



Big Data in Mixed Reality (MxR)

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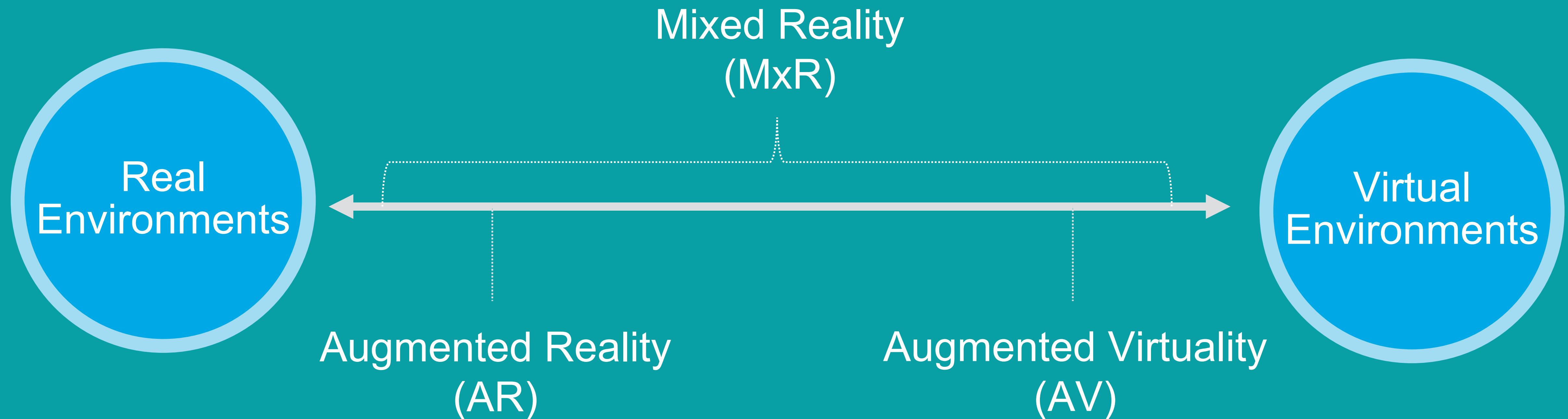
sherry.forbes@stormfish.io | www.stormfish.io | [@stormfish](https://twitter.com/@stormfish)

Big Data in Mixed Reality

Analyzing, understanding, and contextualizing insights from big data in real-time...

```
POST mixed_reality/data/  
{  
  "data" : "BIG DATA"  
}
```

The Reality-Virtuality Continuum



Think: Person of Interest meets Minority Report



Agenda

Big Data in Mixed Reality (MxR)

1

Introduction, Overview, and Big Picture

2

Background and Explanation of the Game

3

Walkthrough of the MxR/VR Analytic Environment

4

How We Built It!

