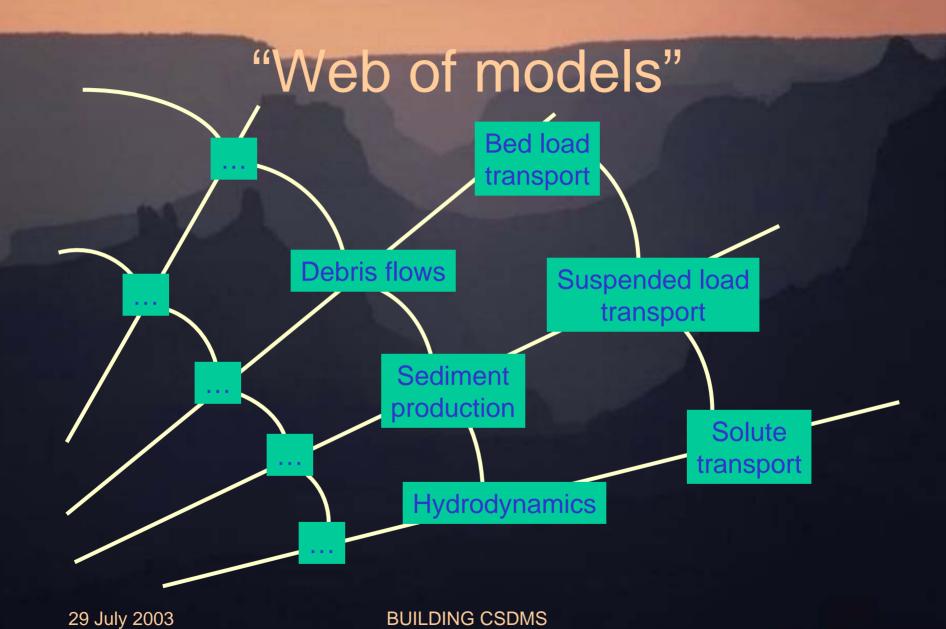
Nature of a Community Surface Dynamics Modeling System:

Capabilities & Requirements



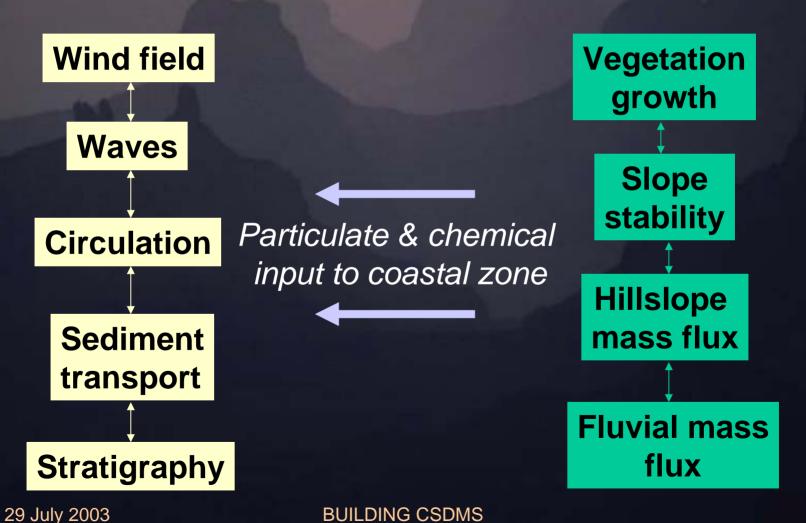
1. Inclusivity

- Physical processes
- Chemical processes
- Biological processes
- Coupling among these

2. Modularity

- Input from diverse communities
- Update parts as science evolves
- Multiple working hypotheses
- Linking components

