



Simulation Services: Pain Points and Path Forward

- Models and their input interfaces are increasingly hard to install and operate and require extensive computational resources and infrastructure
- Model outputs are reaching 1-2TB for a single simulation, where data transfers (compute->archive->user) take longer than the actual compute, and analysis is heavy and complicated
- What can be done by the community?
 - Cloud has been a promising solution, but adoption path is unclear
 - Can standardized APIs help distribute the load across organizations?
 - How to build robust and efficient data analysis tools?