

Discovery and Use of Operational Ocean Data Products and Services
06 – 10 March, 2017

Introduction to FERRET

**An Analysis Tool for Gridded and Non-Gridded
Data**

Courtesy: <http://www.ferret.noaa.gov/Ferret/>

An Analysis Tool for Gridded and Non-Gridded Data

- Ferret is an interactive computer visualization and analysis environment designed to meet the needs of oceanographers and meteorologists analyzing large and complex gridded data sets.
- It runs on most Unix systems, and on Windows XP/NT/9x using X windows for display.
- It can transparently access extensive remote Internet data bases using OPeNDAP

Gridded data sets

- multi-dimensional model outputs
- gridded data products (e.g., climatologies)
- singly dimensioned arrays such as time series and profiles
- scattered n-tuples (optionally, grid-able using Ferret's objective analysis procedures)

Ability of Ferret

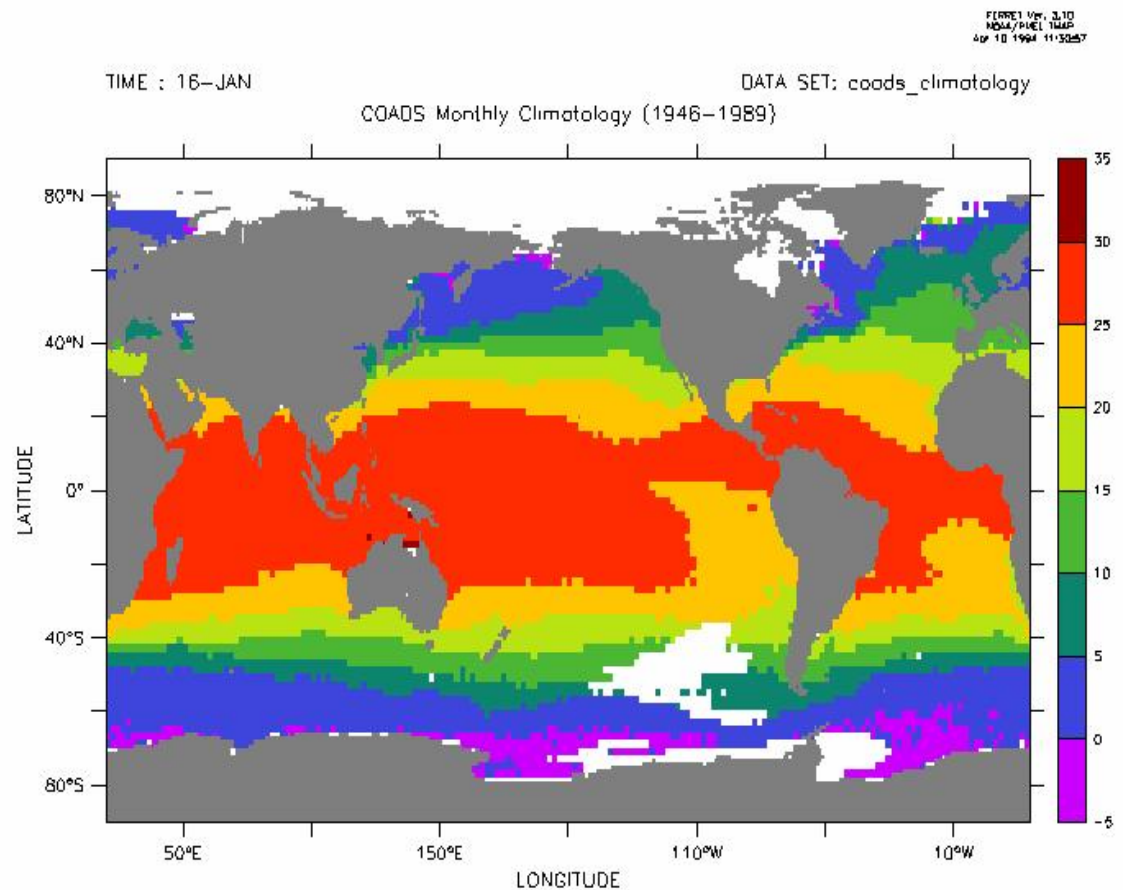
- To define new variables interactively as mathematical expressions involving data set variables and abstract coordinates
 - Density = $\text{Cd T dt} \quad (\text{Cd T}[z=@\text{din}])$
 - Anomaly = $\text{SST} - \text{SST}[l=@\text{ave}]$
 - MLD = $\text{temp}[z=@\text{loc}:0]$
- Calculations can be applied over arbitrarily shaped regions.
- external functions written in FORTRAN, C, or C++ can be merged seamlessly into Ferret at runtime.

Data sets Ferret can handle

- FERRET can handle ASCII and Binary data sets. But mainly deals with NetCDF files
- Data can be gridded data or non gridded data.
- Gridded data means data on regular interval with equal spacing in x and y.
 - Eg: A two dimensional SST data on Indian Ocean region can be from 30E – 120E and 30S – 30 N with spacing $x = 1$ and $y = 1$.

- Sample gridded data looks like this:

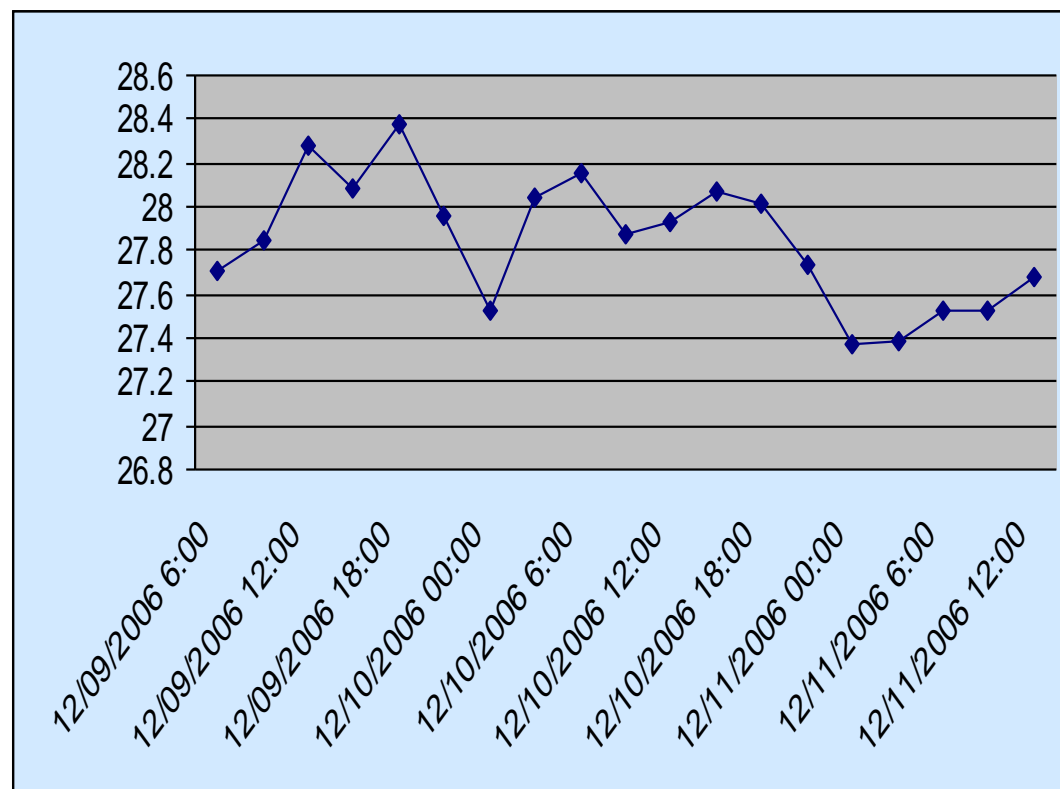
Lon Lat		SST
30.0	-30.0	19.37
31.0	-30.0	19.32
32.0	-30.0	19.29
---	---	----
---	---	----
30.0	-29.0	19.37
31.0	-29.0	19.32
32.0	-29.0	19.29
---	---	----
---	---	----
---	---	----
---	---	----
30.0	30.0	9999
31.0	30.0	9999
32.0	30.0	9999



- Further Ferret handles 1D, 2D, 3D and 4D dimension data sets
 - Eg: 1D data – SST observation from Buoy
 - (Lon, Lat, Depth fixed Time varying)
 - Eg: 2D data – SST for Arabian Sea (40 – 80E and 0 – 30N)
 - (Lon and Lat varying, Depth and Time fixed)
 - Eg: 3D data – Temperature for Arabian Sea (40 – 80E and 0 – 30N and Z: 0 – 1000 depth) for the month of January
 - (Lon, Lat and Depth varying, Time fixed)
 - Eg: 4D data – Temperature for Arabian Sea (40 – 80E and 0 – 30N and Z: 0 – 1000 depth) for the months January – December
 - (Lon, Lat and Depth, Time all varying)