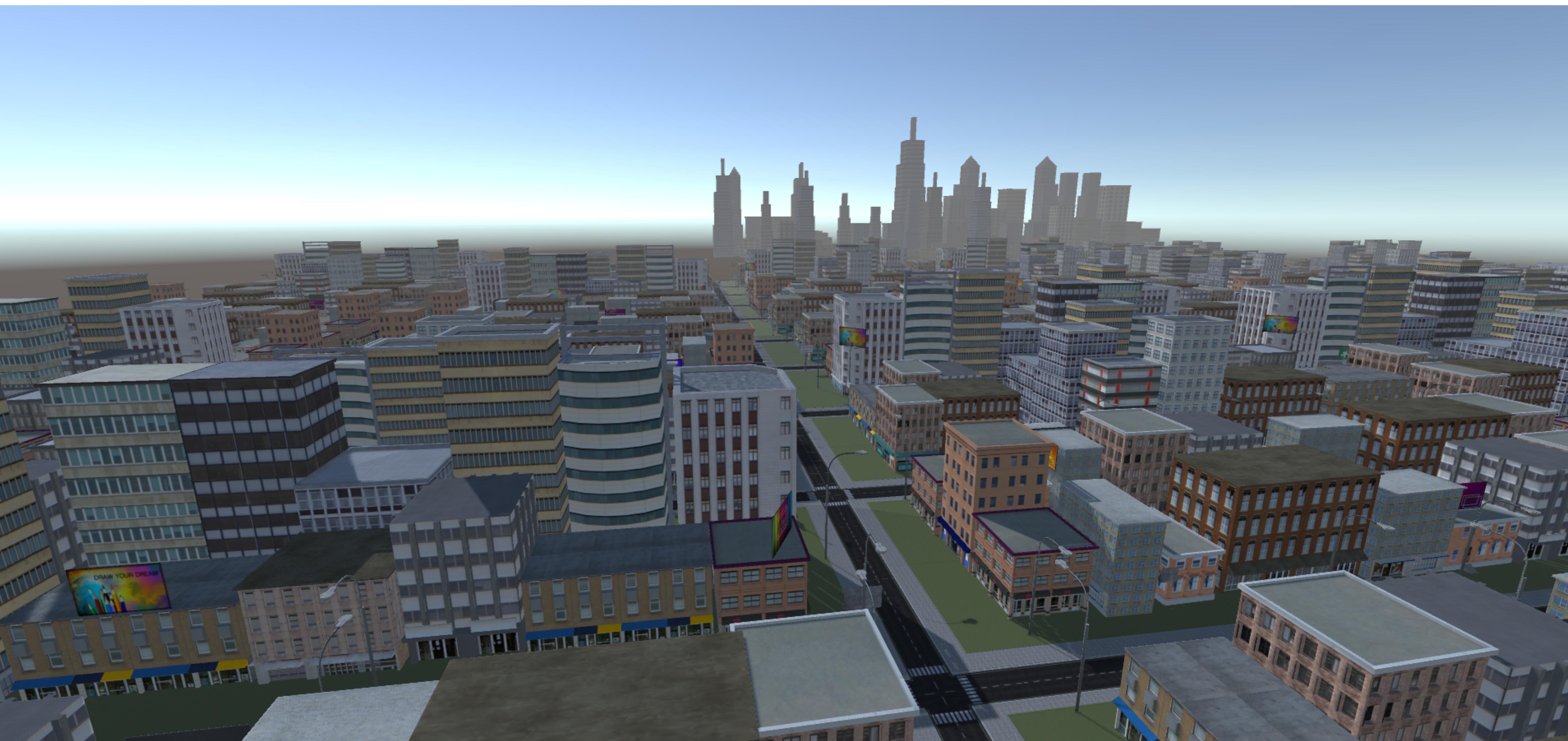
5

Lessons Learned and Insights... and What's Next!

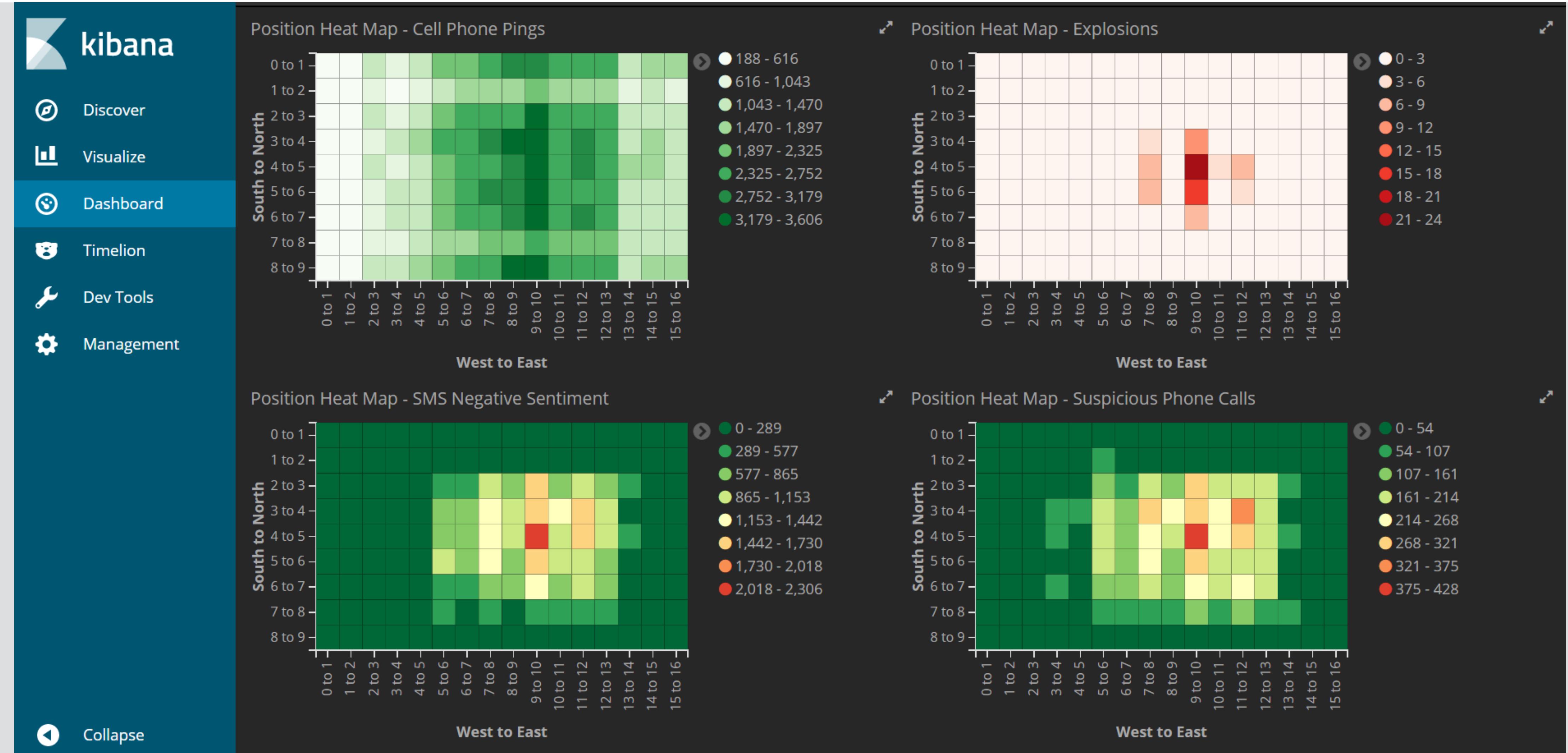
Games

Games? Analytic Games? Analytic Games in VR?

