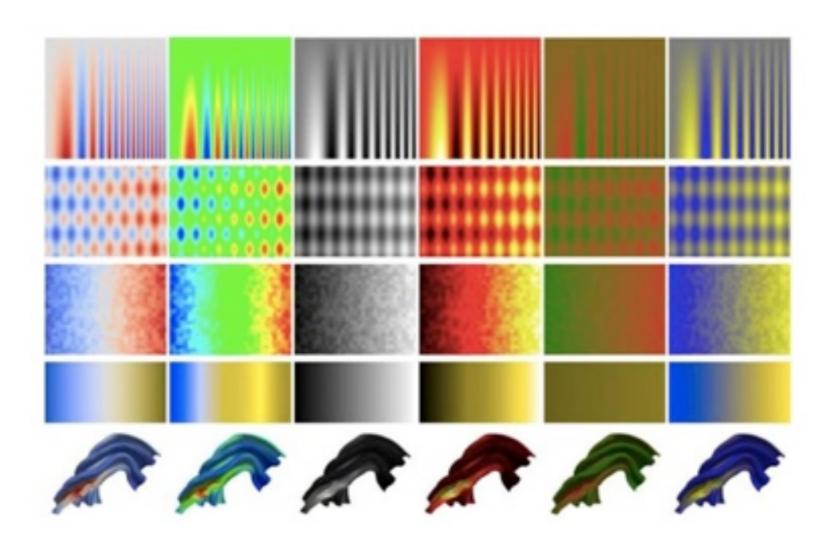
might not be a problem for high end machines

 Analytics: Too many data to represent and too many high-dimensional interrelations: Data stunning!



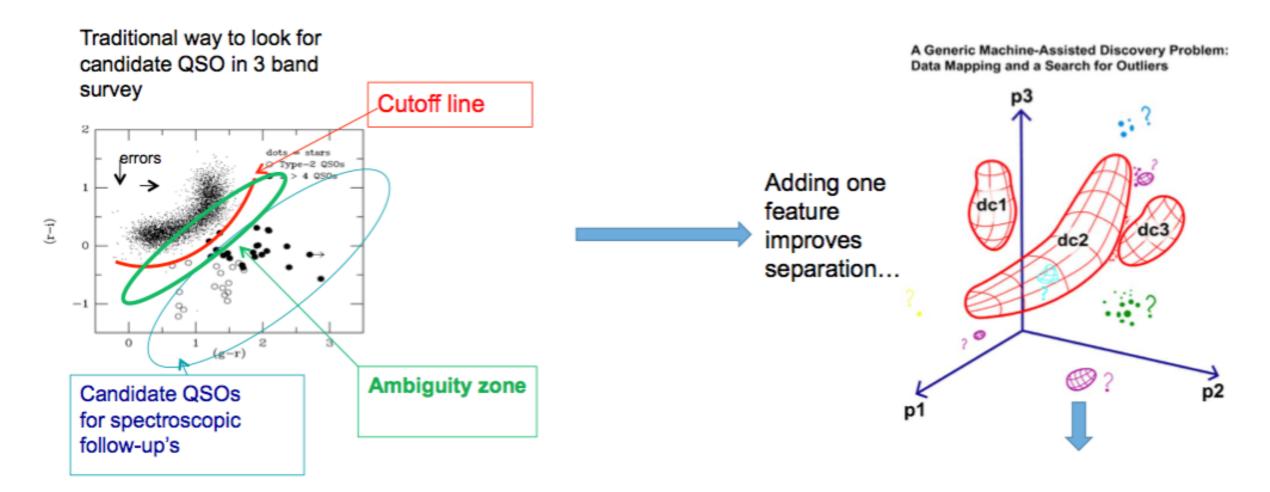
People need to be educated on how to explore Big Data

- Visualisation and analysis challenges
 - Habits !!



Comparison of colour maps. From left to right, cool-warm, rainbow, grayscale, heated body, isoluminant, and blue-yellow. And from top to bottom, representations showing spatial contrast, a low-frequency, high-frequency noise, approximation of how the colour map is viewed deuteranope colour-deficient vision and its effect in 3D shading. From Moreland, 2009.

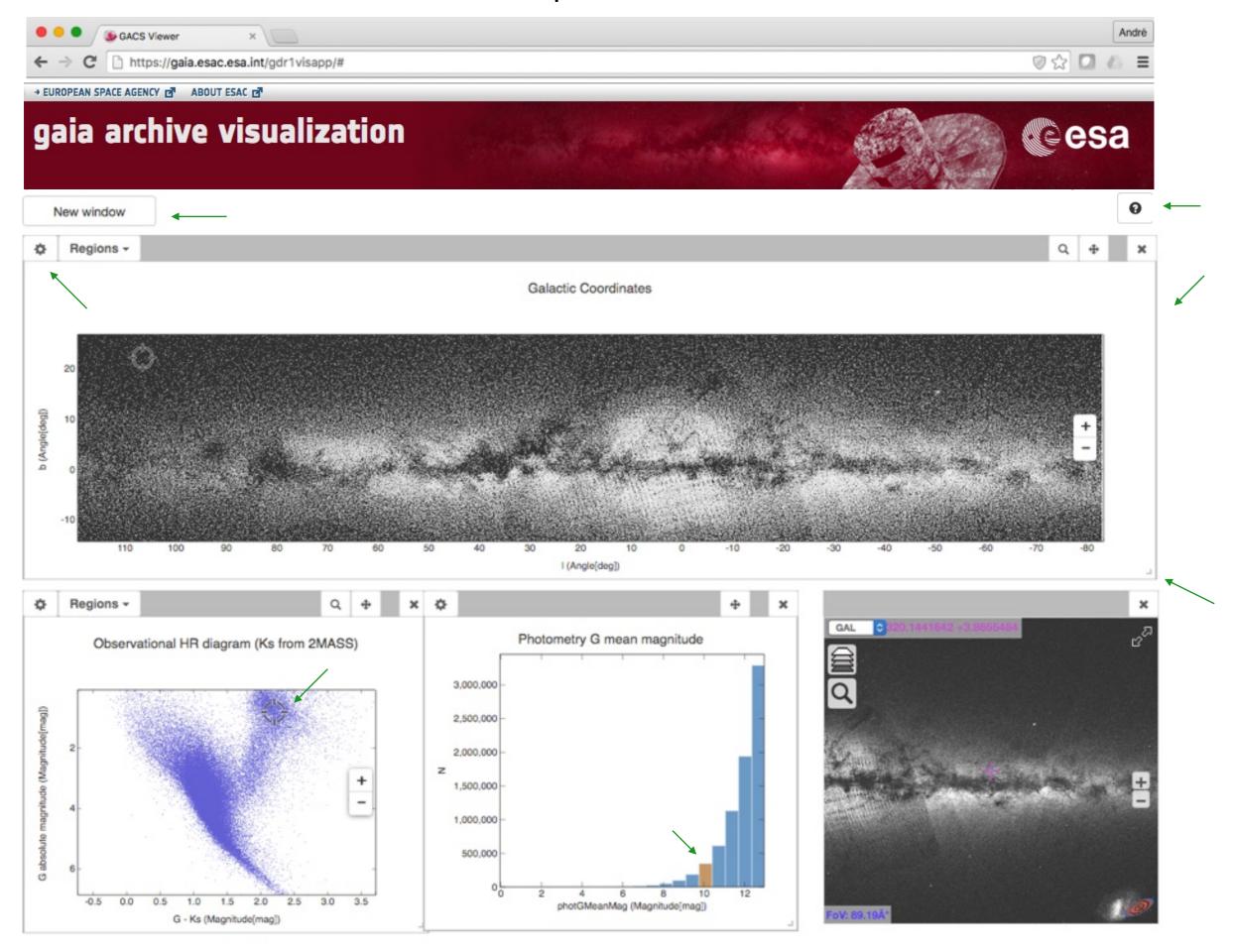
- Visualisation and analysis challenges
 - Data stunning (many dimensions)
 - 2D -> 3D. The extra dimension does make a difference