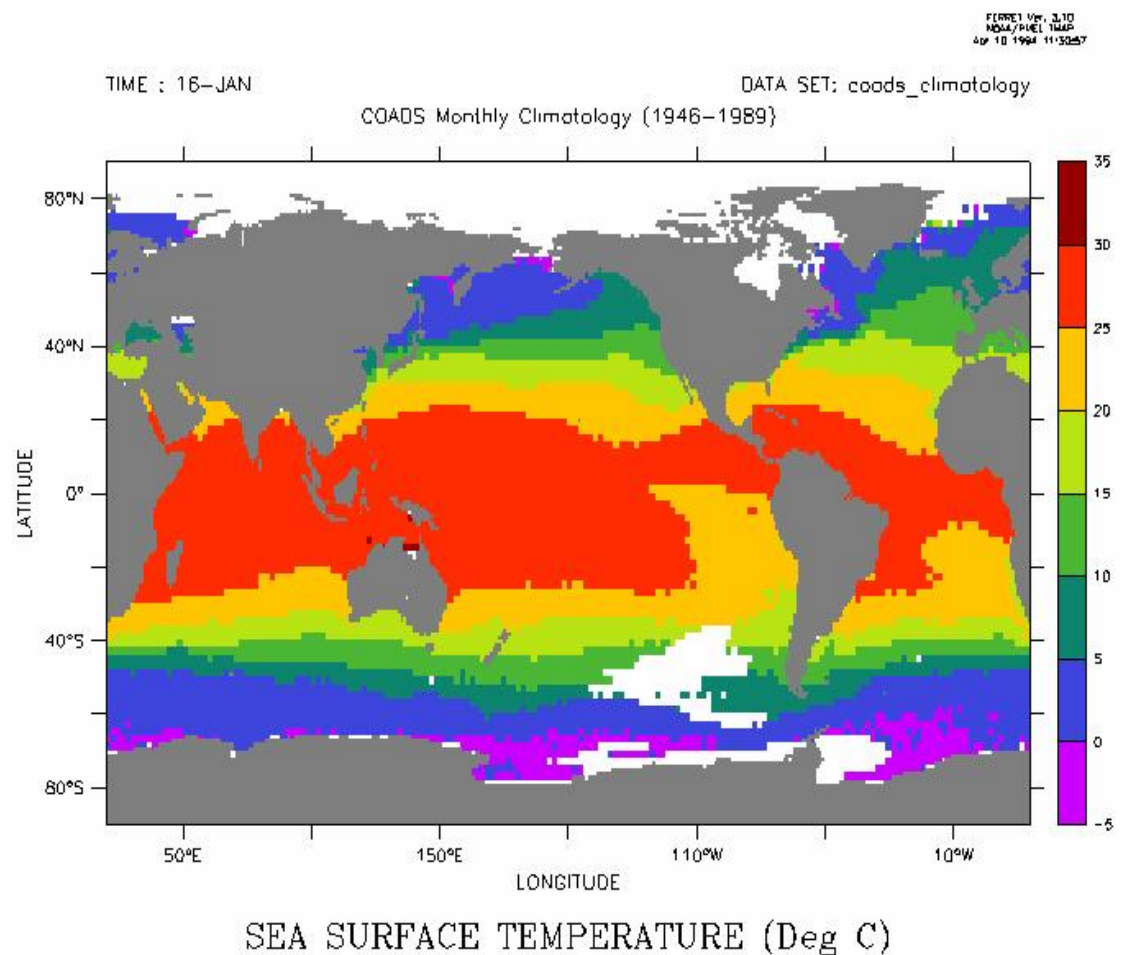
1D data sample

DS01	12/09/2006 6:00	27.71
DS01	12/09/2006 9:00	27.85
DS01	12/09/2006 12:00	28.28
DS01	12/09/2006 15:00	28.09
DS01	12/09/2006 18:00	28.38
DS01	12/09/2006 21:00	27.96
DS01	12/10/2006 00:00	27.52
DS01	12/10/2006 3:00	28.04
DS01	12/10/2006 6:00	28.16
DS01	12/10/2006 9:00	27.88
DS01	12/10/2006 12:00	27.93
DS01	12/10/2006 15:00	28.07
DS01	12/10/2006 18:00	28.01
DS01	12/10/2006 21:00	27.73
DS01	12/11/2006 00:00	27.37
DS01	12/11/2006 3:00	27.38
DS01	12/11/2006 6:00	27.52
DS01	12/11/2006 9:00	27.52
DS01	12/11/2006 12:00	27.68

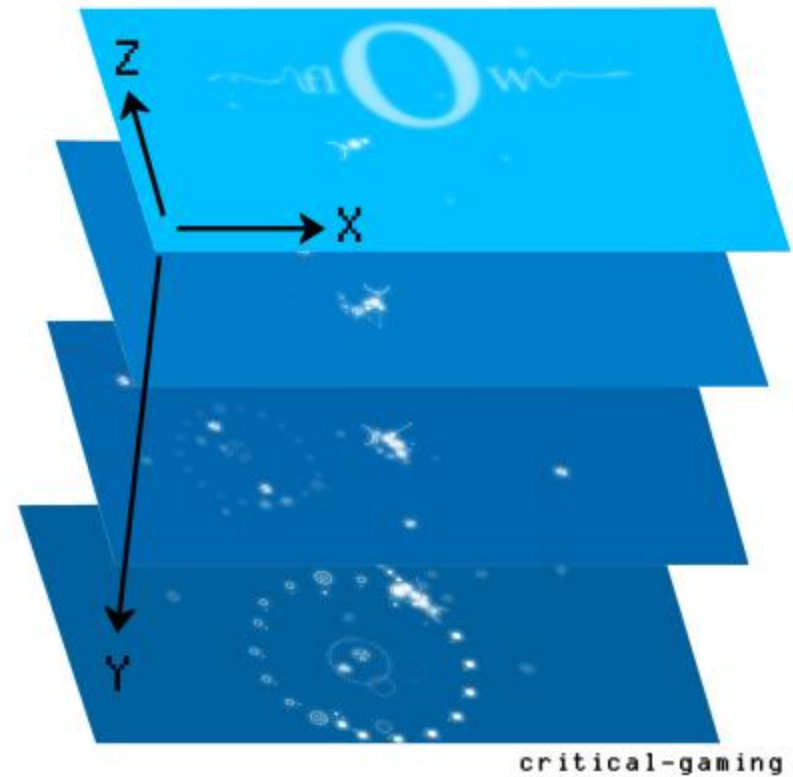
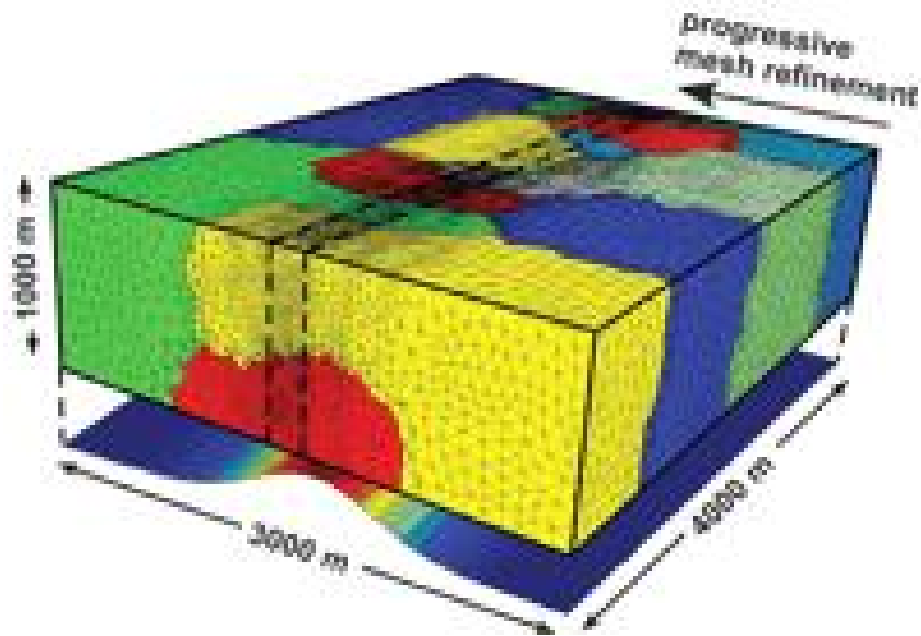


2D sample data

Lon	Lat	SST
30.0	-30.0	19.37
31.0	-30.0	19.32
32.0	-30.0	19.29
---	---	----
---	---	----
30.0	-29.0	19.37
31.0	-29.0	19.32
32.0	-29.0	19.29
---	---	----
---	---	----
---	---	----
---	---	----
30.0	30.0	9999
31.0	30.0	9999
32.0	30.0	9999