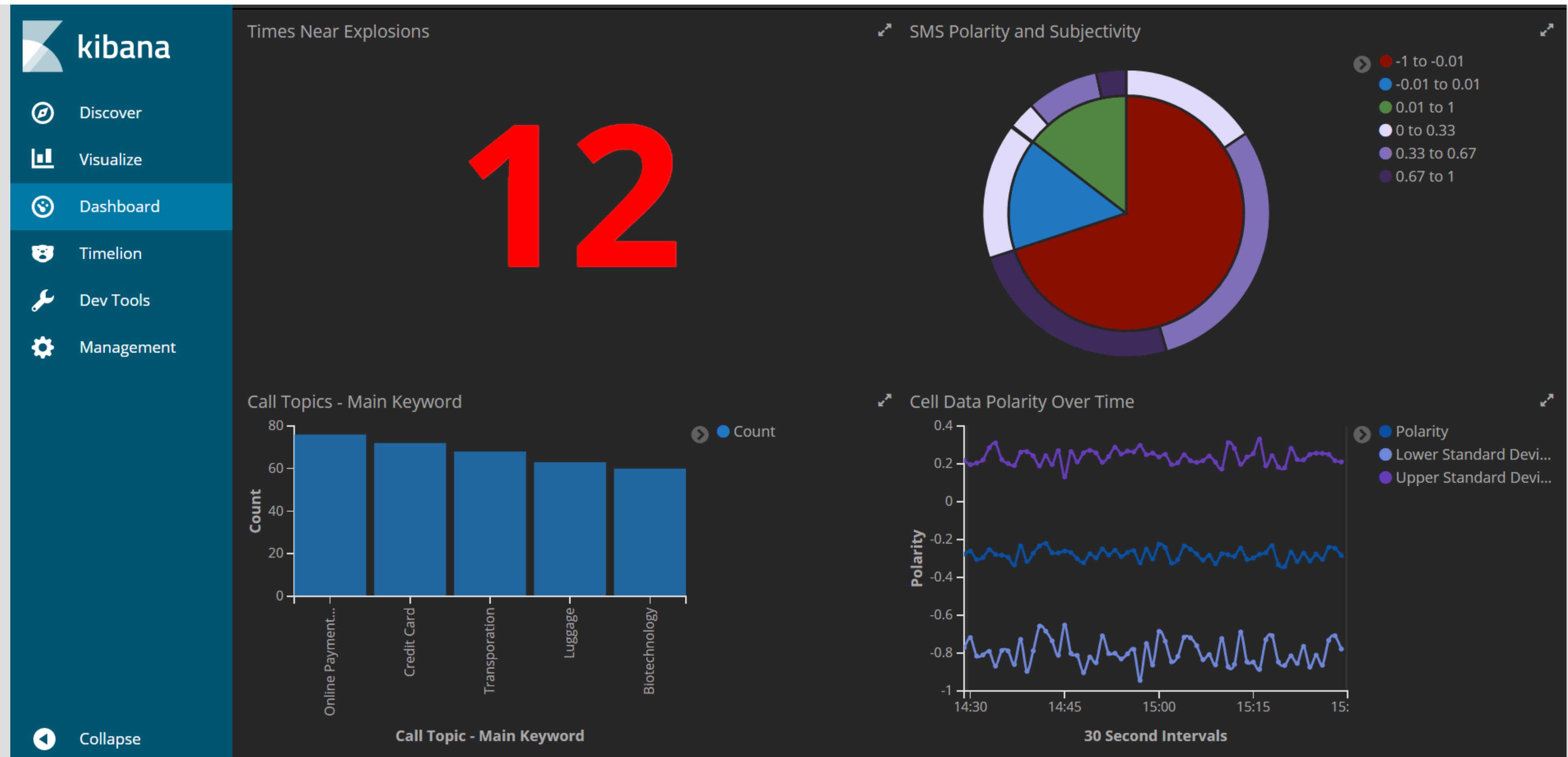
Analytic Games in Dense, Urban Terrains



Demo Dashboard: High-Level State of Play