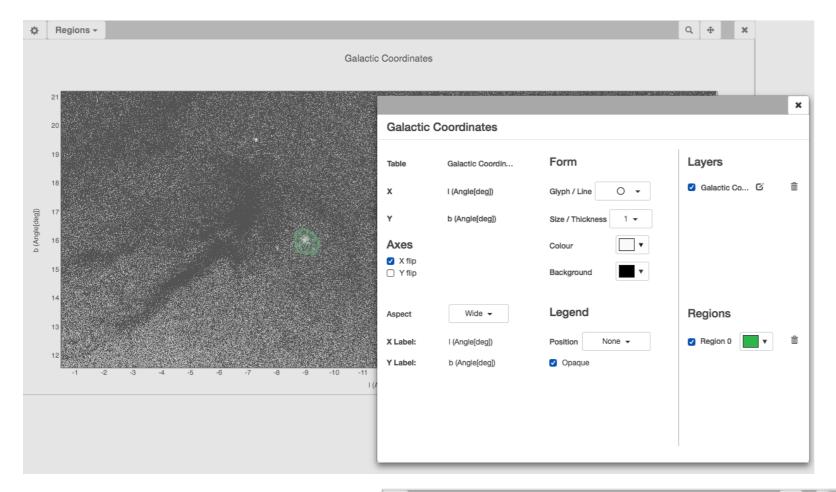


Challenges in interactivity

So we need a system that

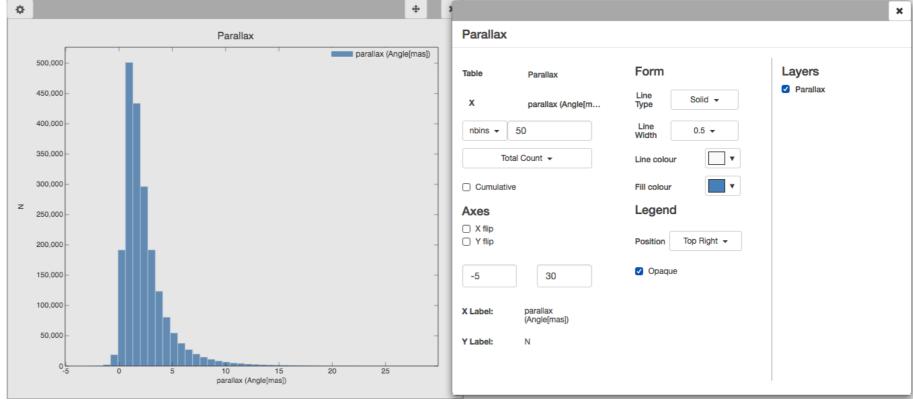
- is up to the technical challenges
- provides the necessary functionalities
- configured for Big Data exploration