3D sample data



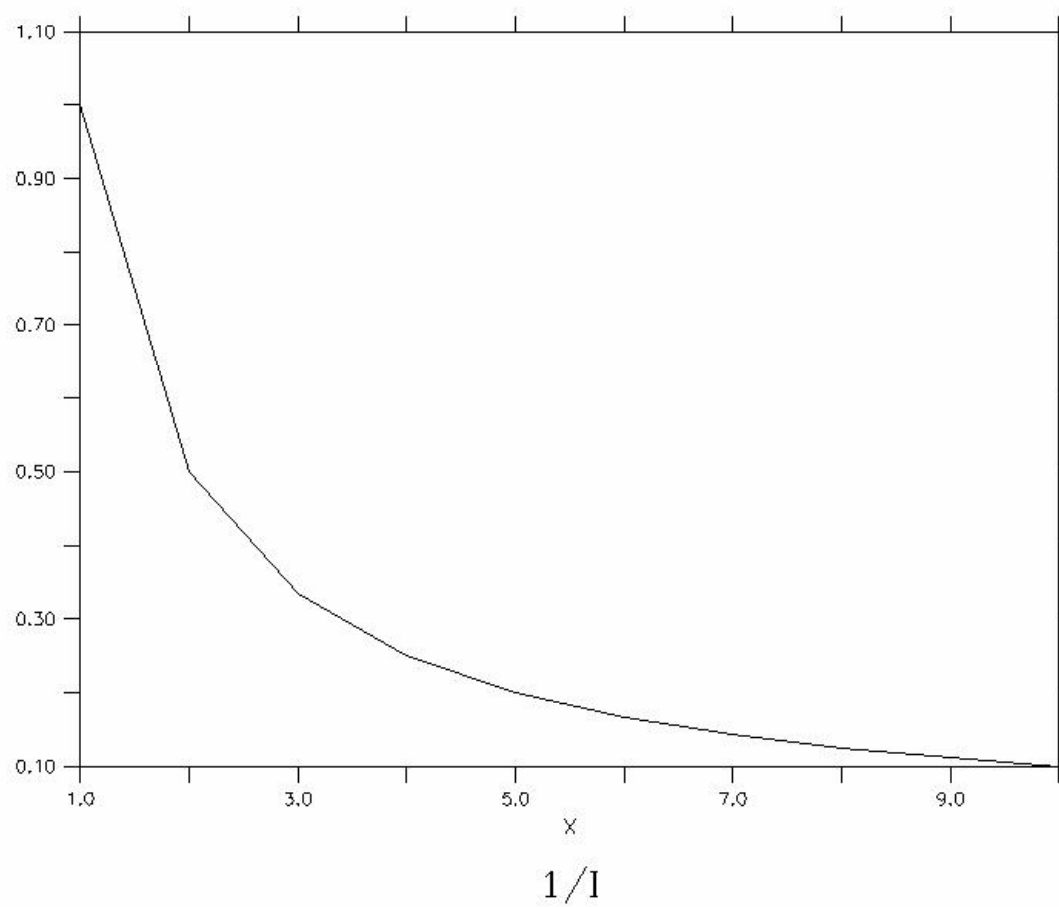
critical-gaming

Getting Started

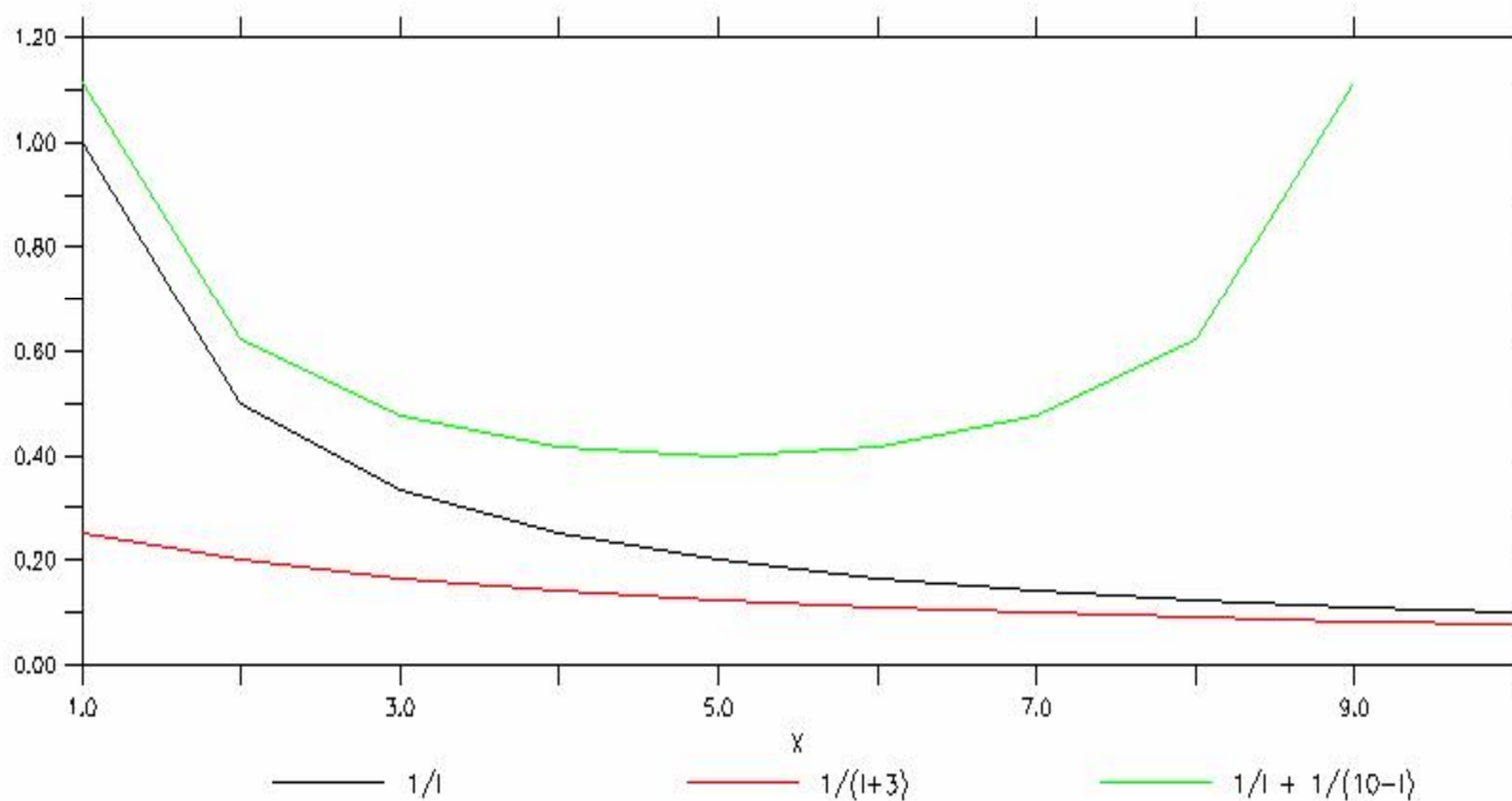
- Quick way know about Ferret is run the tutorial provided with the s/w
 - For this first type ferret at the prompt and enter return key. This will result in
 - % ferret
yes?
 - Then give go tutorial at the prompt
 - yes? GO tutorial
 - There are multitude of plots possible with in Ferret

yes? PLOT/i=1:10 1/i

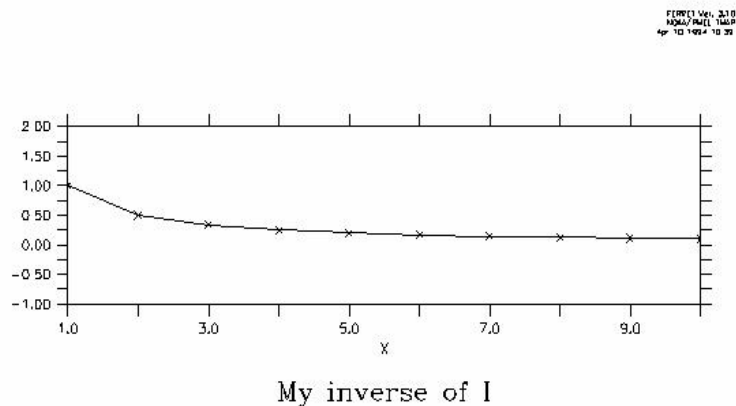
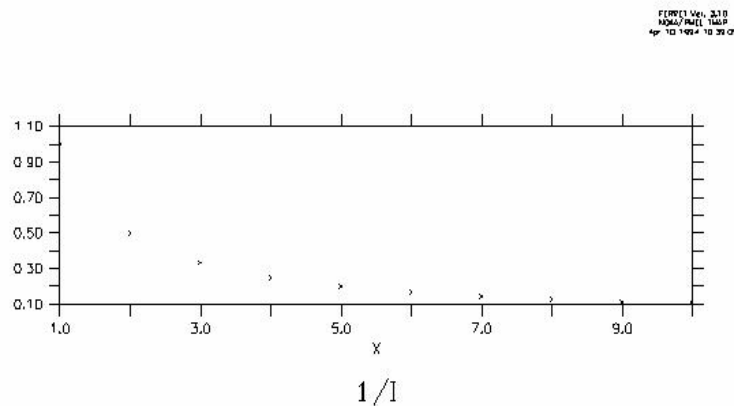
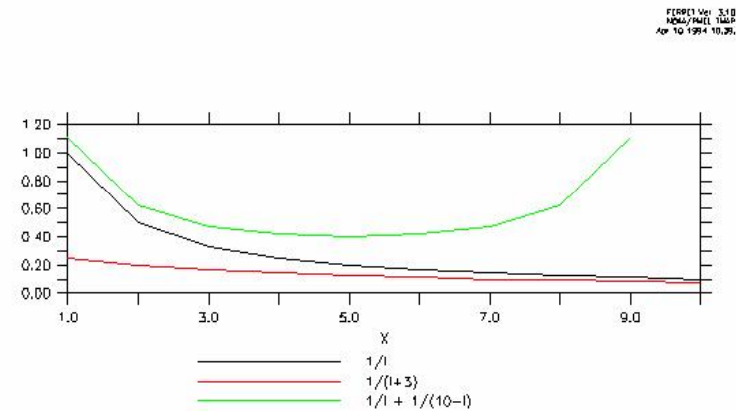
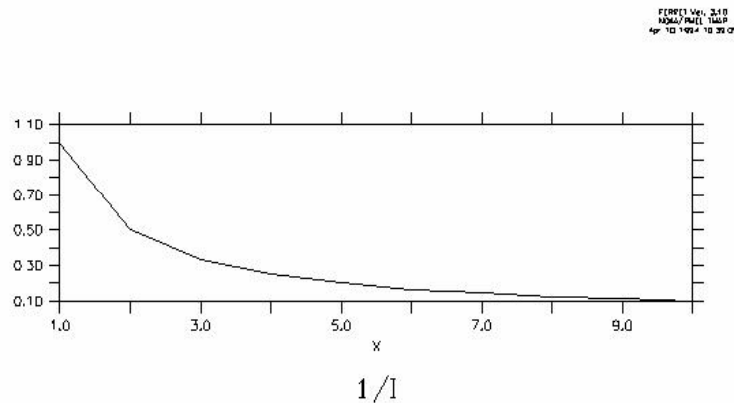
FERRET Ver 3.10
NOAA/PMEL THMP
Apr 12 1994 11:58 03



