

Follow-up to A Review of the CDB Experience Image 2016 Paper

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Abstract

Following up from the 2016 IMAGE paper “A Review of the CDB Experience,” this paper shares the final experience of converting/creating CDB datasets and the issues found with the CDB spec itself. This writer’s exercise was to generate CDB gaming areas using data from an existing CDB dataset and incorporate additional 3rd party non-CDB data to enhance the final CDB. In the process of creating and testing the databases the writer had the opportunity to work with CDB data, tools and viewers from 3 separate vendors.

As discussed in the 2016 paper, standards and reusability of a dataset is a good thing for the industry and desirable from a cost reduction point of view. CDB aims to be the reusable database industry standard. Looking at this writer’s exercise, does CDB get there? Yes and no. Given the desire to be reusable across multiple platforms, a common database will by necessity be the lowest common denominator database devoid of a vendor’s proprietary features which make their product stand out. CDB should work the same on any viewer or in any toolset. This paper will look at the successes and failures of being able to play CDBs on various platforms as well as working with different CDB sources in standard tools. Additionally, findings of working with the CDB spec will be presented.

BIOS

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