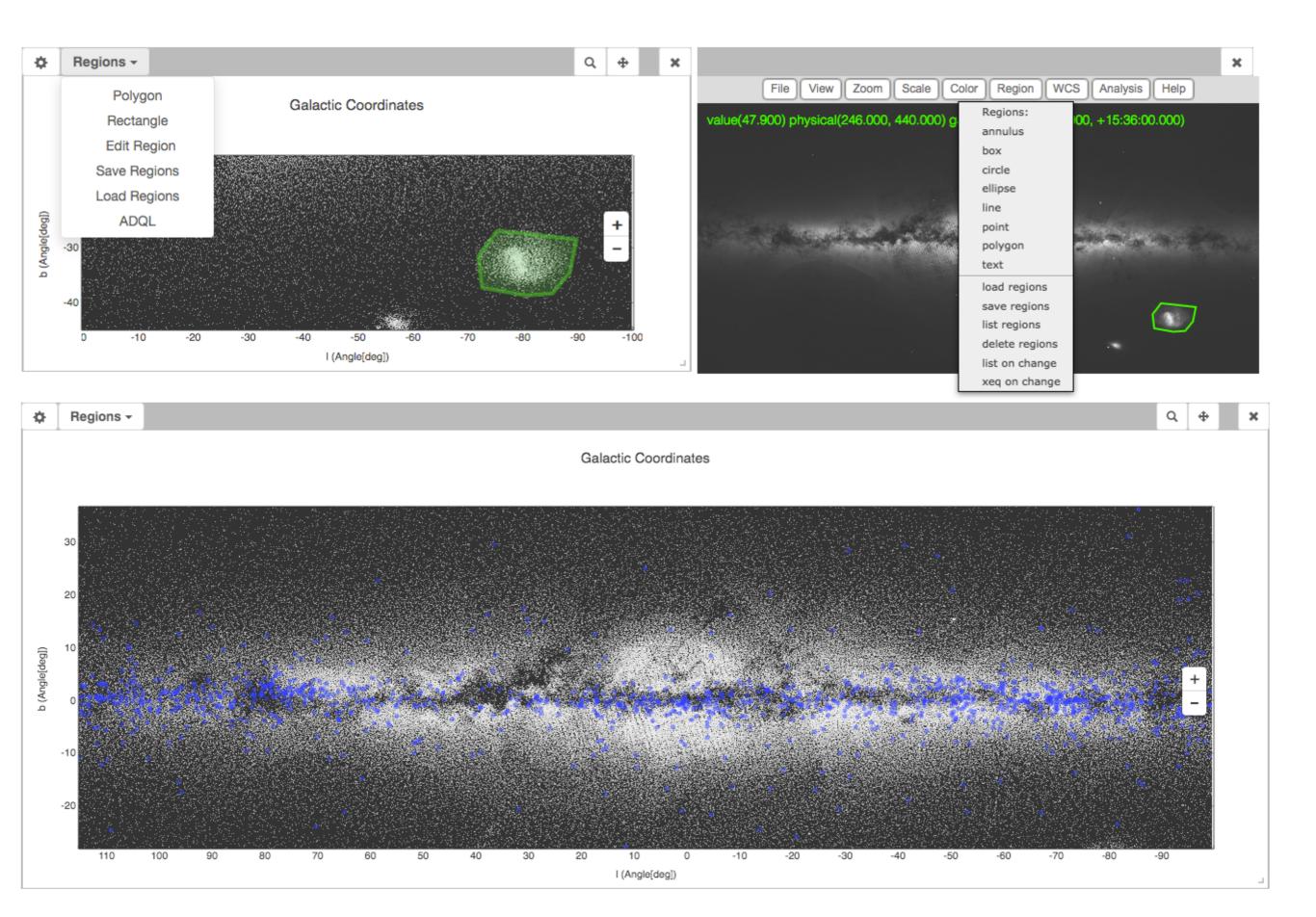


Configuration GUI should be

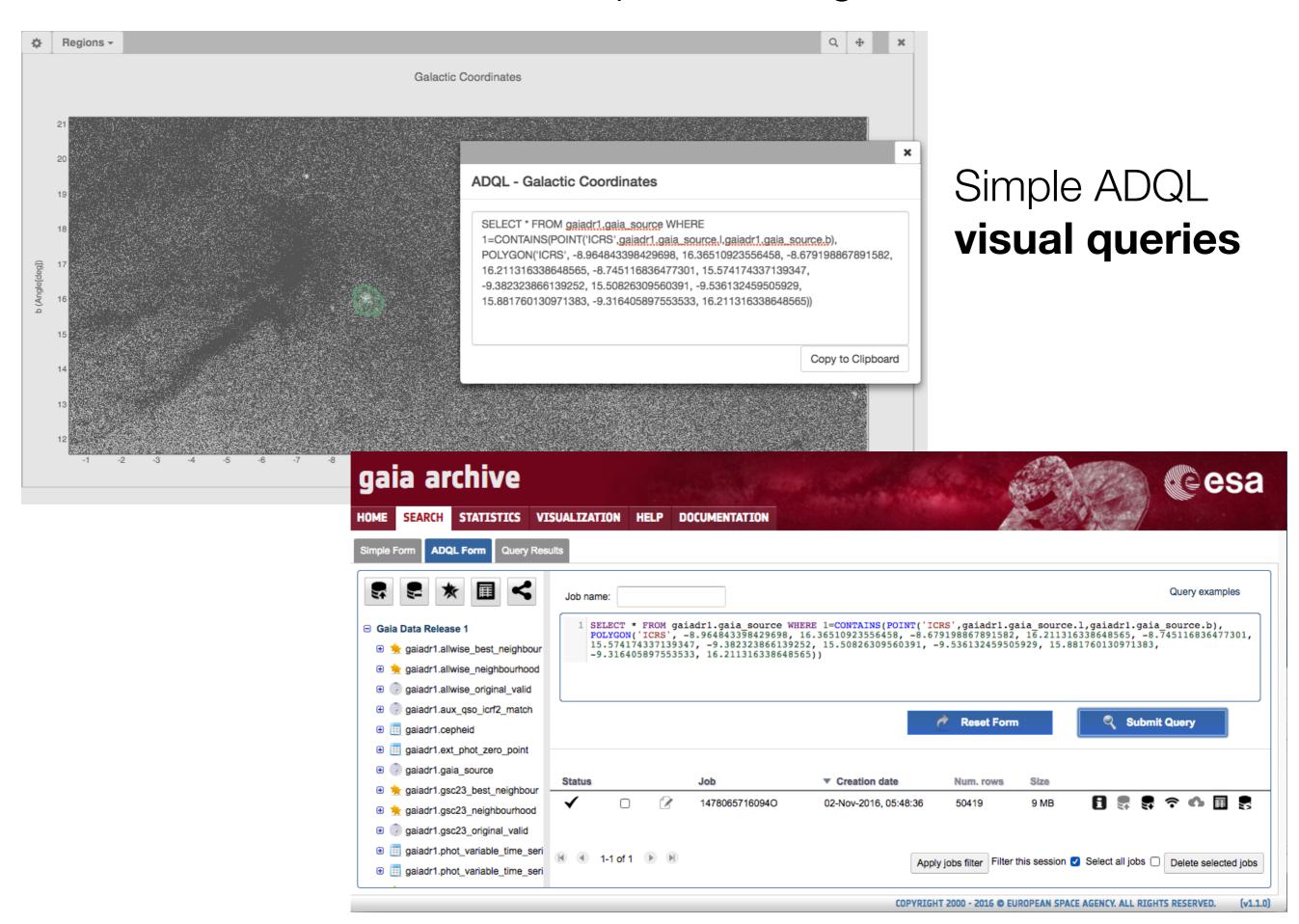
- intuitive