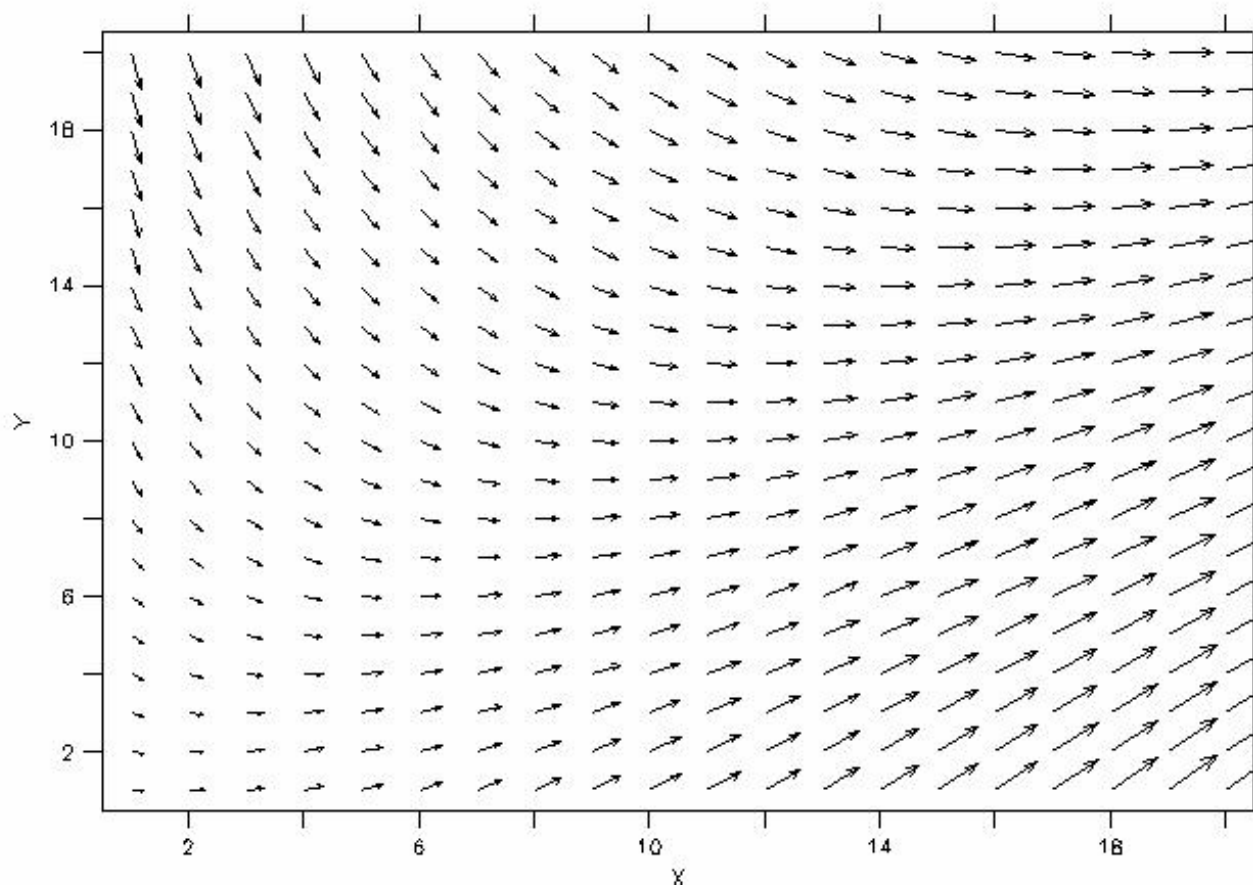
yes? PLOT/i=1:10 1/i, 1/(i+3), 1/i + 1/(10-i)



yes? SET WINDOW/SIZE=.9 ! (bigger 'cause there will be 4 plots)
 yes? SET VIEWPORT UL yes? PLOT/i=1:10 1/i yes? SET VIEWPORT LL
 yes? PLOT/i=1:10/SYMBOLS 1/i yes? SET VIEWPORT LR
 yes? PLOT/i=1:10/SYMBOLS=2/LINE/VLIMITS=-1:2:0.25 iinverse
 yes? SET VIEWPORT UR yes? PLOT/i=1:10 1/i, 1/(i+3), 1/i + 1/(10-i)



