Meeting objectives

Plenary objectives

• Data products

- Products with short latency (2-3 days) and less accuracy for science and applications.
- Simulated data products getting users ready for SWOT. For both Science Team and early adopters.
- Access and analysis infrastructure in and out of clouds
- HR Mask
 - Fine-tune the ocean/coastal/sea-ice HR data coverage during the CalVal and nominal phases
 - => Revive the HR mask working group
- Algorithm development
 - ATBD roadmap and schedules
 - Recruitment of Subject Matter Experts
- CalVal plans to be updated for the mission's measurement review (December) and CDR (February 2018)

Ocean & coastal splinter objectives

- Major challenge & opportunity for SWOT is the presence of internal waves and balanced dynamics at similar wavelengths in 15-200 km band. At this meeting the ocean splinters will address this in detail
- Update the ST on progress on the SWOT observation of ocean surface roughness/waves, and their impact on the SSH error
- Day 3 Plenary : update on SWOT observations in the coastal and estuary regions, cryosphere and for the marine geoid/bathymetry
- Day 4 : Dedicated ocean CalVal session progress on our CalVal plan is needed for the Mission CDR (measurement review in Dec), and to have enough lead time to prepare larger ocean campaigns with ships ...

Hydrology splinter objectives

- Day 2 Breakouts: Introduce and discuss in detail SWOT HR algorithms and data products, including the pixel cloud, raster, river and lake vectors, discharge, water detection, layover detection, a priori datasets etc.
- Day 3 Breakouts: Update the ST on progress in SWOT hydrology simulations, model integration, and data assimilation efforts.
- Day 3 Plenary : update on SWOT observations in the coastal and estuary regions, and the cryosphere
- Day 4 : Dedicated hydrology cal/val session, with focuses on defining prelaunch and postlaunch implementation strategies, status of the progress in coordinating work among the U.S., France, Canada, and international partners.