

Earth Science Collaborative Open Development Environment

EarthCODE

Industry Information Day





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Virtual

Wednesday 17th April 2024



EarthCODE Industry Information Day

Agenda

- Procurement Introduction
- Overview of Work Streams and Reference Architecture
- Approach to Selection
- Intended ITT Documentation
- Contractual / Financial Aspects
- Intended ITT Schedule

There will be no individual briefings or questions & answers



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Earth Science Collaborative Open Development Environment

EarthCODE

Common Architecture

Dr Anca Anghelea

ESA UNCLASSIFIED – For ESA Official Use Only

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Science Papers per Year







FutureEO Independent Science Review 2022 recommendations:

more visibility, discoverability and useability of science results, leveraging interoperability and Open Science Tools, and improving communication and community building.

Scientific community feedback at Science Strategy workshop (2023):

ESA to support FAIR and reproducible Open Science practices and complementing the scientific process by Software Development best practice.



EarthCODE responds to these recommendations



EARTH OBSERVATION OPEN SCIENCE AND INNOVATION

eesa



Challenge 1: Maintenance













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Enable adoption of FAIR Open Science Principles throughout ESA-funded Earth System Science activities, to deliver long-term persistence of research data, aiding to its reproducibility, reuse and consumption by a wider community.

EarthCODE brings existing pieces together in a single, open-access solution for ESA scientific activities:



Open access cloud-based development environment leveraging on federated EO platforms, with:



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ESA

- Scalable computing, tools for FAIR management of open-source research data
- Guidelines, community management, and support for FAIR Open Science including for activities that use own institutional computing resources
- Persistent storage, cataloguing and discovery services for research data

EarthCODE development and evolution



- EarthCODE is developed with existing platforms and tools
- It integrates relevant services, does not build new ones
- Service providers are engaged to develop new features according to science needs
- Building blocks are provided by EOEPCA+, services are provided by platforms from NoR
- Makes use of APEX Services (e.g. algorithm optimisation, code maturation, etc.)

EarthCODE in relation to other intiatives



Utilisation scenarios





Contractual Implementation



- Prime contract: (2+3 years): Telespazio UK, EOX (AU) KO Dec 2023
 - Team coordination and management
 - Promotion, engagement and science communication

• ESA Best Practices for Work Stream Development

- Possible second Best Practices for the selection of subcontractors in 2025
- One or more subcontractors possible for the same Work Stream



EarthCODE



- How to Open Science? Learning resources
- Development of Reproducible scientific workflows
- Community and collaborative tools
- Federated EO platform services for scientific development
- Catalogue & Repository services for FAIR & Open
 - Data
 - Code
 - Documentation
- Visualisation tools





Open Source as Open Governance

Adoption Oriented

- System architecture based on standards or community adoptions
- Building Blocks design based on Decoupled Components
- Public or joint open source development for each component
- Based on FAIR and Open Science principles
- Community Building
 - Open Geospatial Consortium (OGC) for international promotion of the european strategy
 - Open Source Geospatial Foundation (OSGeo) to promote a more inclusive and community-oriented open source strategy
 - Shaping the promotion/collaboration with a larger audience
 - CDSE, DestinE, EC projects, GAIA-X, MS national assets

EO OPEN SCIENCE



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EarthCODE Vision

Objectives

- Enable adoption of FAIR Open Science Principles throughout ESA-funded Earth System Science activities
- Re-use of existing systems
- Deliver long-term persistence of data, code and documentation
- Aid reproducibility, reuse and consumption of research outputs by a wider community

Open access cloud-based development environment

- Scalable computing
- Tools for FAIR management of open data, open-source code, documentation
- Guidelines, community management, and support to use the tools and apply the principles in practice
- Persistent storage, cataloguing and discovery services for the activities' research outputs

Overall, we want to help users create scientific workflows for their experiments and publish them to a repository after they have been verified, so that experiments can seamlessly be re-used with the specified data and necessary infrastructure according to FAIR Open Science Principles, engaging with the relevant communities to further science.