VECTOR/i=1:20/j=1:20 $i+\cos(j/5)+5,i-j$

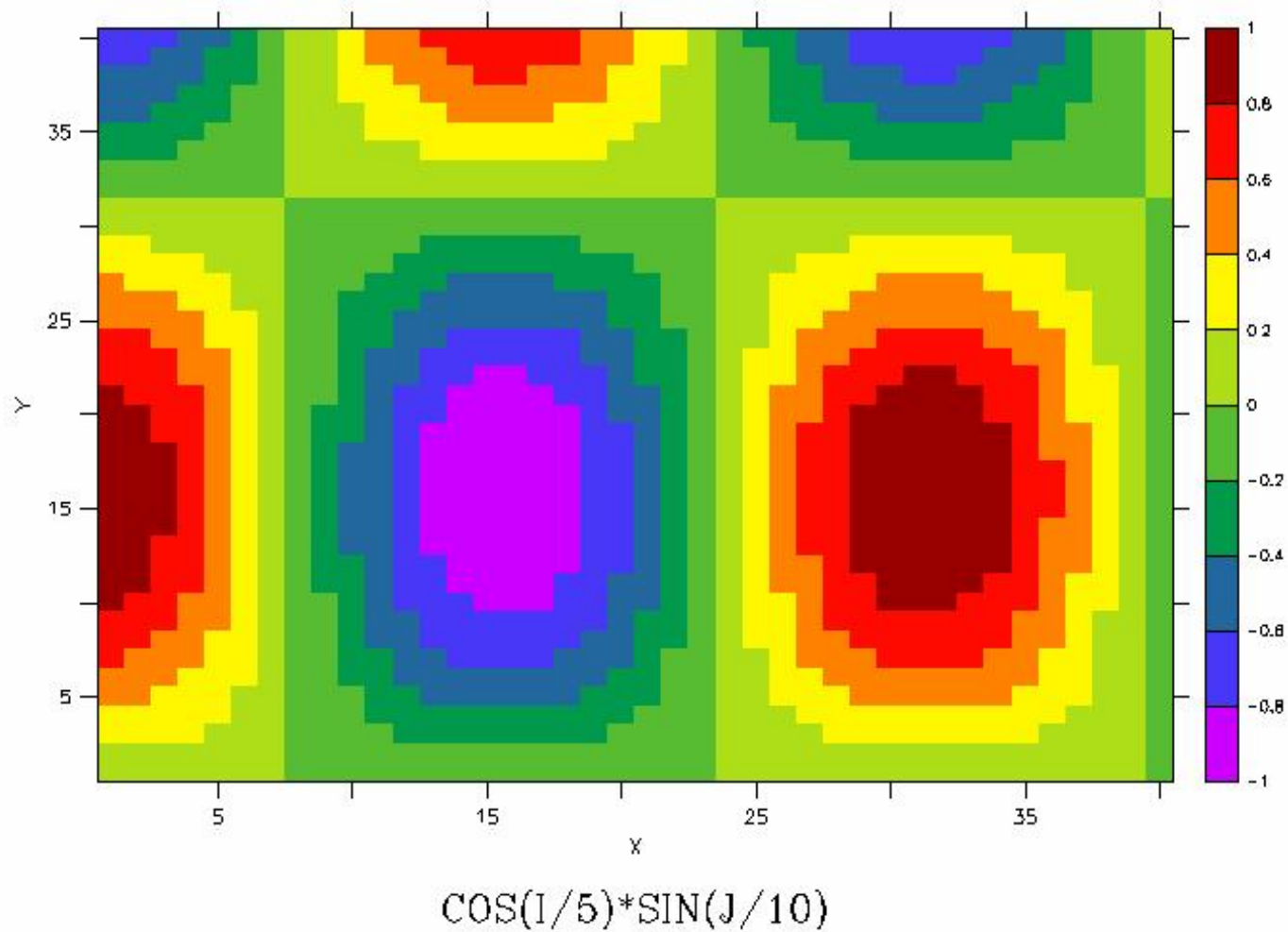


$$i + \cos(j/5) + 5, i - j$$

→ 34.8

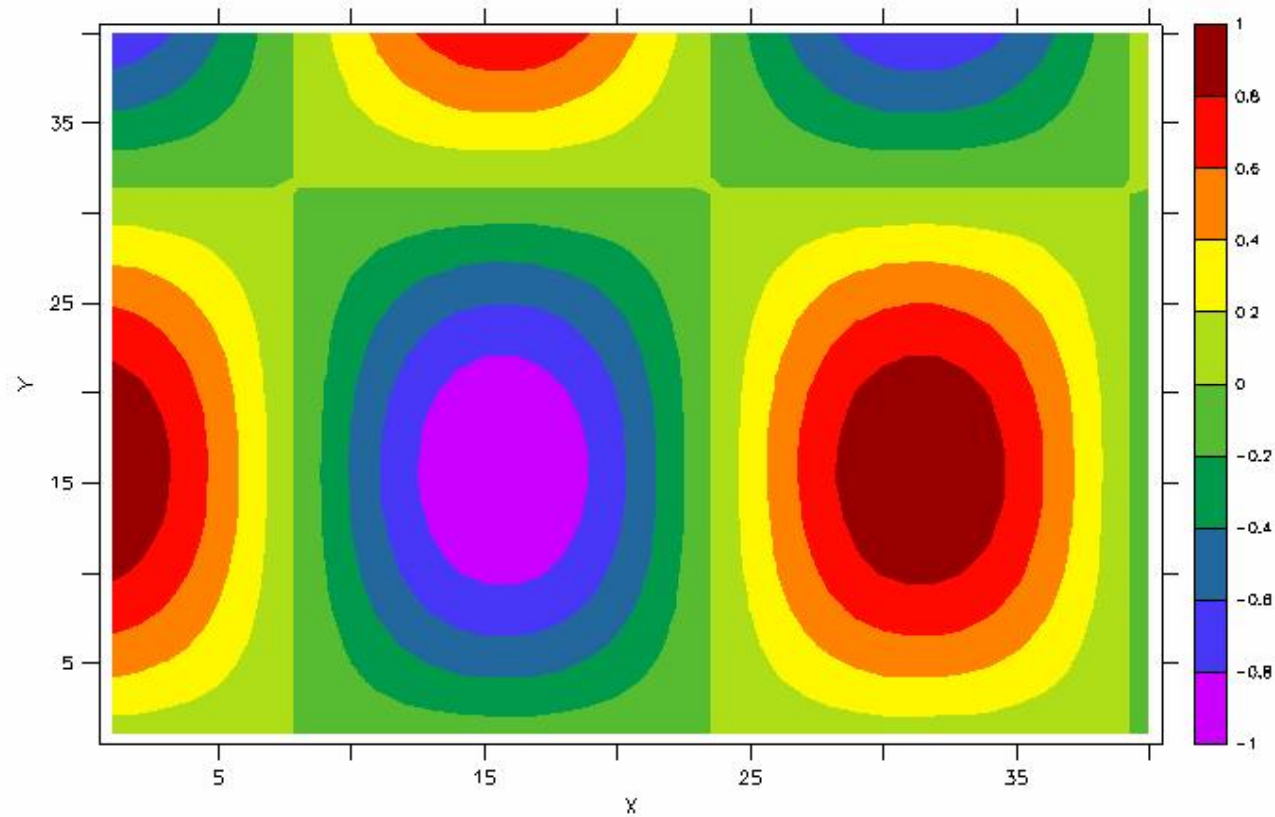
FERRET v4r. 3.10
NOAA/PMEL TMAP
Apr 10 1994 11:02:19