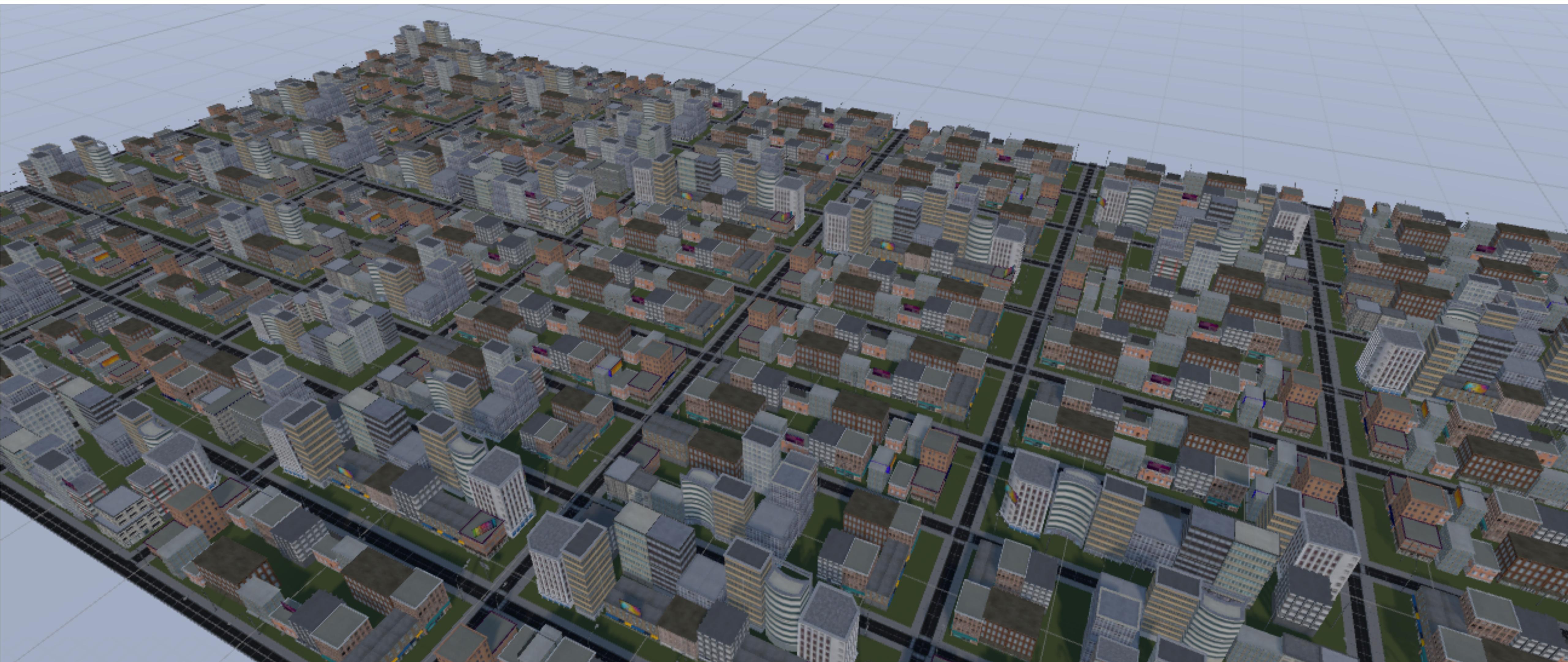
Demo Dashboard: In the Streets

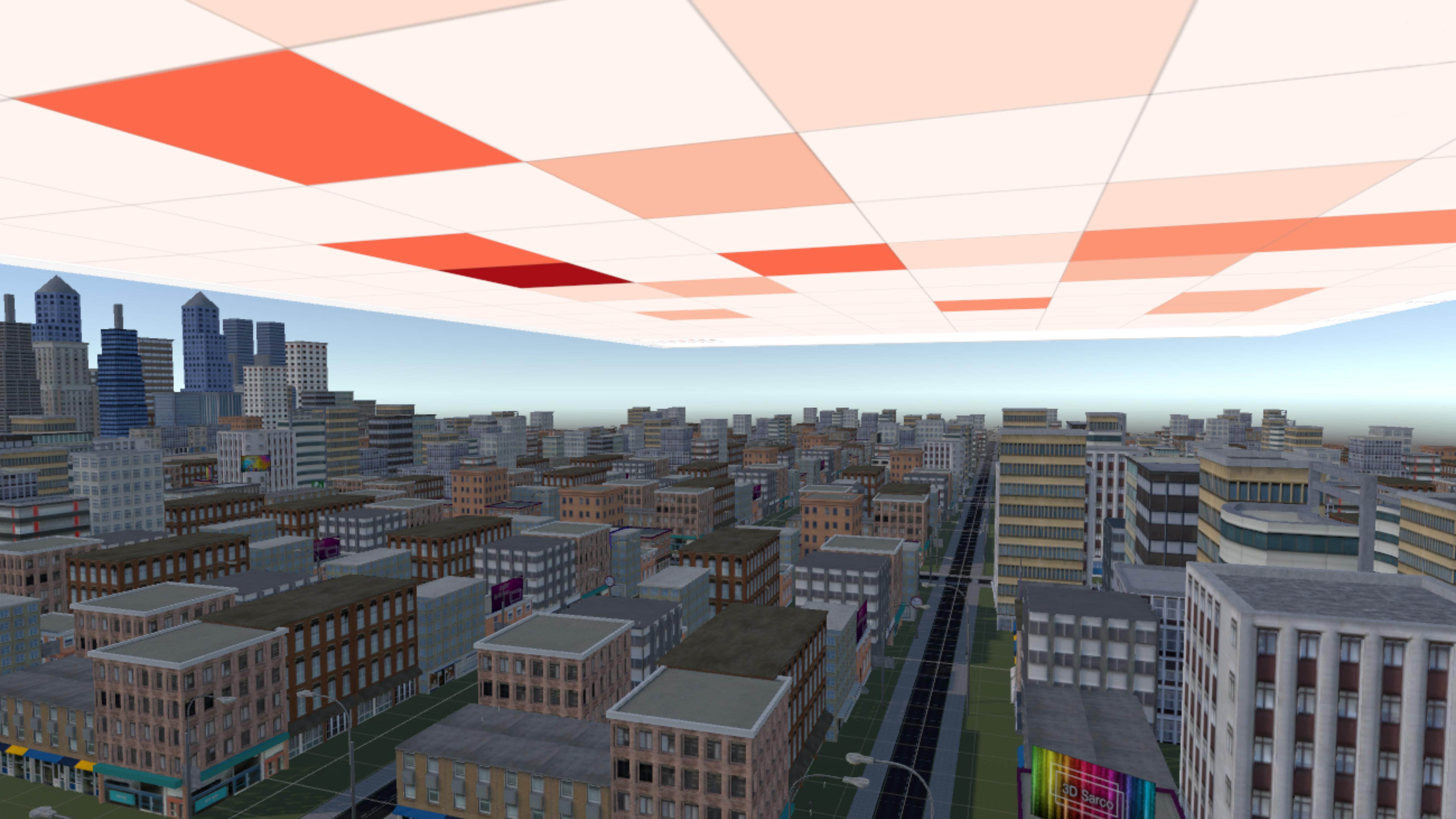


