Damage Tracker

A Cloud and Mobile System for Collecting Damage Information after Natural Disasters

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Outline

Motivation and Background

Implementation

Deploying in the Cloud

Demo

Future Work

Motivation and Background

- Tornado outbreaks in April-May 2011
 - Tornadoes hit cities across the states of Alabama and Mississippi
 - Tuscaloosa County devastated (43 lives lost, 12% of city damaged¹)

Other geographically-distributed disasters (e.g. Gulf oil spill)

 $^{^{1}}$ Tuscaloosa county death toll from tornado increases to 43. Tuscaloosa News, 1 June 2011.

- Researchers collect data after tornadoes
 - Researchers take photos, sync GPS data later
 - Hand-written notes
- Enhanced Fujita Scale
 - Ratings between 1 and 5
 - > 28 Damage indicators, each with several degrees
 - \blacktriangleright Indicator & Degree \rightarrow Wind Speed Range \rightarrow EF Rating

Design Requirements

- Allow users to report damage indicators & degrees
 - Estimate wind speed / EF rating automatically
 - Take textual notes (Speech-to-text a plus)
- Provide the ability to upload data from the web and from mobile phones in the field
- Support many concurrent users
- Allow users to collaborate and see each other's data on the web

Implementation

MVC web framework for Java/Scala

- Templating system
- Routes
- Database Evolutions
- ORM alternative library for queries
- Deploys as zip archive of jars with a launch script
- Encourages stateless server applications
- Code hot-swapping and in-browser errors

Statically-typed, Functional, Object-oriented language on JVM

- Pragmatic: enables multiple programming styles
- Type inference
- Great collections
- Great concurrency features
 - Monadic Futures (we used them heavily)
 - Actors (Play uses them internally)
- Simple Build Tool (SBT) offers Maven-like dependency management

H2 In memory database of domain-specific data T2V Auth Authentication module for Play Twitter Bootstrap Site theme Metadata-Extractor GPS data extraction Imgscalr Server-side image manipulation JBCrypt Password hashing Android SDK Mobile application

Deploying in the Cloud

Elastic Compute Cloud

- Provides virtual machines, in which the user has root access (Virtual Private Server)
- Standard Linux machines
- Pay by hour

Elastic Block Storage

- Provides raw (mass) storage volumes for EC2 instances
- Allowed us to start running our application in Amazon's cloud with no modifications
- Severely limited scalability: can only be connected to a single EC2 instance at a time

Relational Database (as a) Service

- MySQL database in the cloud
- Completely drop-in replacement for a self-managed database (just update configuration file)

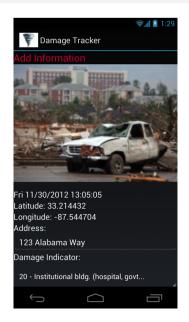
- Simple Storage Service
- Scalable storage in 'buckets'
- Web API for reading and writing files
- Allowed us to overcome the limitations of EBS
- Use Rhinofly library to interface with S3 from Scala code

Demo

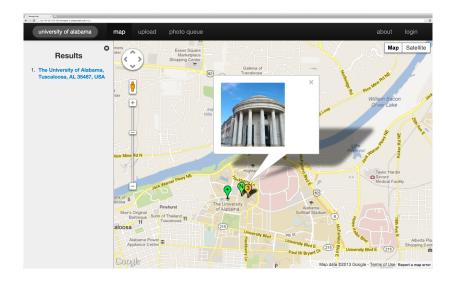
http://ec2-50-16-155-134.compute-1.amazonaws.com

Android Application

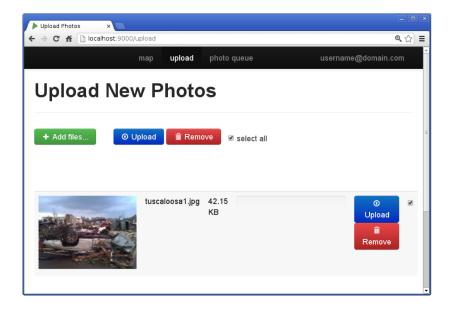
Damage Tracker		
O	Camera	
	View Images	
	Upload	
	About	
\rightarrow		



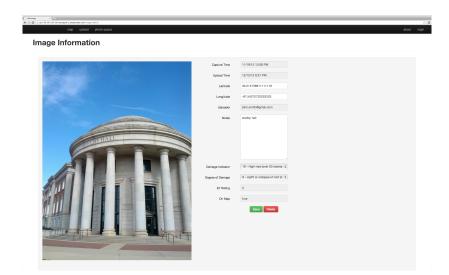
Map Screen



Upload Screen



Edit Screen



Future Work

- Deployment
 - Host a canonical instance?
 - Release source code?
- Evaluate after a tornado
 - How much does the app help researchers?
 - How does the app deal with load?

Questions