yes? SHADE/i=1:40/j=1:40 $\cos(i/5)*\sin(j/10)$



FERRET Ver. 3.10
NOAA/PMEL TM-6P
Apr 10 1994 11:04:28

yes? FILL/i=1:40/j=1:40 $\cos(i/5)*\sin(j/10)$



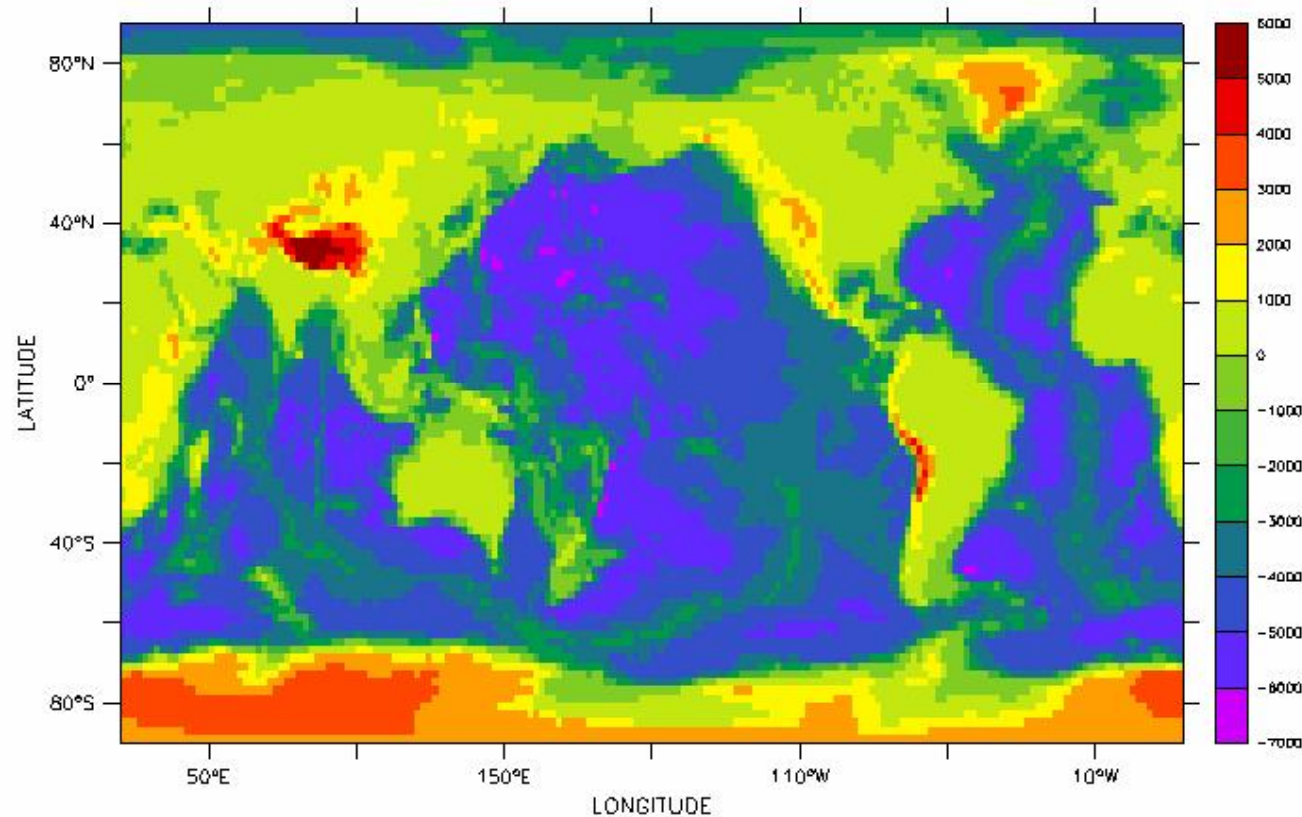
$\cos(I/5)*\sin(J/10)$

yes? SHADE ROSE

FERRET Ver. 3.10
NOM/PIREL TMAP
Apr 10 1994 11:09:45

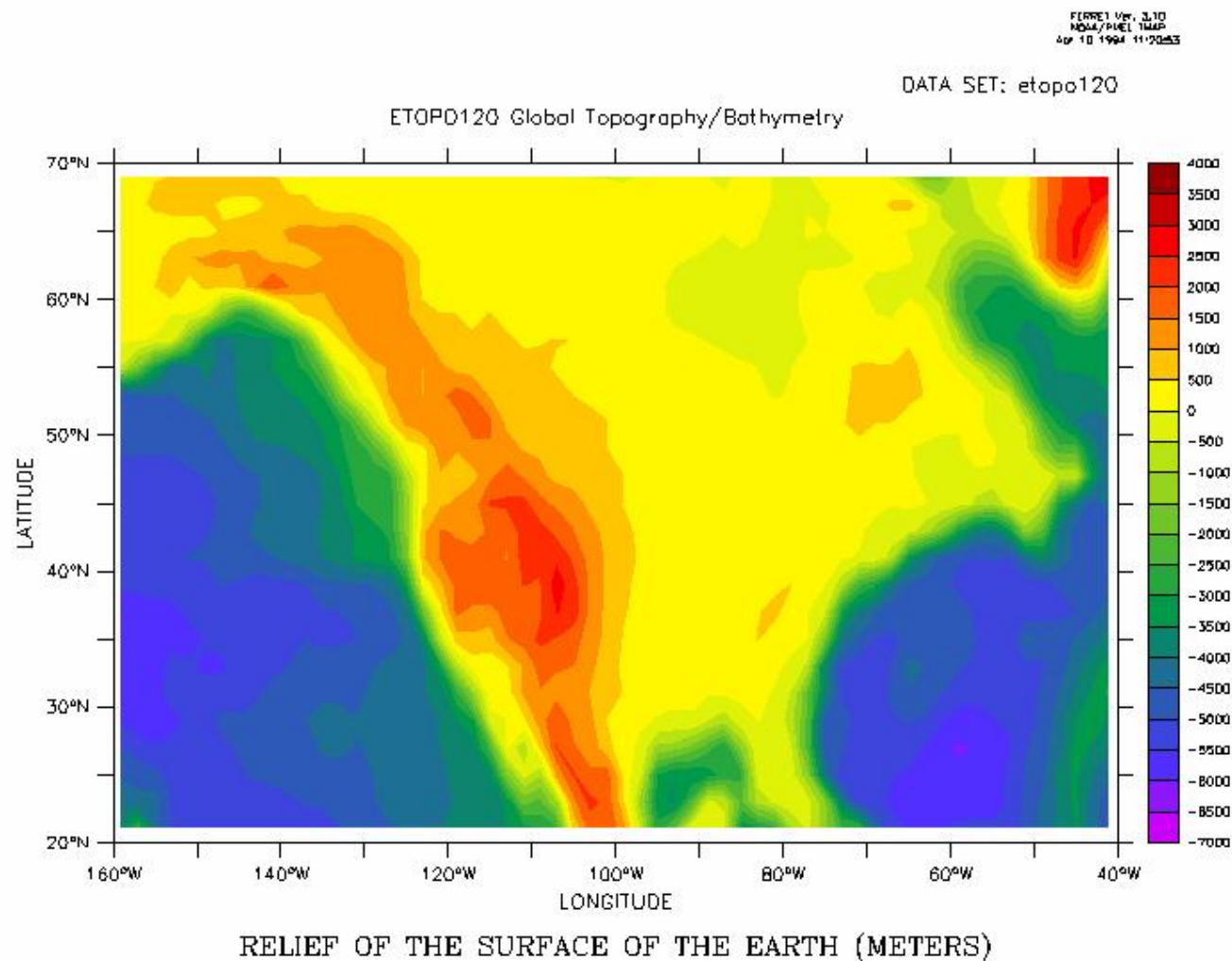
DATA SET: etopo120

ETOPO120 Global Topography/Bathymetry

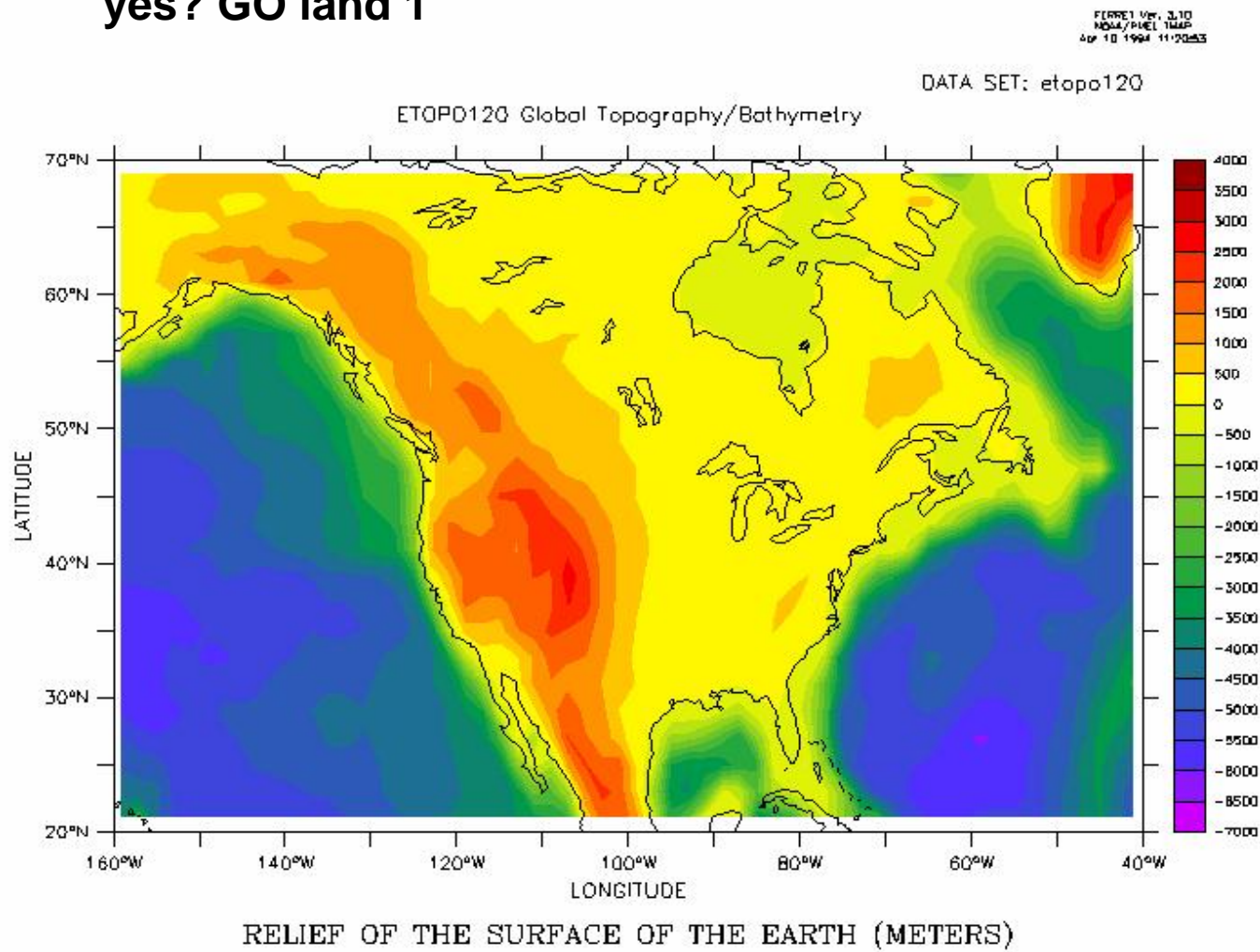


RELIEF OF THE SURFACE OF THE EARTH (METERS)

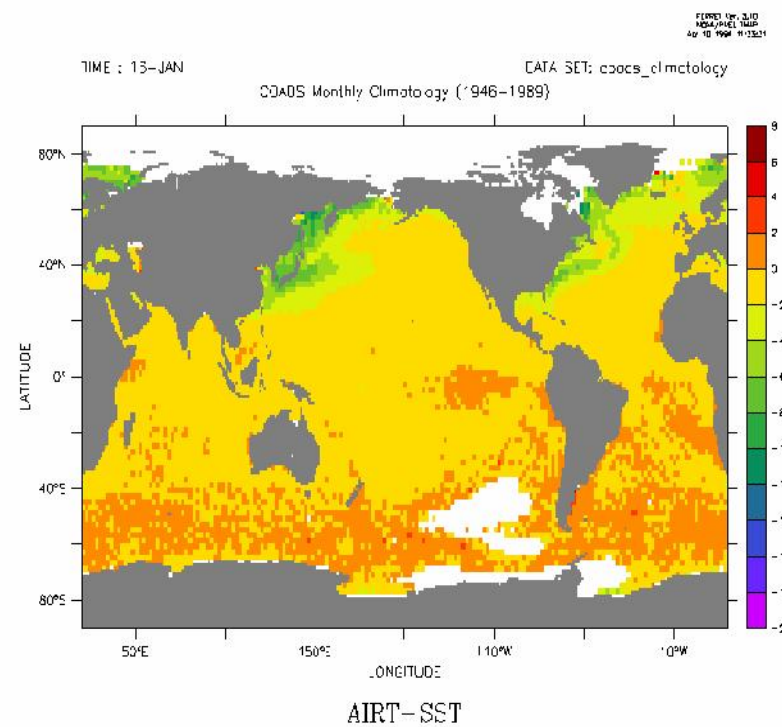
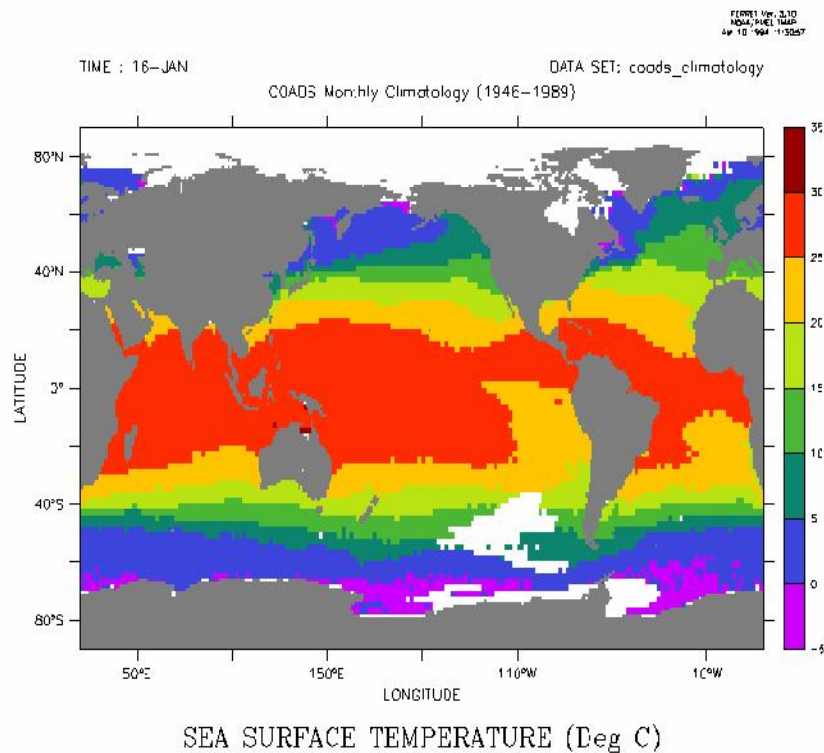
yes? FILL/X=160W:40W/Y=20N:70N/level=(-7000,4000,500) ROSE