EarthCODE Work Streams (WS)



- WS1: Infrastructure
- WS2: FAIR Open Science
- WS3: Community



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EarthCODE Work Streams (WS) - Best Practice Procurement

WS1: Infrastructure

- Support execution of scientific workflow solutions created in WS2
- Provides data needed by workflows and processing capability
- Will have a prime (lead developer) for each platform

WS2: FAIR Open Science

- Support development of workflow solutions to be used by WS1
- Workflow solutions may for instance use OpenEO, OGC API Processes or MLflow (AI Modelling) etc.
- Will have a prime (lead developer) for each platform
- Possible that WS1 and WS2 are implemented by the same consortium but not essential.

WS3: Community

- Provision of community support to use WS1 and WS2
- WS3 could be provided by a different consortium to WS1 or WS2

The above work streams, along with the Open Science Catalog, will be provided through the EarthCODE Portal.

It is possible/likely that there will be more than one platform for WS1 and WS2.







EarthCODE Work Streams (WS) - Best Practice Procurement

Phase 1: First 12 months

- Requirements and Roadmap Refinement
- Platform integration within EarthCODE portal including single sign on
- Publish experiments and experimental output to Open Science Catalog
- Provision operational platforms within EarthCODE portal
- Scrum team for each Work Stream
- Scrum of Scrums Agile approach to support collaboration between Work Streams

Phase 2:

- Focus on further integration
- Potential integration using EOEPCA+ Building Blocks
- Achieve greater interoperability between platforms

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EarthCODE Use Cases



EarthCODE High-level Architecture – Platform Expectations





EarthCODE – Use Cases Minimum Viable Product

Manage Workflows

• As a user, I want to develop code for my experiment using my preferred language (E.g. Python, R etc) that can be described using a workflow, so that I can execute it on the cloud.

Publishing

• As a user, I want to publish my workflow (experiment), so that other users can discover it and re-use it.





EarthCODE High-level Architecture – Platform Expectations



- As a user, I want to develop code for my experiment using my preferred language (E.g. Python, R etc) that can be described using a workflow, so that I can execute it on the cloud.
- As a user, I want to publish my workflow (experiment), so that other users can discover it and re-use it.



EarthCODE – Use Cases Minimum Viable Product

Conduct Science

As a user, I want to execute my workflow on a chosen Infrastructure Platform, so that I can see the results of my experiment on that platform.
 During execution I want my workflow to get any data that it needs.

Publishing

- As a user, I want to publish the results (product) of my workflow, so that other users can discover it and reproduce the same output.
- As a user, I want to instruct the Infrastructure Platform to copy my experimental output to a Long Term Archive, so that it is preserved.





EarthCODE High-level Architecture – Platform Expectations



- As a user, I want to execute my workflow on a chosen Infrastructure Platform, so that I can see the results of my experiment on that platform. During execution I want my workflow to get any data that it needs.
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- As a user, I want to instruct the Infrastructure Platform to copy my experimental output to a Long Term Archive, so that it is preserved.



EarthCODE – Use Cases Minimum Viable Product

Interaction With The Community

- As a user, I want to discover an existing experiment in Open Science Catalog, so that I can use it to progress science.
- As a user, I want to help the community find my science, so that we can collaborate.





EarthCODE High-level Architecture – Platform Expectations



- As a user, I want to discover an existing experiment in Open Science Catalog, so that I can use it to progress science.
- As a user, I want to help the community find my science, so that we can collaborate.



EarthCODE High-level Architecture – Implementation Approach



EarthCODE WS1 Infrastructure (Execution and Data)

- Data discovery and access to metadata describing that data.
- Data retrieval cloud-optimised where possible
- Data visualisation
- Access to data through data cube semantics



- Execution of scientific processing algorithms/workflows including OGC API application packages and openEO
- Training of Machine Learning models
- Execution of Machine Learning models
- Version management service for resources
- Storage services for long-term preservation of resources, including data/results, code and documentation
- Assigning Digital Object Identifiers (DOIs) to resources in long-term storage repositories
- User/project resource management services to support storage and publishing of data
- User/project services for hosting of Interactive Dashboards