- minimal
- powerful



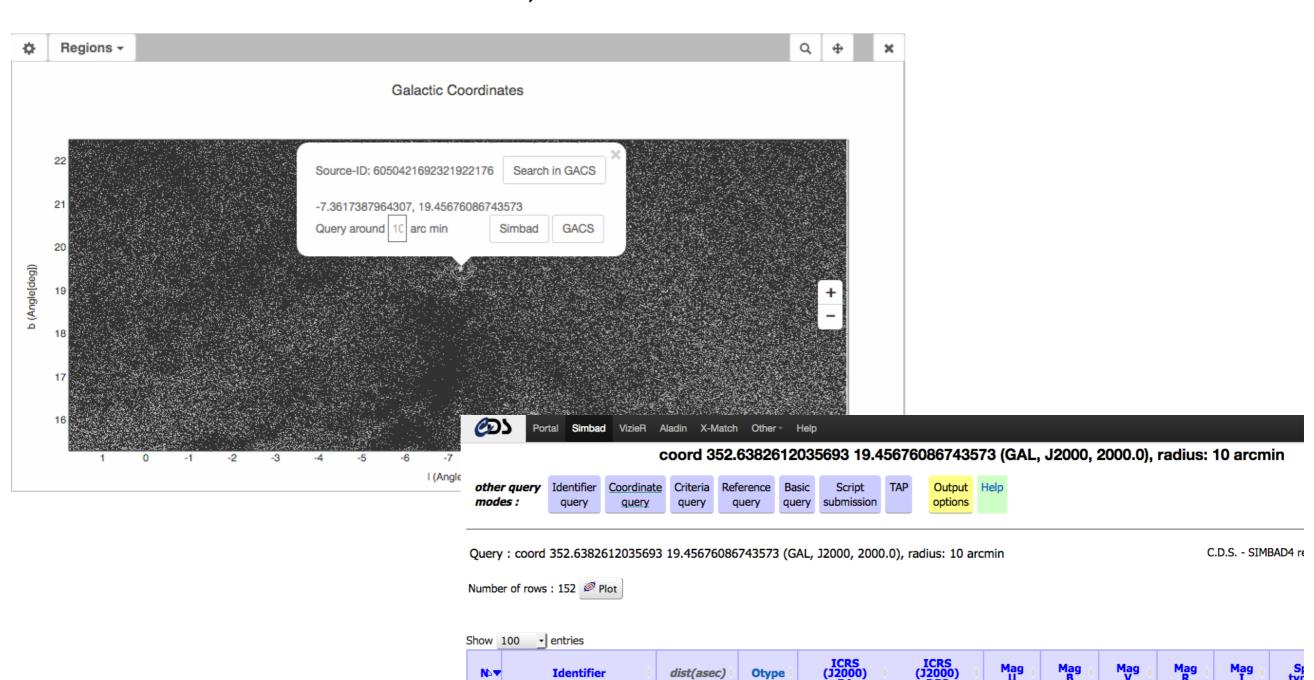
Gaia interactive visualisation portal - Regions