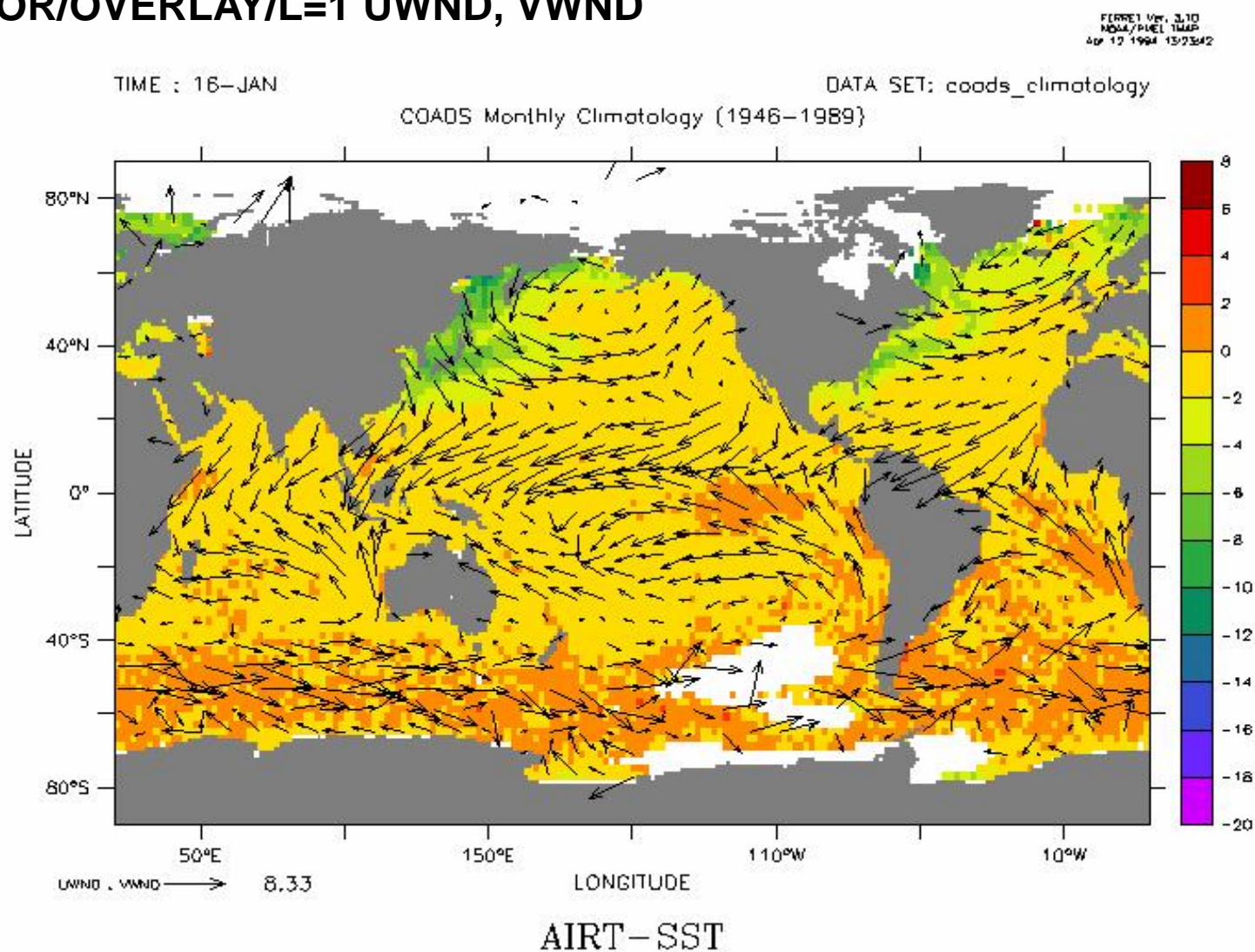
yes? GO land 1



yes? SHADE/L=1 SST
yes? GO fland



VECTOR/OVERLAY/L=1 UWND, VWND



yes? SET WINDOW/SIZE=0.7

yes? SET VIEW UI

yes? SHADE/L=3 sst

yes? SET VIEW UR

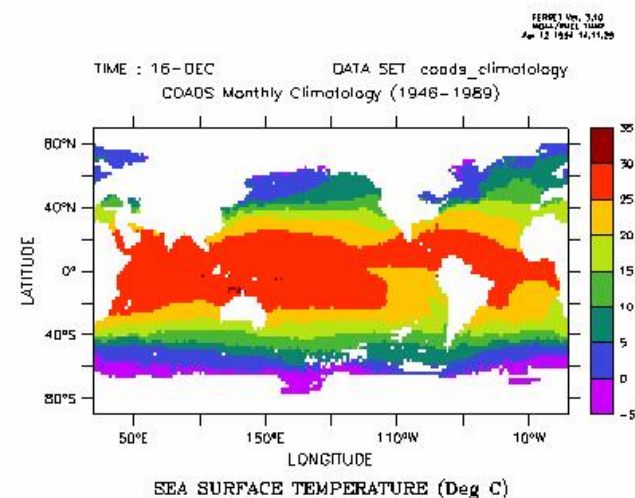
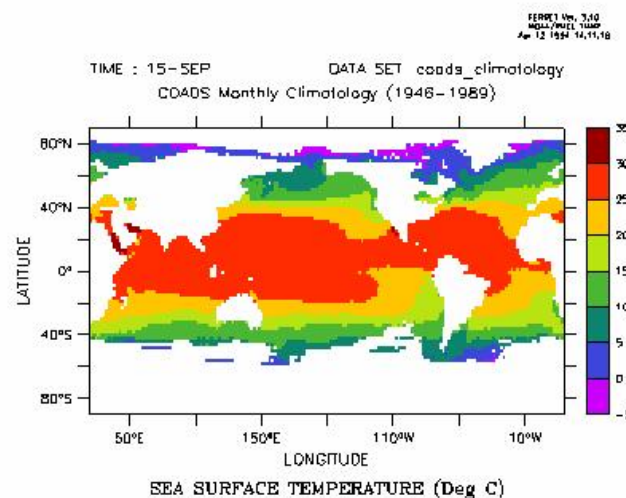
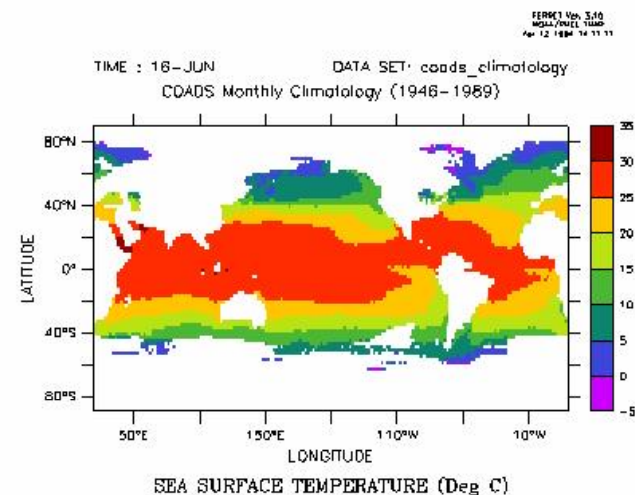
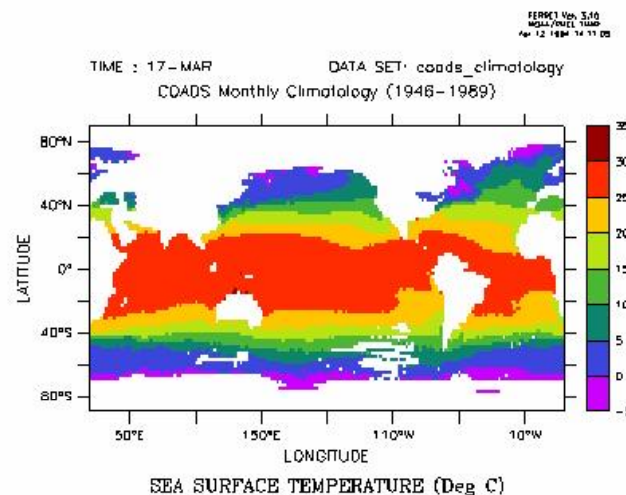
yes? SHADE/L=6 sst

yes? SET VIEW LL

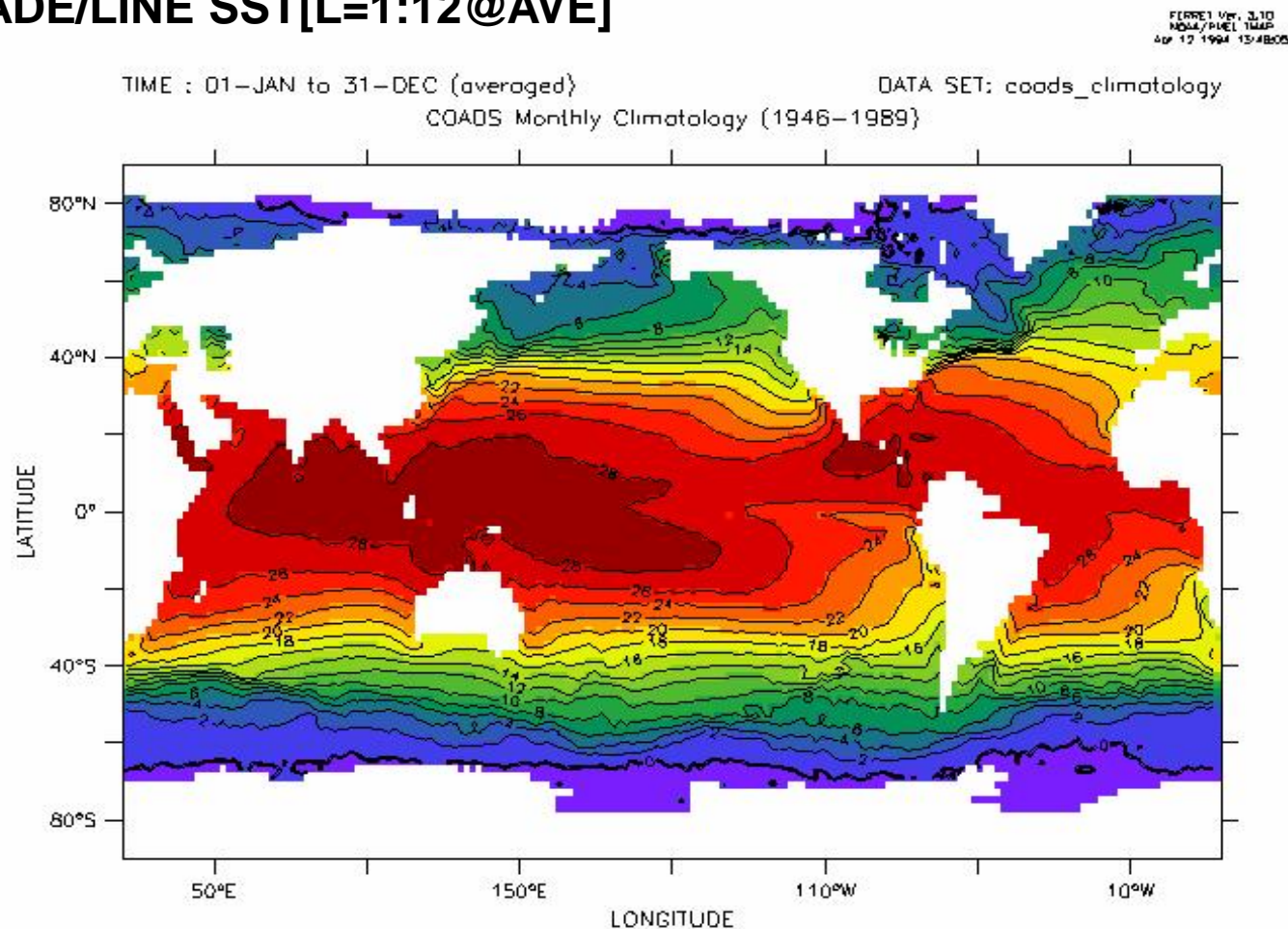
yes? SHADE/L=9 sst

yes? SET VIEW LR

yes? SHADE/L=12 sst



yes? CANCEL VIEWPORTS
yes? SHADE/LINE SST[L=1:12@AVE]



yes? SET WINDOW/SIZE=.7

yes? LET SST_AVE = SST[L=1:12@AVE]