EarthCODE WS2 FAIR Open Science (Develop, publish and deploy)

- Interactive graphical tooling to support workflow development
- Authoring/editing/validation of application packages and design of openEO DAGs etc
- Development of Interactive Dashboards to publish research results for convenient consumption
- Management of users to facilitate collaboration and sharing within projects, groups and communities
- Source code management and Release management
- Automated build pipelines and Automated deployment pipelines
- Packaged build artefacts such as containers and automated code quality tooling
- Automated vulnerability scanning for code and containers
- Documentation version controlled with automated publishing and Issue tracking
- Access to storage for data/results and publishing services







EarthCODE WS3 Community

- Best practice advice to develop experiments
- Support of FAIR Open Science principles



- Support to publish experiments
- Best Practice advice to enable reproducibility
- About community engagement and not primarily a technical Work Stream





EarthCODE High-level Conceptual Architecture – Guiding Principles

TELESPHZID a LEONARDO and THALES company

EarthCODE Portal

Open Science Cat

EarthCODE

Integration

EOEPCA+

Building Blocks

deesa

- EarthCODE Portal (EoX)
- Re-use existing Platforms (WS1 and WS2)
- Re-use Open Science Catalog to store Experiment(workflow) metadata and Product metadata
- Integration rather than development
- Platforms maintained
 operationally by current
 operator
- Users can gain access platforms through the ESA NoR
- Will use EOEPCA+ building blocks if helpful





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EarthCODE

External

EarthCODE High-level Conceptual Architecture – Approach Phase 1

- Re-use EOxHub portal
- Re-use Open Science Catalog
- Re-use Workflow Execution Platforms (WS1)
- Re-use Workflow Development Platforms (WS2)
- Re-use Community Platforms (WS3)
- Single sign on GitHub IDP (Identity Provider)
- WS1 Platforms are near the data
- WS2 Platforms can access small volumes of data
- Store common metadata in one place (GitHub)
 - Experiment (Workflow) Metadada
 - Experiment output (Product) Metadada
- STAC used to describe metadata
 - Led by Open Science Catalog
 - Reviews/contribution by WS2, WS1 and WS3
 - STAC may reference non STAC metadata
- Platforms (WS1/WS2) submit metadata to GitHub
- Open Science Catalog will Publish GitHub metadata
- WS1 Platforms long term archive capability
- Scientists supported to create workflows themselves
- Can be more than one WS1 Platform
- Can be more than one WS2 Platform





EarthCODE High-level Conceptual Architecture – Approach Phase 1

- Local Development Possible
- External Data Catalogues may still be used
- External Data may still be used
- Hope WS1 Data Catalogues become more popular
- Hope WS1 Data become more popular
- Consider use of EOEPCA+ building blocks





EarthCODE High-level Conceptual Architecture – Approach Phase 2

Further Integration

- Platforms expose a service layer
- Service layer could be used by Portal
- Platforms federation capability using service layer between platforms.
- WS1 federated catalogues
- WS1 handle multiple workflow formats
- WS2 utilise multiple WS1 capability (cross platform workflows)
- Open Science Catalog WS2 federation capability
- Standards based approach
 - Standards referenced by EOEPCA+
 - Other standards appropriate for space industry





EarthCODE High-level Conceptual Architecture – EOEPCA+

EOEOPCA+ Building Blocks

- Optional
- EarthCODE is a Utilisation Domain for EOEPCA+ (requirements setting)
 Similar to APEx
- EOEPCA+ Building Blocks
- EOEPCA+ Standards
- Use EOEPCA+ BBs (existing)
- Define EOEPCA+ BBs (new)
- Help expose Service Layers
- Help support Federated Solutions
- Help support emerging Community
 Standards

		[Portal (OTC)						Comm	unity	/ Platform – WS	3	Local Dev	v	Auto.	esting			
			EarthCODE EOxHub Workspace (cloud config/deployment of components)												Operat	ional			
			Access Compute	Conduct Science	Man. Workflo	ws Publish Resul	ts Community												
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EarthCODE High-level Architecture - Metadata (Workflow and Product)



Products are the results from experiments that can be published, and they have:

- A unique reference id that can be used to identify them.
- A formal definition of the experiment used to create them.
 - A formal definition of the workflow used by the experiment.
 - A formal definition of the input data used by the experiment.
 - A formal definition of the workflow configuration used by the experiment.
- A reference to scientist's source code used by the Workflow (in some cases may be the same thing).