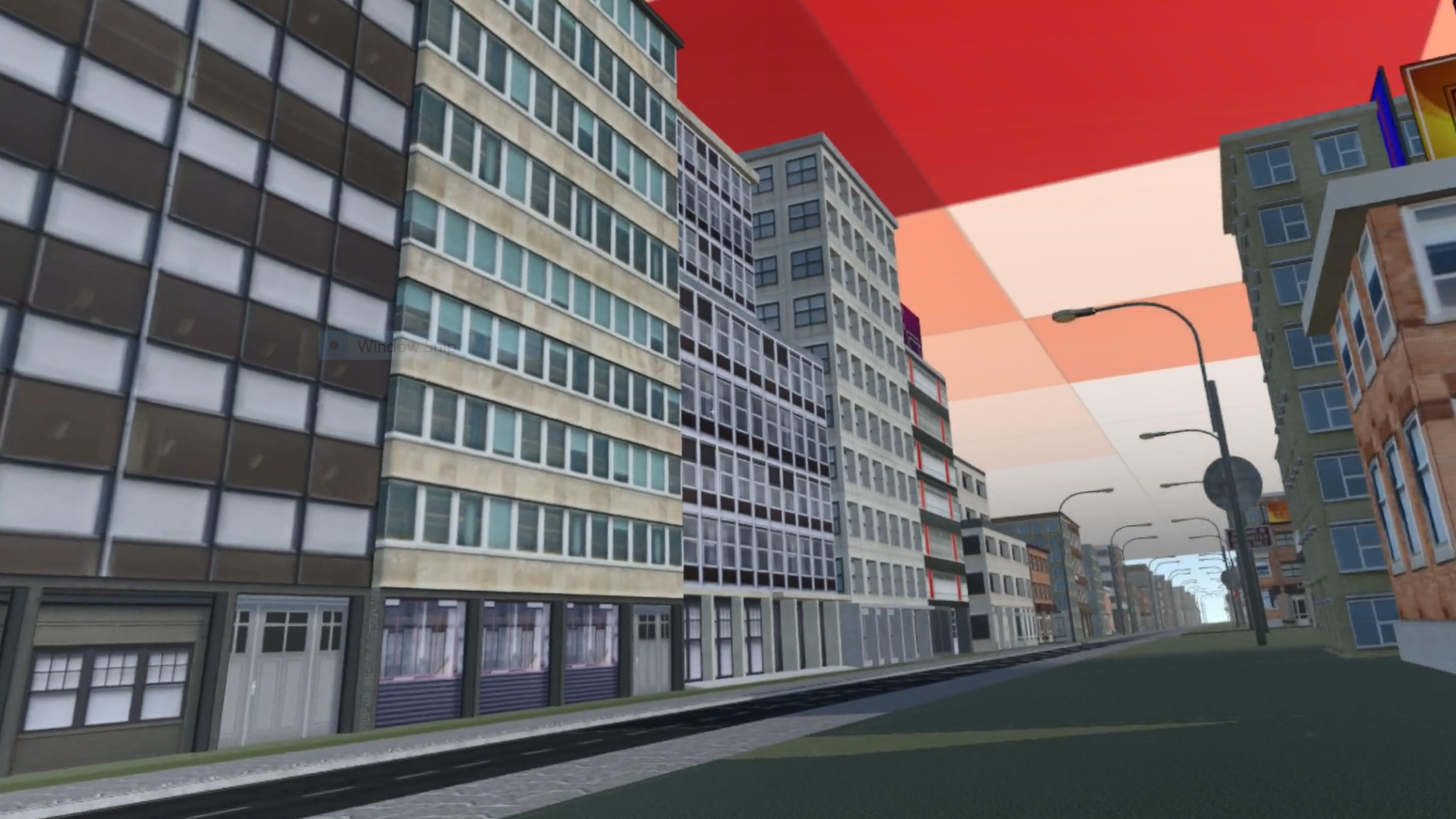
MxR/VR Analytic Environment

Walkthrough

So... Where Do You Start?