Modularity: examples

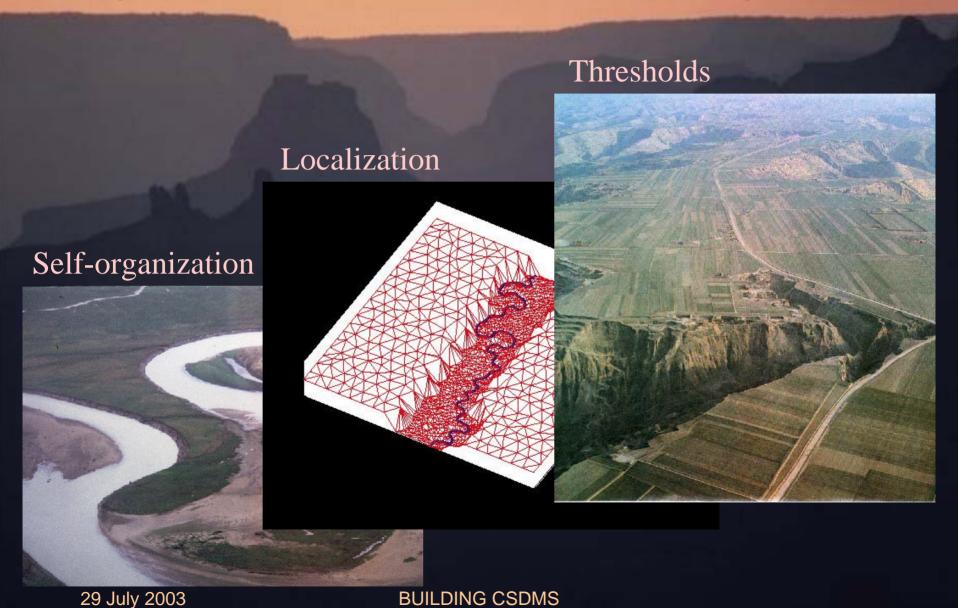


3. Cutting Edge

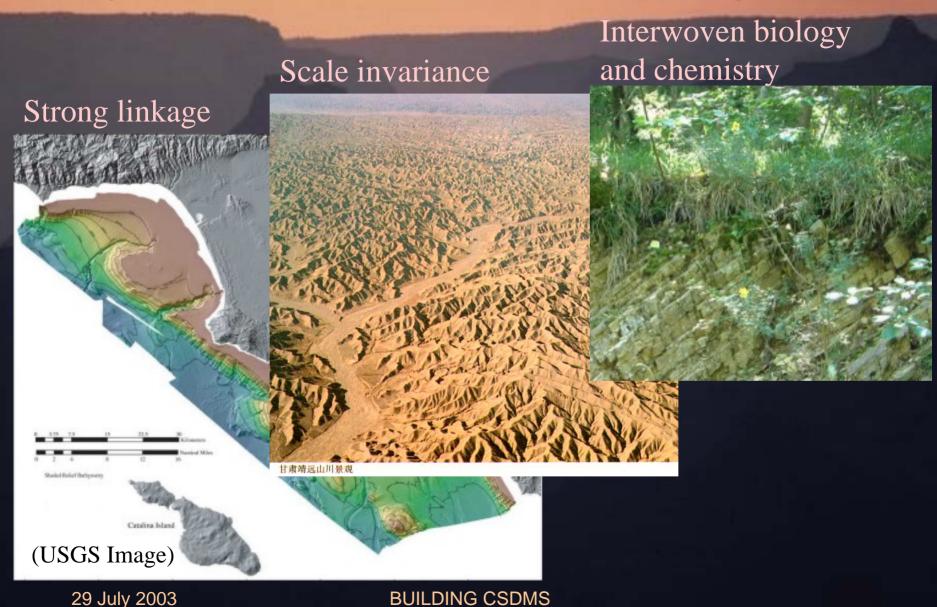
- Latest concepts in geoinformatics
- Designed around key aspects of surface systems:
 - Self-organization
 - Localization
 - Thresholds

- -- Coupling
- -- Scale invariance
- Interwoven biology & chemistry

Key properties of surface systems



Key properties of surface systems

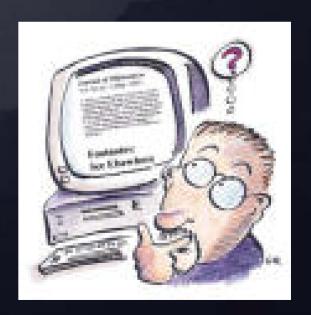


4. Extensibility

- Easy to update as knowledge improves
- Easy to replace & modify modules
- Easy to add new processes and ideas
- Grows with computing technology improvements
- → Object-oriented architecture
- → Ability to add variables & algorithms without altering other building blocks

5. User friendly

- Users are:
 - Researchers
 - Resource managers
 - Not all computing savvy



6. Living with Uncertainty

- Dynamic chaos
- Heterogeneity
- Uncertainty in inputs
- → Requires tools to handle uncertainty and stochastic behavior
 - → Ensemble averaging
 - → Stochastic modeling
 - → Error analysis

On to Pat Wiberg ...