Gaia interactive visualisation portal - integrated archive service



- integration with Gaia archive
- CDS services: simbad, sesame name resolver



29.35

39.54

53.79

59.56

60.76

HB*

HB*

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Х

16 16 59.111

16 16 57.762 16 16 59.88

16 16 55.58

16 17 02.05

-22 59 53.45

-22 59 37.14

-22 59 31.1

-22 59 25.7

-23 00 33.0

18.056

17.727

18.261

17.898

[MMP2009] M80 13787

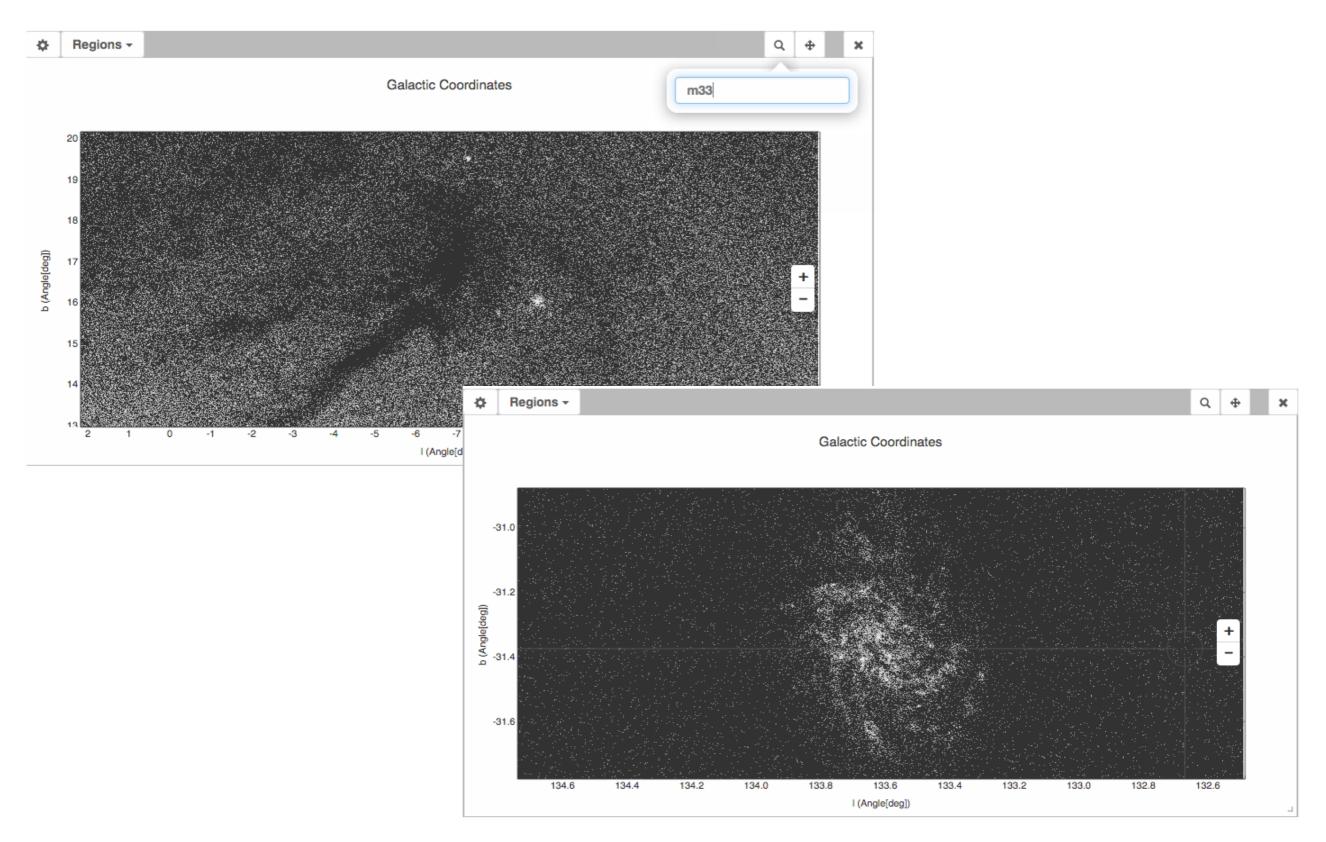
[MMP2009] M80 14201

CXOU J161659.8-225931

CXOU J161655.5-225925

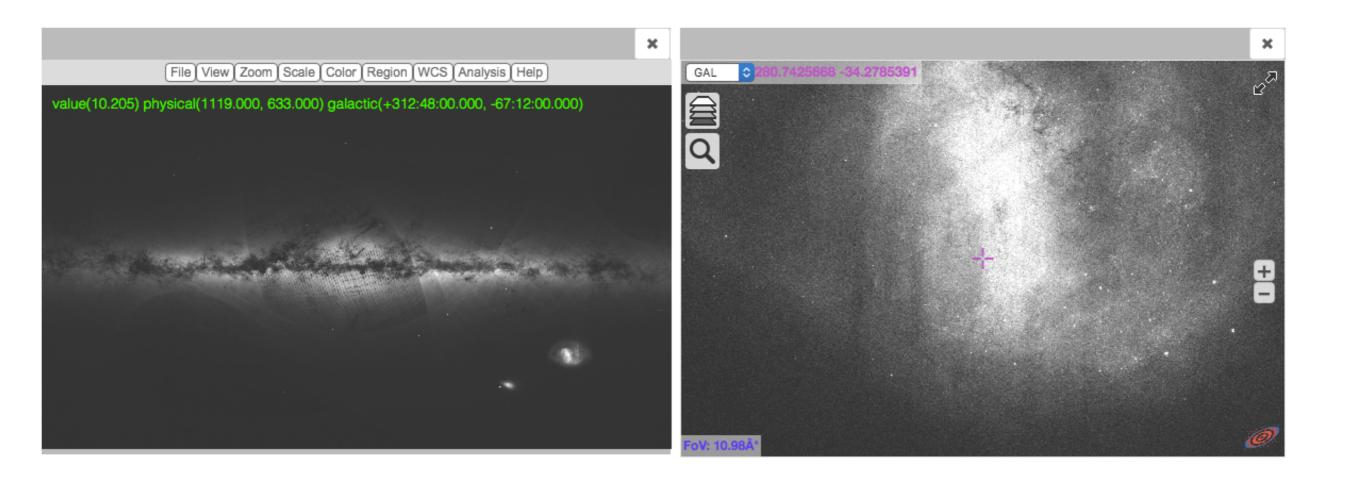
CXOU J161702.0-230033

- integration with Gaia archive
- CDS services: sesame name resolver and vice versa!



integration with external applications - DS9/JS9 and Aladin

- provide HiPS and fits maps
- regions
- panel with web versions in visualisation portal



Scalable: (at 19:00 CEST, Sep 14)

Single accesses: 4286

Accesses to help: 173

Histograms: 145

Scatter plots: 5650

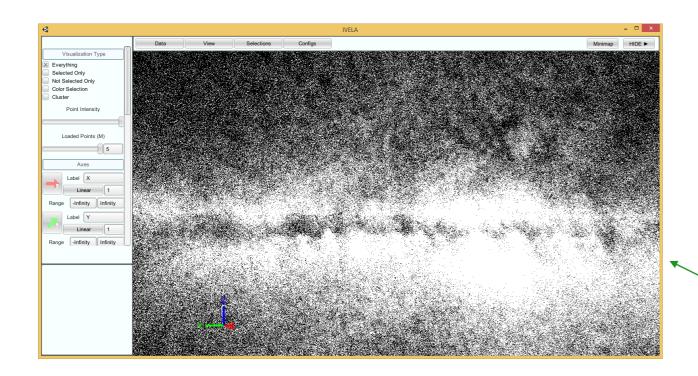
Scatter plot tiles: 1557153

Beyond Gaia DR1

- Further integration with Archive: authentication, user space, ADQL
- More plot types (density 2D, KDE, projections, 3D)
- Multiple layers, user tables
- GAVIDAV

To be discussed in the visualisation splinter

• 2D -> 3D. The extra dimension does make a difference



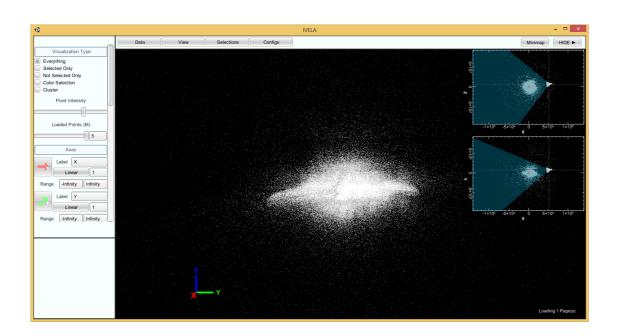
| Configs | Minimal | Mini

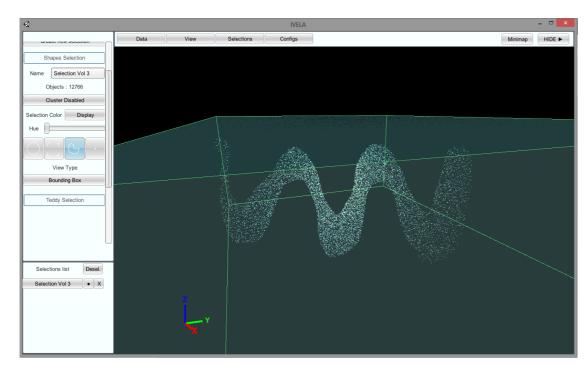
External 3D navigator receiving from Vis Server at ESAC

View of the GUMS GC. Full point intensity and maximum simultaneous points

Limited to 2 million and medium point intensity

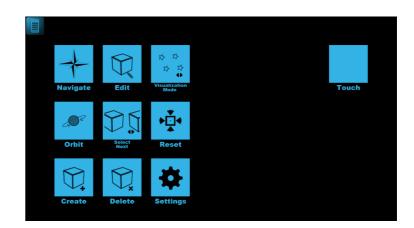
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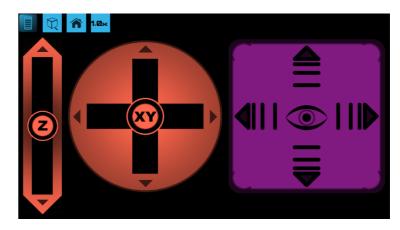