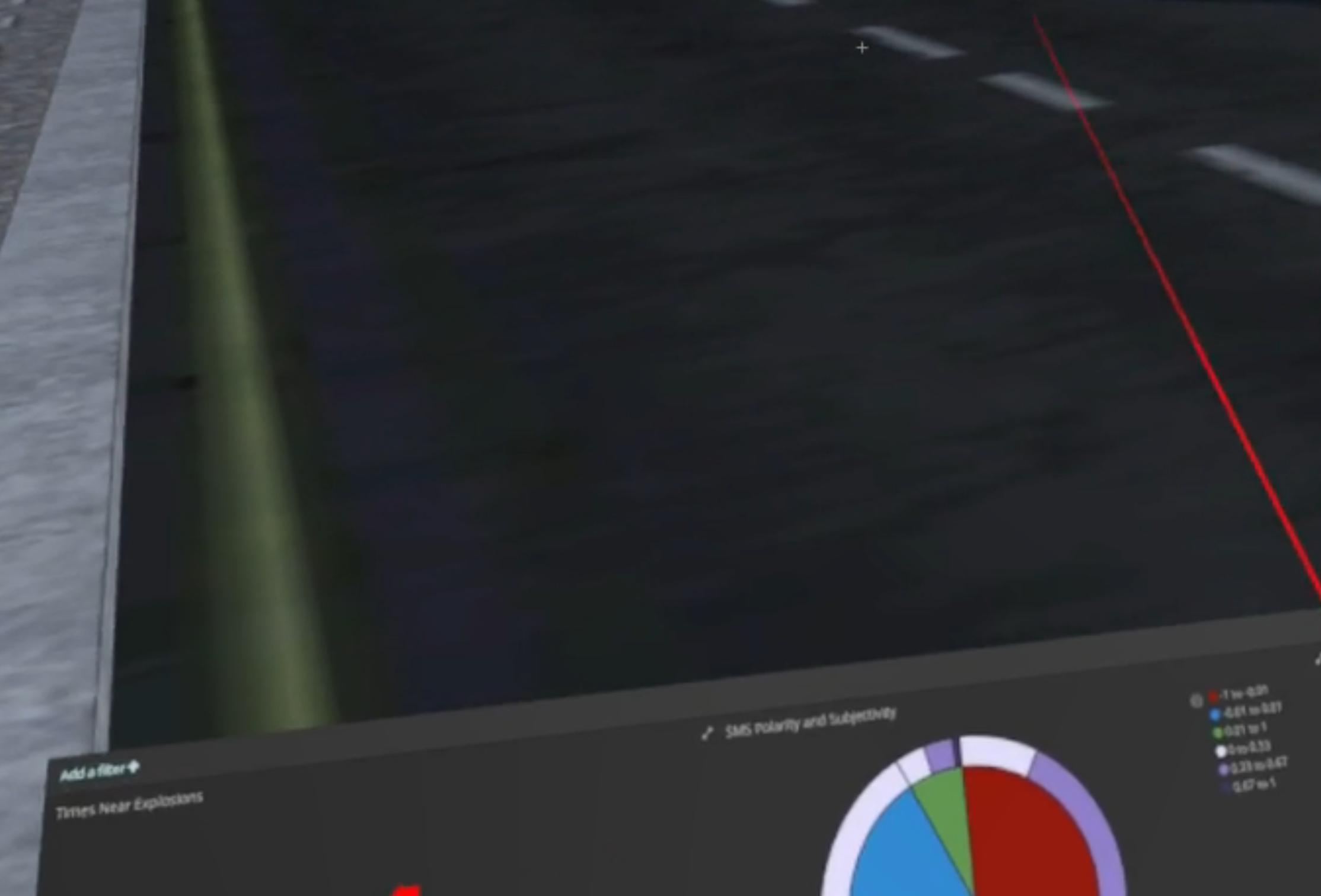


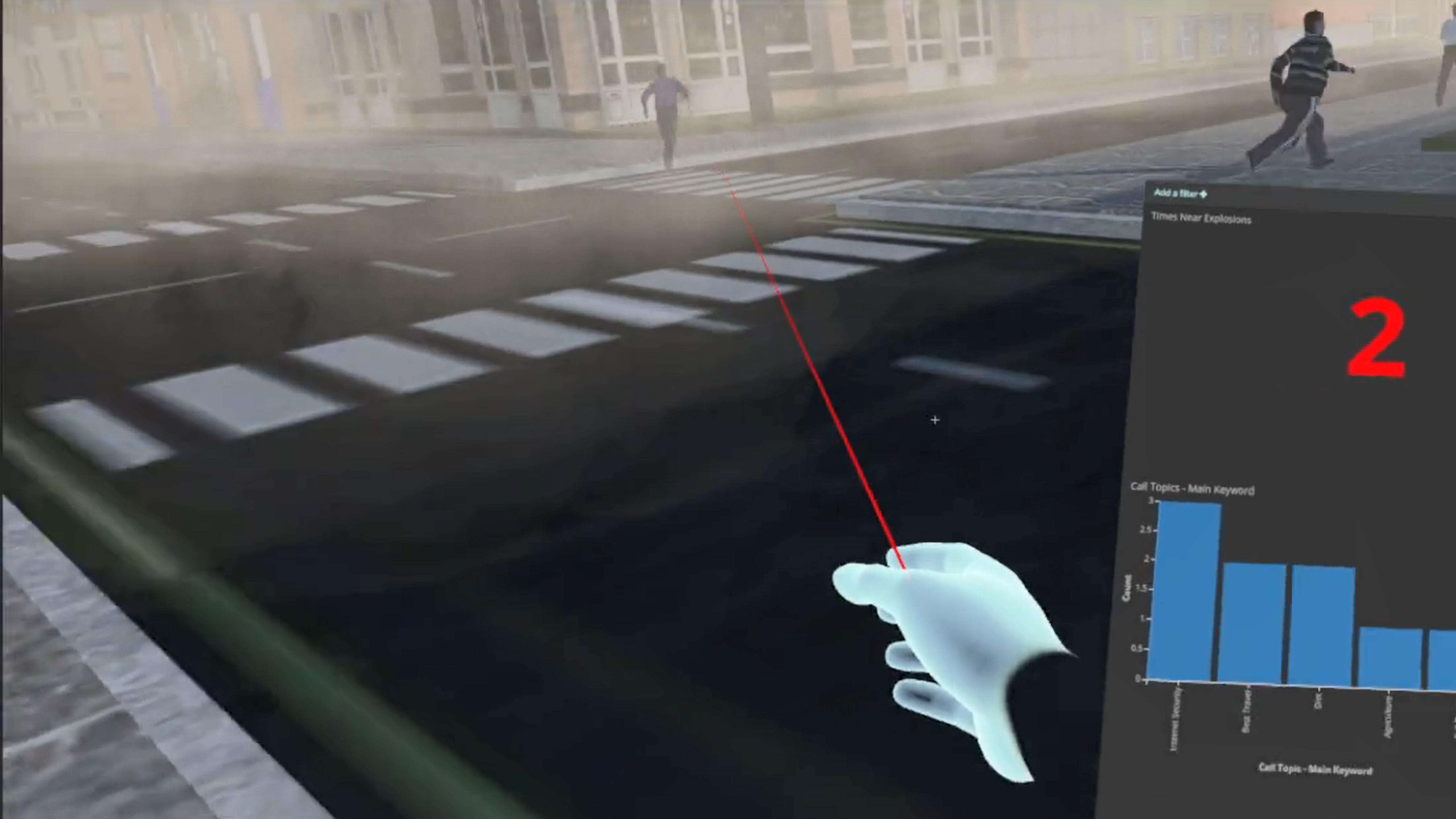




● Window Ship







Add a filter

Times Near Explosions

