

## Tile Caching Breakout Session

Moderator: Carl Zimmerman

In this work group, we discussed possible solutions to utilizing large data sets in the Geoserver environment. Specifically, how to “seed” or prebuild data sets so that the server is not burdened by real time caching of large data sets like high resolution aerial photographs. Several participants discussed possible ways of optimizing data. These methods include preprocessing the data: projecting the data outside of geoserver; resampling the larger data sets to coarser resolutions; using less pyramids. Participants also discussed possible software solutions such as Tile Cache, TileMill, ArcGIS server, and ImageMosaic plug in. It was also suggested that the FOSS4G community might have solutions. Finally, the group agreed to continue sharing knowledge, create an email list, and discussed the possibility of testing layers by having different members test out different methods to benchmark methods.