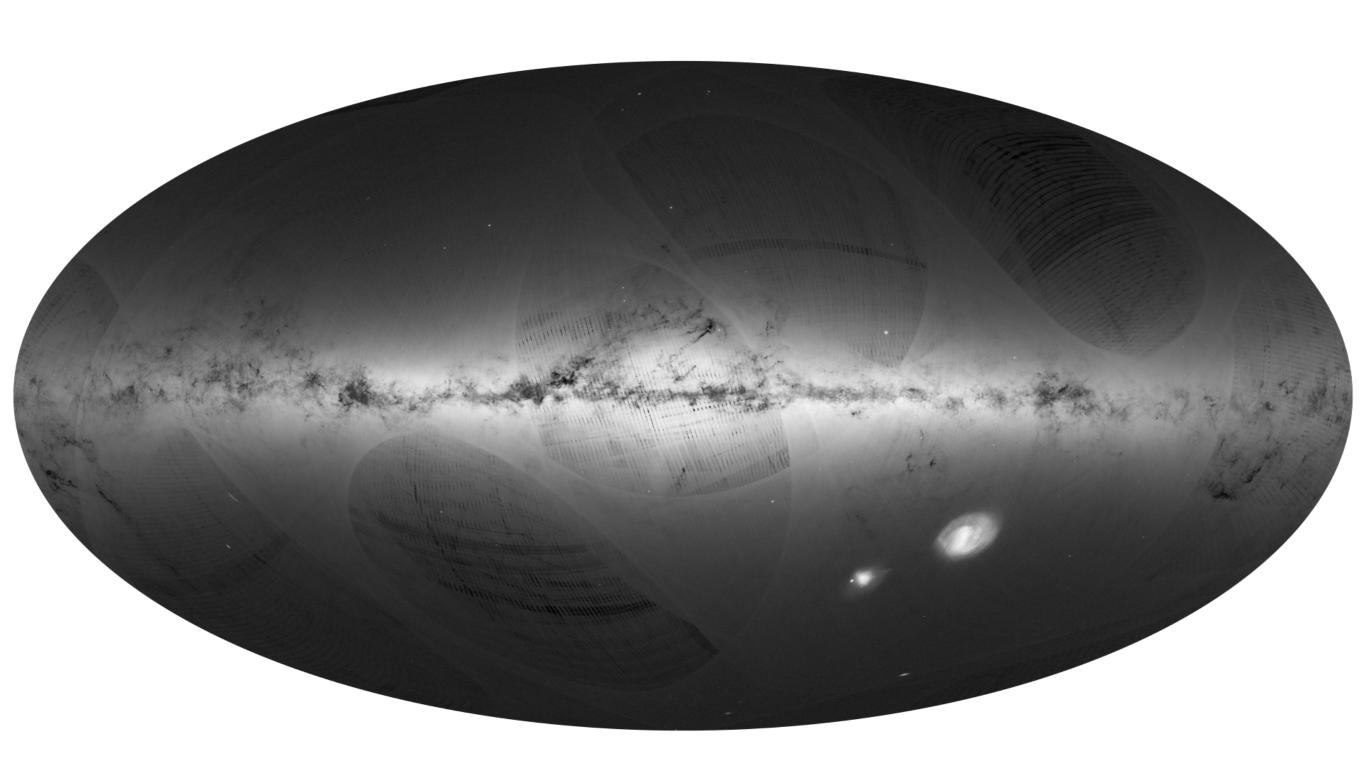
Mini map feature

Advanced 3D selection and interfaces

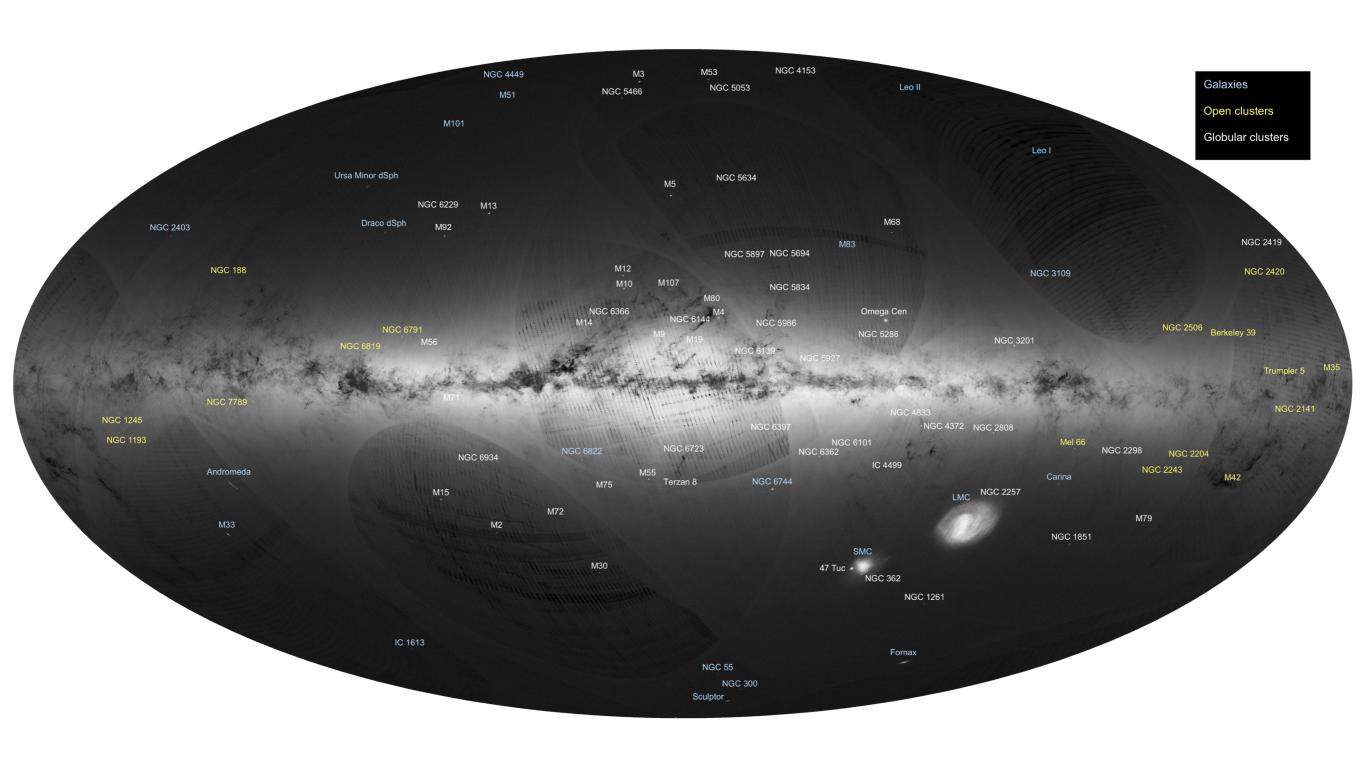




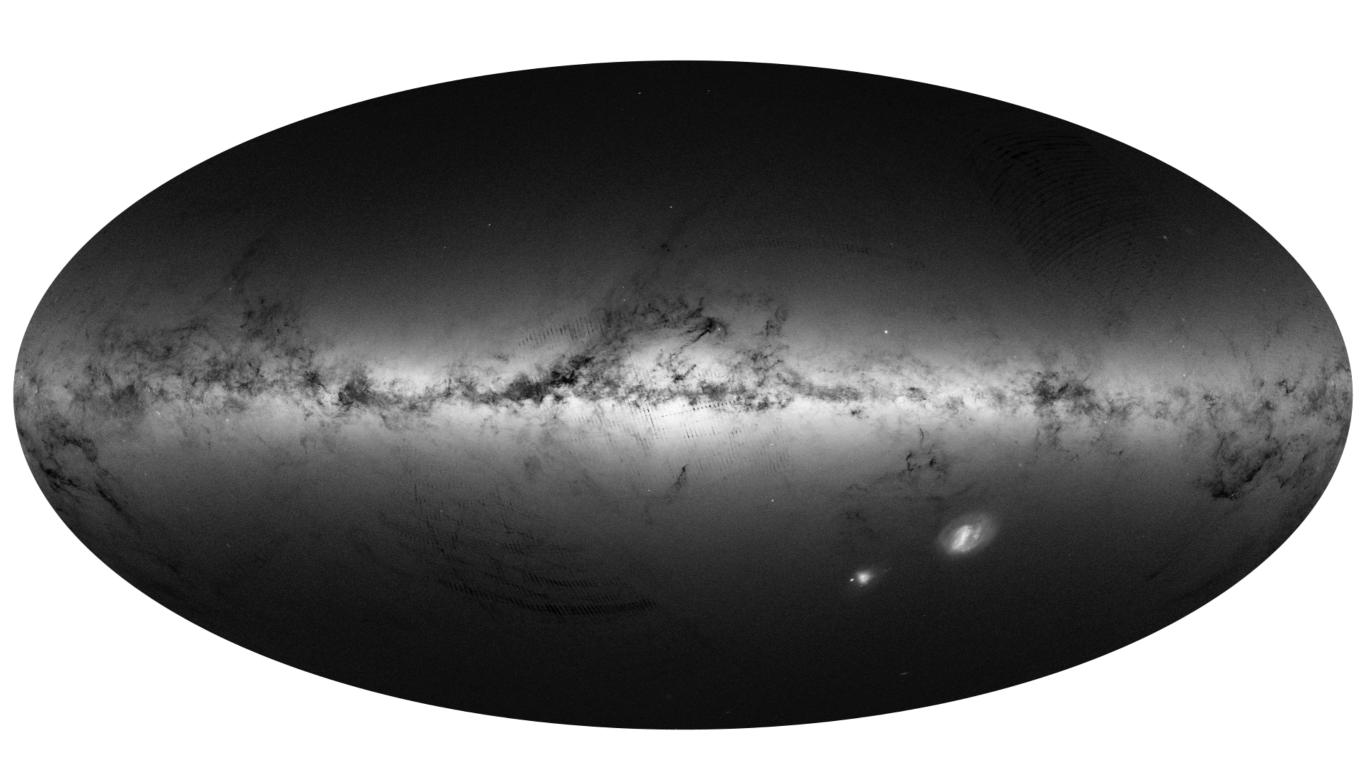
Gaia source density map - GDR1: September 14