2

Call Topics - Main Keyword



Call Topics - Main Keyword



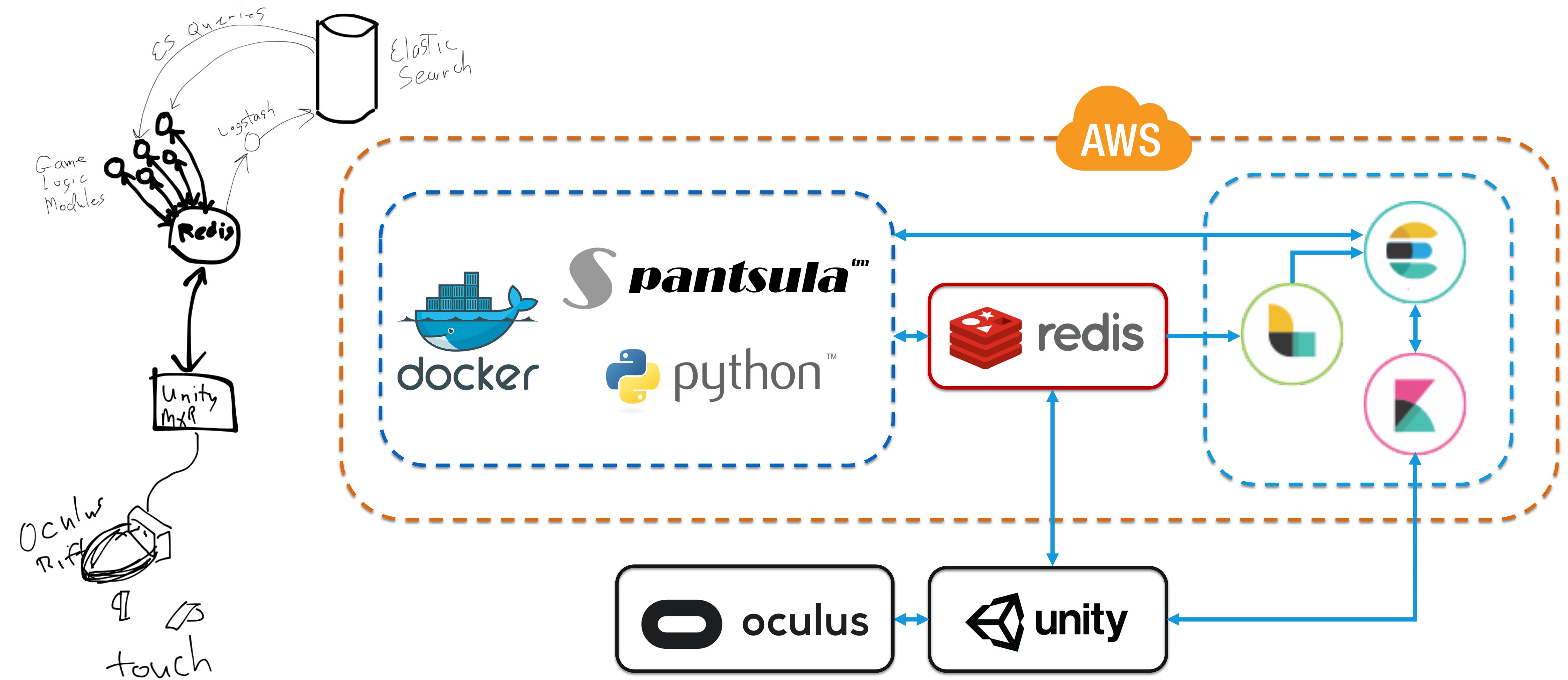
How We Built It!

(Using Elastic!)