EarthCODE High-level Architecture - Metadata Definitions (Scope)



- There is scope to model many resource types
 - Workflows (Experiments)
 - Products (Experimental results)
- We include other resource types including dashboards.



EarthCODE High-level Architecture – Success Factors

General

- Exploitation of existing operational services
- Demonstration of operational robustness
- Development, Publishing and Re-use of reproducible science workflows
- Platform collaboration and interoperability
- Community collaboration
- Integration with NoR
- Continual evolution and maturity of EarthCODE
- Ease of use by Scientists

WS3 – Community

Community Engagement key to project

WS2 – FAIR Open Science

- Scientists can easily create reproducible workflows from their scientific code
- · Workflow technical complexity is hidden from scientists unless they are interested
- Workflows can be developed that are compatible with input data available on target WS1 Infrastructure

WS1 – Infrastructure

Ensure capability to reliably execute workflows developed on WS2



EarthCODE Development Schedule

Nominal Schedule (Quarters)



BP Main Work Streams (for phase 1 and phase 2)

BP Task 1 – Requirements Refinement and Initial Roadmap and Design – completes at SDR BP Task 2 – Design, Implementation, Deployment and V&V – continues while development is ongoing BP Task 3 – Operational Integration and Evolution – Nominally starts at QDR until end of contract



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EarthCODE Approach to Selection



Invitation to Tender

Negotiation Phase

Award of contract to Tenderers to develop negotiated WS



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1. Invitation to Tender

In this ITT Telespazio UK seeks Proposals for EarthCODE Work Streams

Tenderers are invited to submit proposals based on WS1 Infrastructure, WS2 FAIR Open Science, WS3 Community. Tenderers can submit on more than one Work Stream. There can also be more than one platform per Work Stream.

Bidders are encouraged to:

- Demonstrate their understanding of the overall architecture
- Submit specific proposals to modifying and operating their platforms
- Describe their wider competencies as they may relate to other work streams
- See the future evolution of EarthCODE as it moves towards greater integration and interoperability



2. Negotiation Phase

TPZ UK system team will review proposals and may review and refine the reference architecture in the light of these proposals.

Work Streams are to be developed in collaborative manner. Developers will need to work collaboratively across the whole development team to deliver this objective (achieving interoperability between different subcontractors). TPZ UK will coordinate activities by selecting/allocating who does what to produce an open environment according to open governance.



3. Award of contract to Tenderers to develop negotiated Work Streams

Successful negotiation will result in award of contract to selected sub-contractors to join an integrated crosscompany development work team.



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EarthCODE Intended ITT Documentation

Cover Letter

Draft Contract

Special Conditions of Tender

https://esastarpublication.sso.esa.i nt/nonEsaTenderAct ions/details/13691

Statement of Work

Proposal Outline

Applicable Documents:

- EarthCODE Architecture Implementation Roadmap
- Outreach and Communication Plan





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EarthCODE Contractual / Financial Aspects

The total budget to spread across all Work Streams is €750k over 12 months.

Tenderers will be registered in AT+BE+CZ+DE+DK+EE+GR+ES+FI+FR+GB+HU+IE+IT+LT+LU+LV+ NL+PL+PT+RO+SE+SI+SK+CA+CH+NO



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EarthCODE Planned Tendering Schedule





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esa-star registration



Registration on esa-star Tendering before submission of a proposal is mandatory



Esa-star registration website: https://esastar-emr.sso.esa.int/

Any entity, including any subcontractor in the Proposed Project team at the time when a tender is submitted, is required to at least have already completed the "Light Registration" as described in the following esa-star Registration User Manual:



https://esastar-emr.sso.esa.int/Account/DownloadFile









THANK YOU FOR YOUR ATTENTION

through ESA-STAR (ESA News)

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