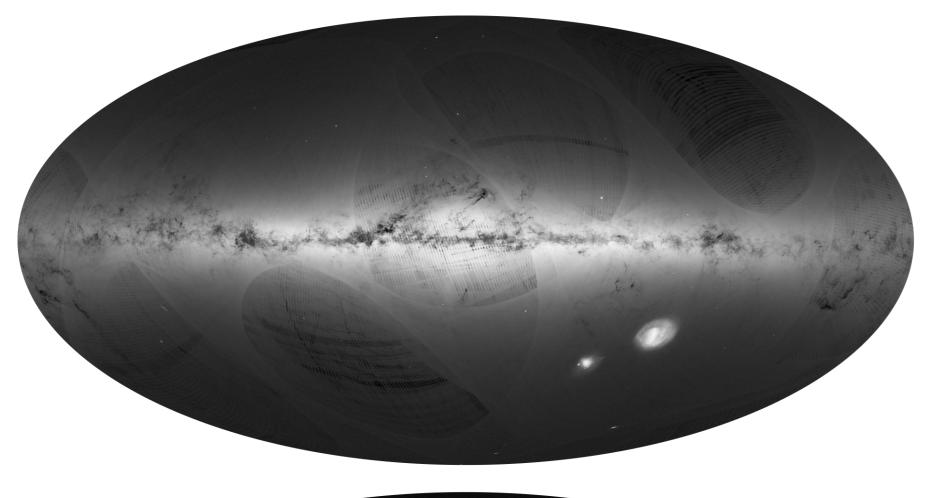


Gaia source density map - GDR1: September 14



Gaia source **flux** map - GDR1: September 14

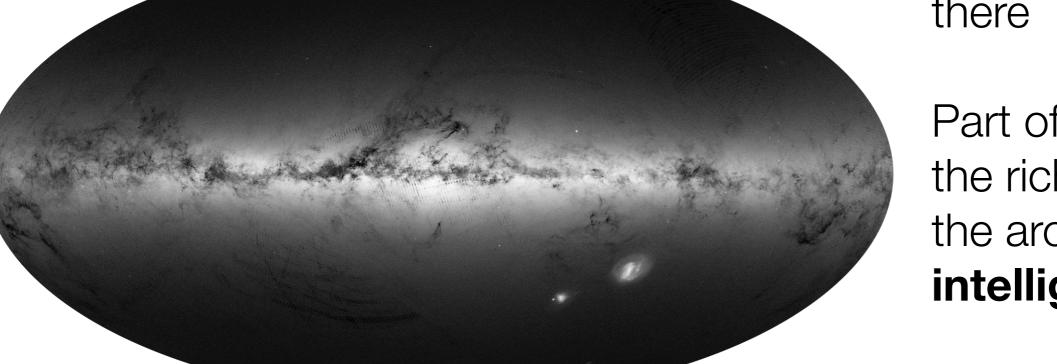




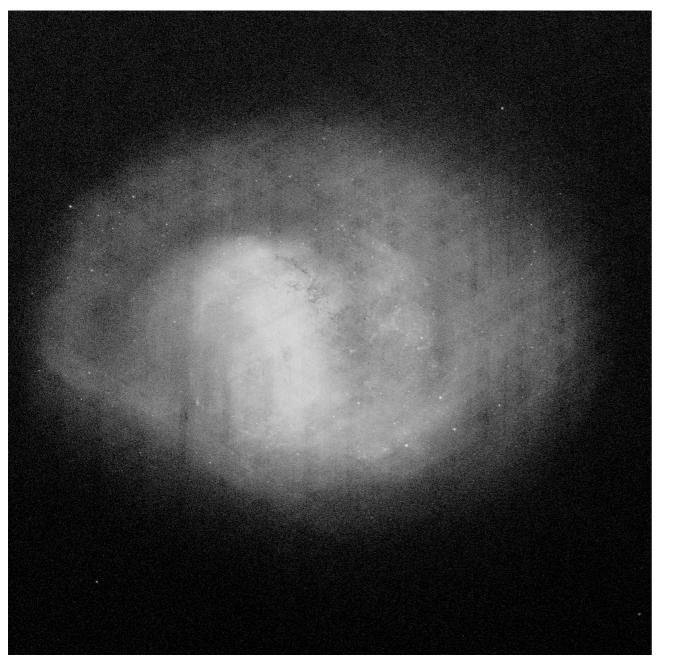
Gaia source density and flux representations:

