

Jay Freeman

## **ABSTRACT**

The Open Geospatial Consortium (OGC) approved CDB in the fall of 2016 as a geospatial standard to store M&S data for use in runtime and data storage applications. By design, CDB stores geospatial datasets in a hierarchical and tiled structure leveraging common geospatial formats which makes it possible for any vendor to transverse the geospatial data hierarchy and read M&S data in a non-proprietary manner for various data resolutions. By tiling and generating a hierarchy of geospatial data within a CDB, the quantity of files can become overwhelming leading to challenges deploying a CDB. This paper will describe mechanisms to alleviate the challenges of deploying a CDB by outlining mechanisms that reduce the quantity of files in a CDB by leveraging Virtual Hard Drives (VHDs), applying the CDB conceptual model to other OGC standards (e.g. GeoPackage), and streaming CDB through OGC web service standards (e.g. WMS, WFS, etc.).

## **BIO**

### ***PRIMARY AUTHOR***

Jay Freeman works for CAE USA as a Senior Technical Specialist and serves as the CAE's Technical Lead for Joint Staff J7 Environmental Development Division's development of a Terrain Generation Service and USSOCOM Geospatial Services where both capabilities leverage OGC CDB. Mr. Freeman previously served as the System and Software Architect for SE Core DVED. Prior to working for CAE USA, Mr. Freeman has worked at TERREX, Lockheed Martin STS (ATARS - SOFPREP) and Intergraph Services Company. Mr. Freeman attended Hobart College (Geneva, NY) for undergraduate studies and the University of Alabama in Huntsville (Huntsville, AL) for graduate studies.