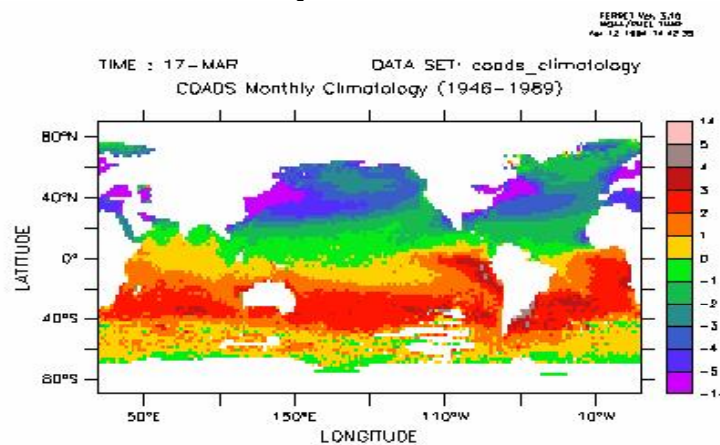
yes? LET/TITLE="SST Anomaly" SST_ANOM = SST - SST_AVE

yes? SET VIEW UL yes? SHADE/L=3/LEVELS=(-14)(-5,5,1)(14) sst_anom

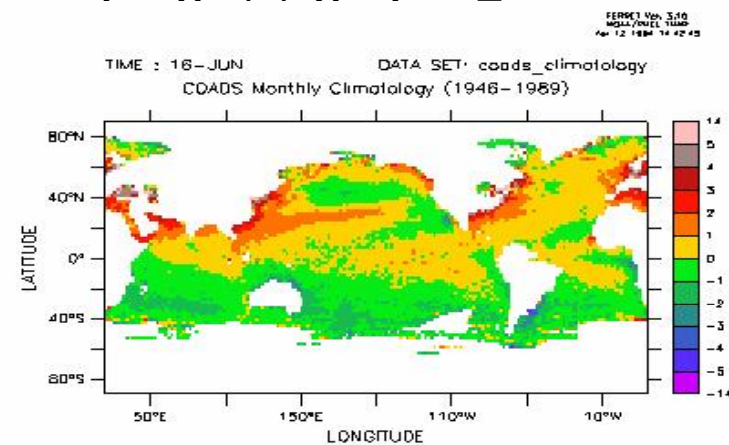
yes? SET VIEW UR yes? SHADE/L=6/LEVELS=(-14)(-5,5,1)(14) sst_anom

yes? SET VIEW LL yes? SHADE/L=9/LEVELS=(-14)(-5,5,1)(14) sst_anom

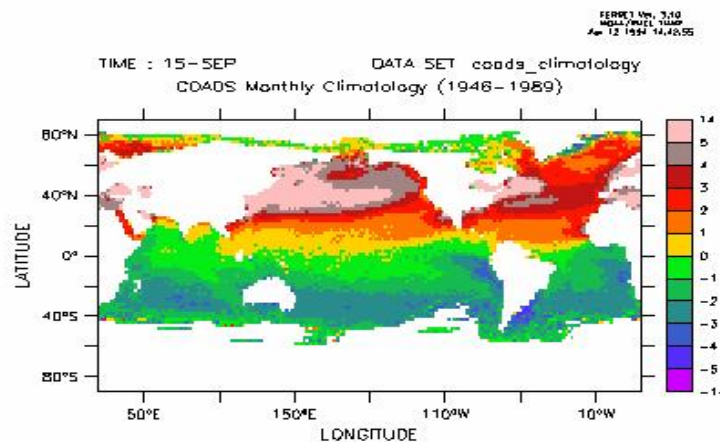
yes? SET VIEW LR yes? SHADE/L=12/LEVELS=(-14)(-5,5,1)(14) sst_anom



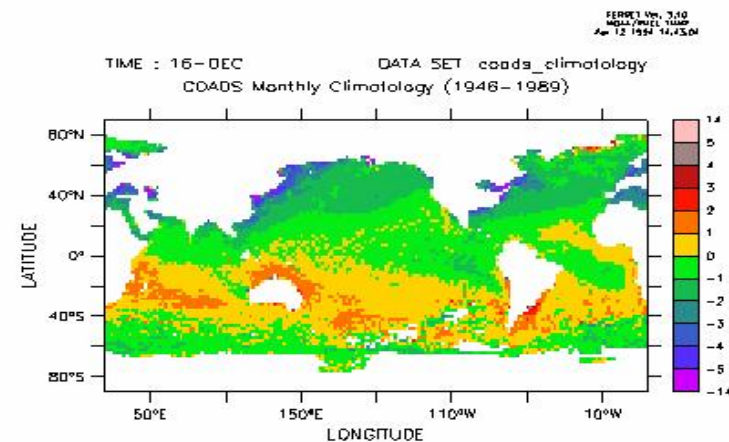
SST Anomaly



SST Anomaly



SST Anomaly



SST Anomaly

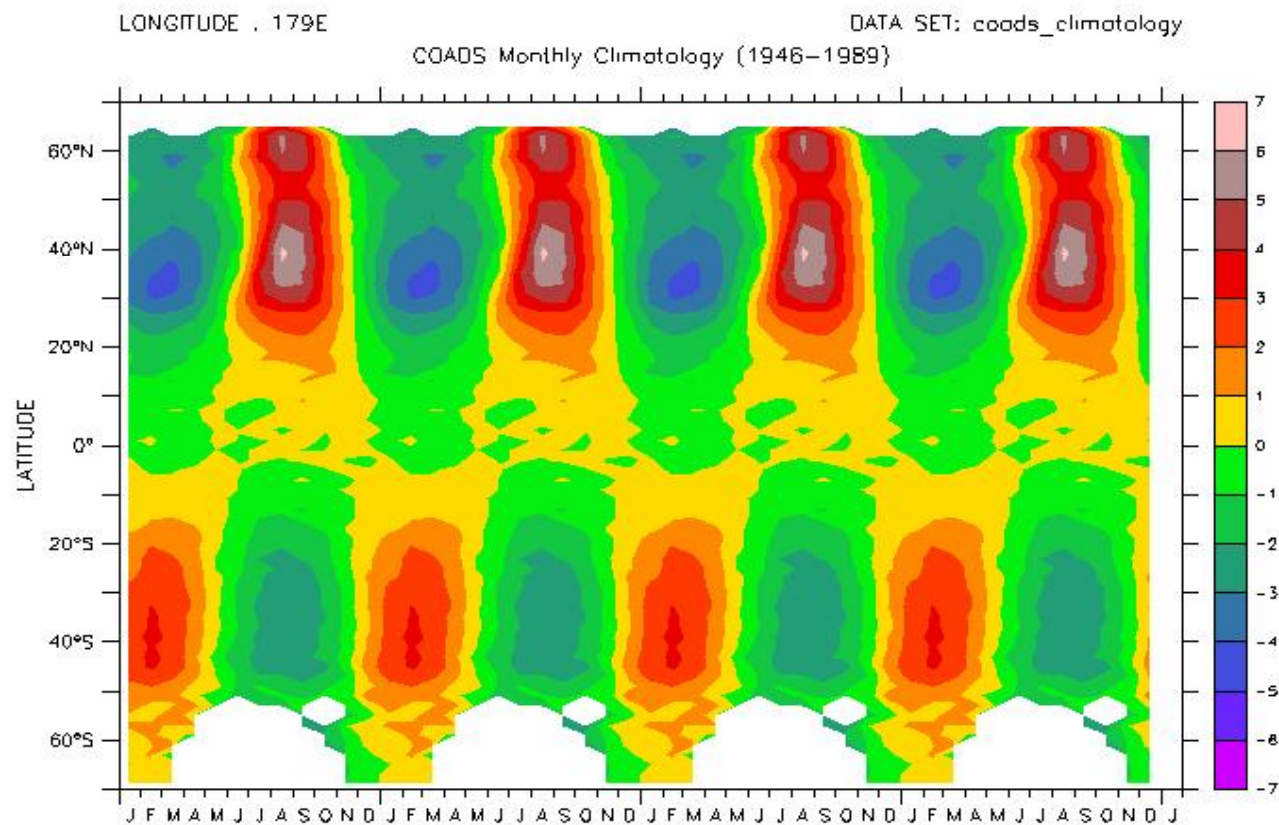
yes? CANCEL VIEWPORTS

yes? SET WINDOW/SIZE=.5

yes? SET REGION/X=180

yes? FILL/Y=70S:70N/L=1:48/LEVELS=(-7,7,1) SST_ANOM

FERRET Ver. 3.10
NOVA/PAVE 1144P
Apr 17 1994 14:58:07



In this class You've been shown a number of FERRET's capabilities:

- Line, contour, vector and shaded plots
- Multiple viewports, and windows
- Color controls
- Abstract mathematical functions, data from data sets, and new variables defined from old ones
- Transformations and plots along various axes

And there's much more to explore