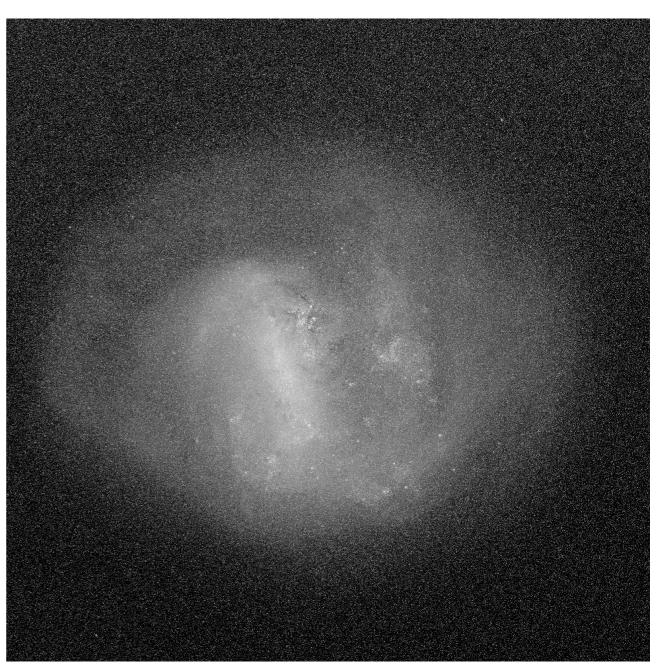
complementary views or stories

more stories out there



Part of making the richness of the archive intelligible

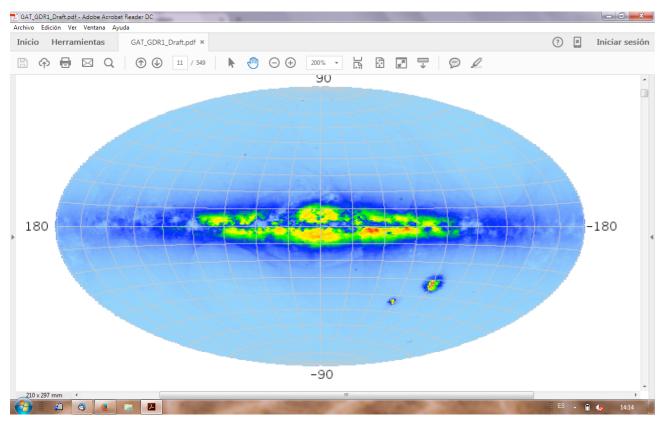


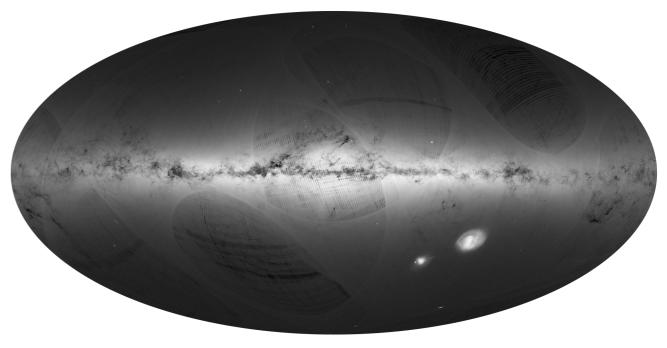


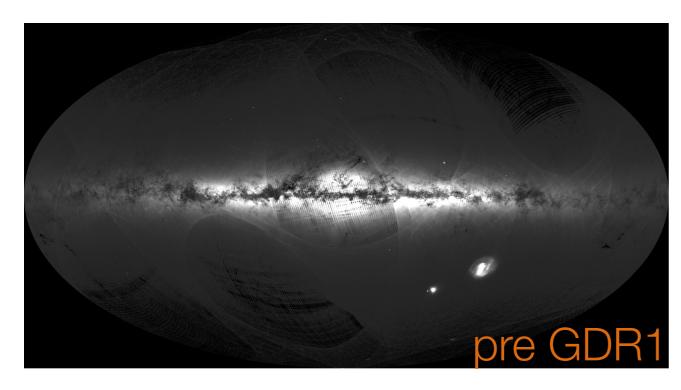
LMC density map

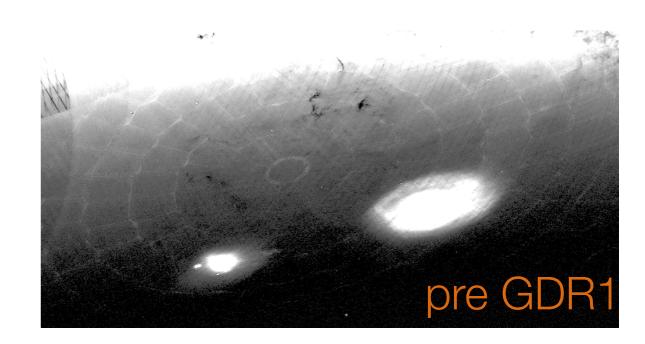
LMC G flux based map

Not straightforward!

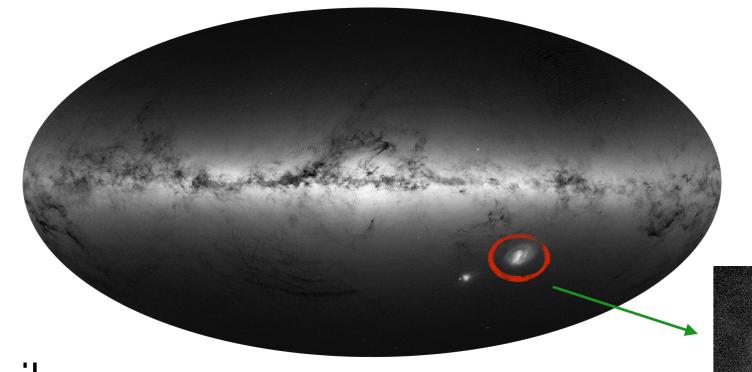












Levels of detail

- Detail on demand: crucial for on-line serving, scalable service and smaller systems.
- Zoom levels must be computed specifically: Source properties are combined. Interpolation or re-binning is not combining and won't do.
- Each visualisation type (point clouds, fields, extended bodies, etc) require different approaches.





Gaia Source flux map detail: Trumpler 14

Gaia Source flux map detail: Orion