y
z
x
< Persp

Architecture Diagram

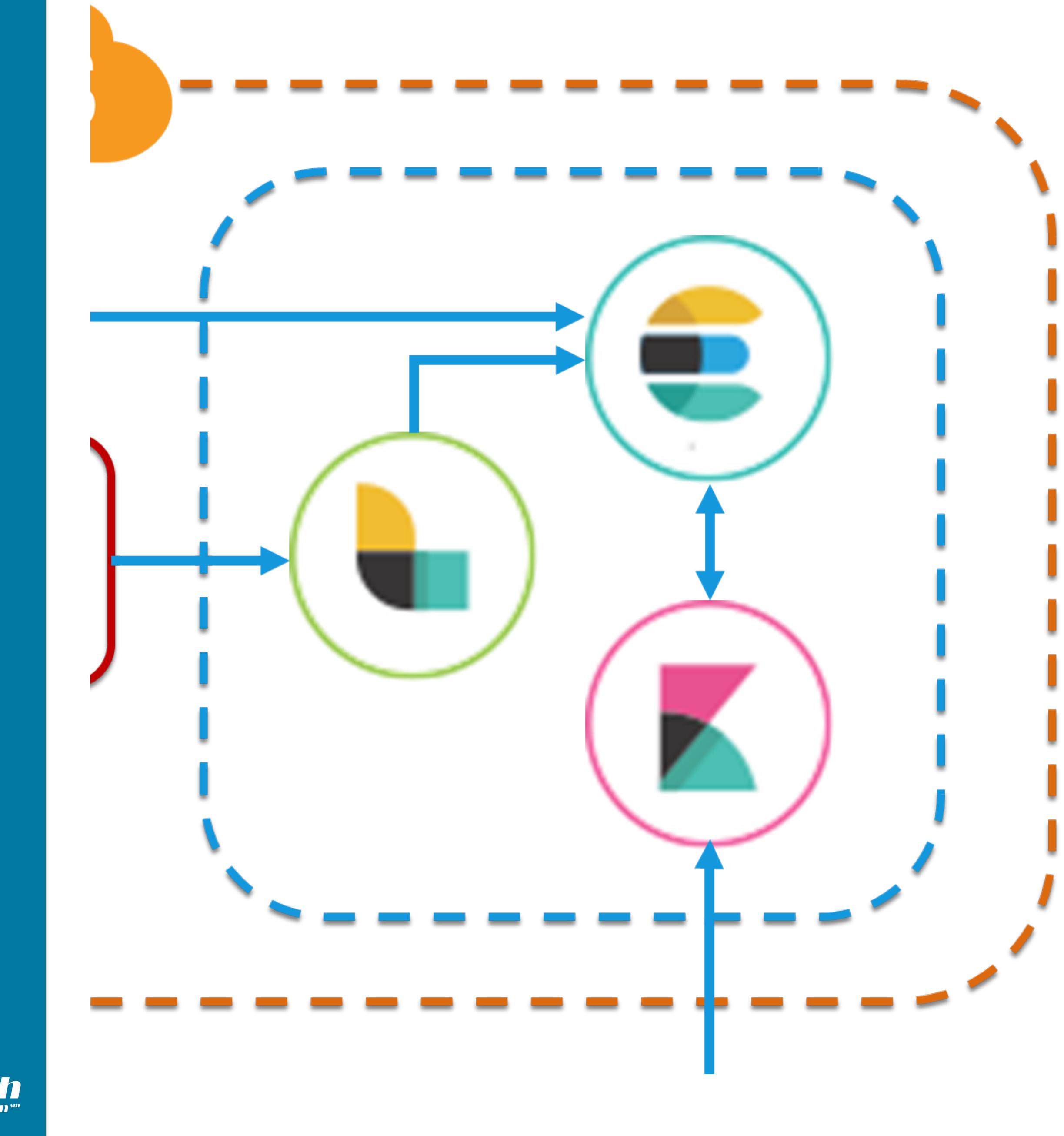


Lots of (Big) Data Comes from these Sims!

E.g., We had Over 45M Records Generated in a Week While Just Developing!

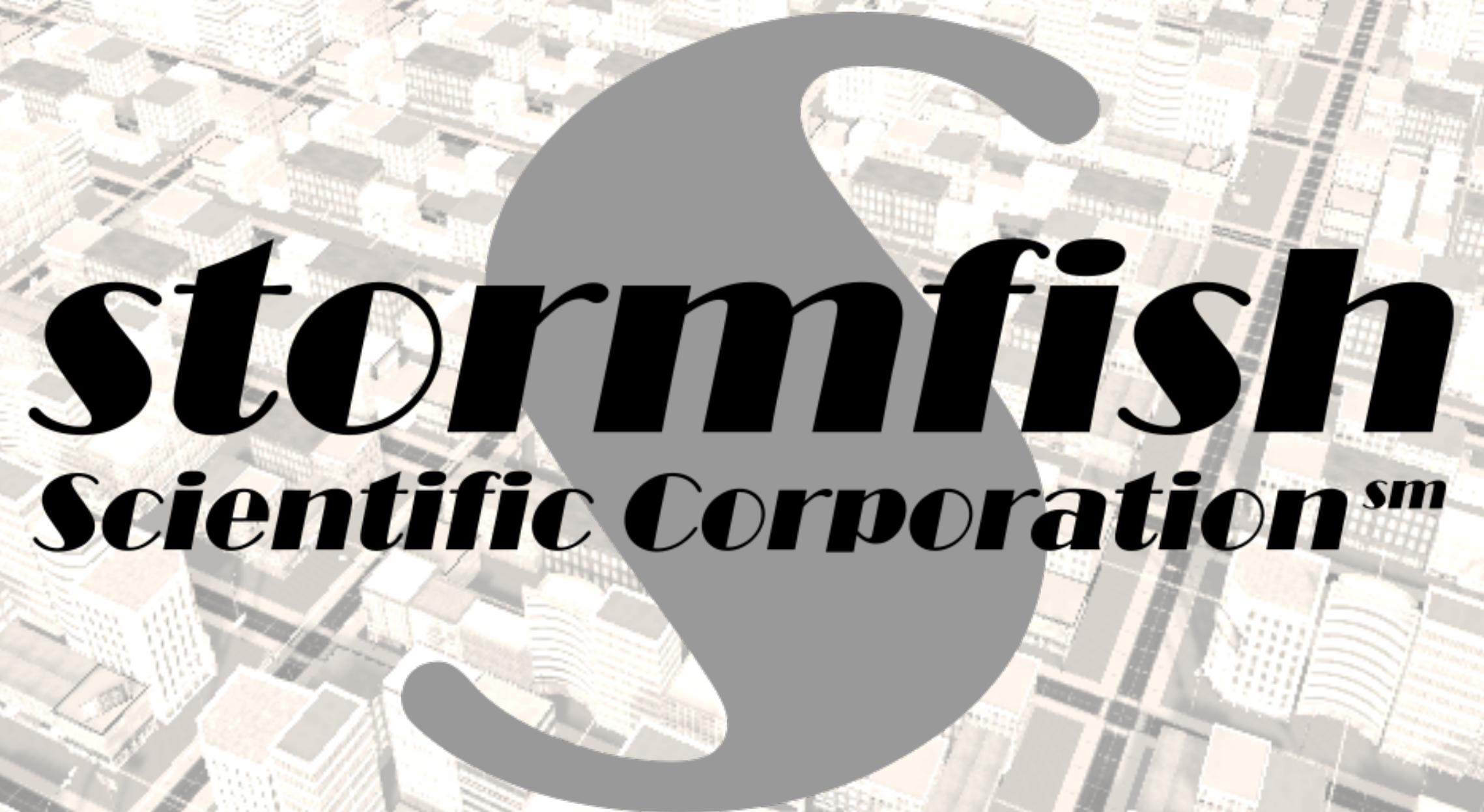
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t event_uuid	Q Q □ * ee0d91e4-708a-446d-aaf3-8a01bb96905e
# grid_position.x	Q Q □ * 9
# grid_position.y	Q Q □ * 4
t index	Q Q □ * mxr-bigdata-bombing_events-groundtruth
t simulation_node_name	Q Q □ * Explosion Detector 9, 4
t simulation_node_type	Q Q □ * Explosion Detector
~imulation_run_uuid	Q Q □ * bffffd470

Elasticsearch, Logstash, and Kibana



Lessons, Insights and What's Next!

For Stormfish and Anyone Else Interested!



More Questions? Visit us at the AMA