

END USER EXPERIENCES

No-Code & Low-Code Builders

StoryMaps
Dashboards
Instant Apps

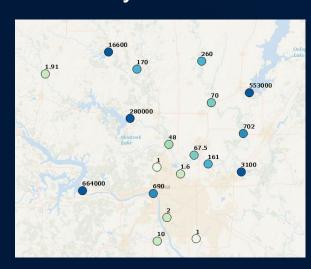
Experience Builder AppStudio



Real-Time Use Cases

Types of Real-Time Data

Stationary sensors...



- water gauges
 - weather stations
 - air quality sensors
 - device temperature

Things that move...



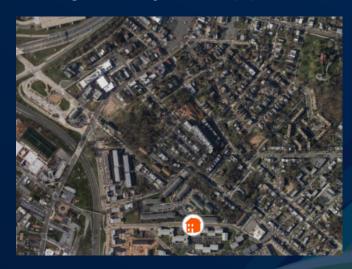
- airplanes
- ships
- vehicles

- satellites
- animals

- trains
- storms

people

Things that just happen...



- crimes
 - lightning
 - accidents
 - tweets

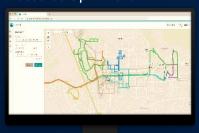
Use Cases in Real-Time Visualization & Analytics

Personnel Tracking





Resource Optimization



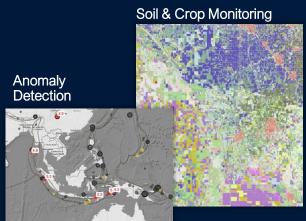


Infrastructure Protection















Poll vs. Push

Real-Time Feeds in ArcGIS

- How frequently does your data change?
- How quickly do you need updates?

Refresh Interval

WebSocket

Stream Layer

Dynamic Entity Layer

Real-Time Feeds in ArcGIS

Stream Service

GeoEvent Server
ArcGIS Velocity

Custom stream service*

Attribute updates

Geometry updates

ArcGIS Pro

StreamLayer

Web SDKs

WebSocket

StreamLayer

Native SDKs

DynamicEntityLayer

Real-Time Basics

Stream Layer (Pro / Web Apps) or Dynamic Entity Layer (Native)

- Connect to stream service
- Track-aware: multiple observations for a single object
- How to manage stale features?
- Same client-side capabilities as other layers*
 - 2D / 3D support,
 - Define a renderer,
 - Analysis,

- ...



Real-Time Data in ArcGIS

ArcGIS Pro SDK for .NET

- Stream Layer visualize and analyze real-time data
 - ArcGIS Stream Service
 - Supports points, lines, and polygons
- Cache observations in memory
 - Work with latest and previous observations
- Real-Time API enables visualization and analysis in real-time

Real-Time Data in ArcGIS

Web Apps and the Maps SDK for JavaScript API

- Create a StreamLayer to leverage feeds in web applications
 - ArcGISStreamService or webSocketUrl
 - Supports points, lines, and polygons
- Same client-side capabilities as other layers



Dynamic Entities

Maps SDK for Native Apps

Dynamic Entity Observation



Observations

An observation of the object; represents it at a certain point in time (STATIC)



Object / Entity

The real-world object being observed/tracked.



Latest observation received of the object, which updates with every new observation rec'd (DYNAMIC)

Dynamic Entity

Previous Observations

All previous observations of the object, not including the latest.

Track Line

0

Visual line connecting all observations in a track.

Leveraging Real-Time Capabilities in your Apps Wrap Up

- Stream Layers
- Dynamic Entity Layers
- GeoEvent Server
- ArcGIS Velocity
- Real-time support in Pro, Web Apps, Native Apps (Dynamic Entity Layer)

Additional Resources

• Real-Time Visualization and Analytics

Gain insights into real-time and big data through location intelligence

Real-Time Visualization Lessons

Real-Time Lesson Gallery

