

# Report on the GAIN activity

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GAIN is an abbreviation of Game Archive & Information Network. Its function is divided into two parts, that is, establishment of the GAME data management policy and construction of the system that disseminates GAME data and information.

The first work as GAIN was to work out the GAME data management policy. GAME is an international research project, so international cooperation is crucial for its success. The data policy is the base of such an international cooperation, and gives the guideline for various aspect concerning the GAME data, for example, definition of the GAME data and basic strategy of data provision, and so on. The original draft of the data policy was prepared mainly by the late Dr. M. Murakami, and was proposed in the 2nd GAME International Science Panel for the first time. Finally this GAME data policy was adopted at the 3rd GISP in January 1998 just before the GAME IOP (Intensive Observation Period).

One of an important matter in this data policy is the time schedule of the GAME data release to the international research communities. We finally reached the following agreement.

Data obtained as part of the observations during the IOP will be made available according to the following schedule.

- 1) By the end of June 1999 (6 months after the IOP), for the participating institutes and scientists.
- 2) By the end of June 2000 (one year later), for the international research community.

Data obtained as part of the GAME observations during the non-IOP will be made available according to the following schedule.

- 3) By the end of one year after the observation, for the participating institutes and scientists.
- 4) By the end of two years after the observation, for the international research community.

At present (April 2001), the GAME data basically have been open to the international research communities after June 2000 according to the above-mentioned agreement. But it is delayed for the HUBEX data and some part of data concerning the Tibetan plateau (TIPEX, JEXAM) to be open due to their local data policies. However they are also going to be open until the summer of 2001, three years after their observation.

In addition, recently we requested supplementary data (surface station data) mainly to the southeast asian countries to use the validation of the GAME Reanalysis data. Some countries kindly provided us the data in response to our request.

Next, we will move onto the second function of GAIN. In the data policy main means for data provision is planned to be the online access via Internet, and each sub-project group is requested to have his own responsibility in data provision.

The GAIN system is composed of GAIN-hub and GAIN-DAACs as shown in Fig. 1. The function of the GAIN-hub is to offer catalogue information for GAME data and some selected data, mainly GAME-reanalysis data. Presently most of sub-groups have started to

operate ftp or web sites for data dissemination since the summer of 2000. Everyone who is interested in the GAME data can obtain data and information by starting from this gain-hub (<http://gain-hub.mri-jma.go.jp>).

Besides the online provision, CD-ROMs were also produced especially for GAME-Tibet and GAME-reanalysis, and distributed in the world. Now it is planned to produce CD-ROMs for other GAME data resources because CD-ROMs are very useful in the case that the online access is unavailable.

As mentioned in the above, the GAIN system is almost successfully being operated. However all GAME data haven't yet been accessible. We need to complete the GAIN system in a hurry as soon as possible.

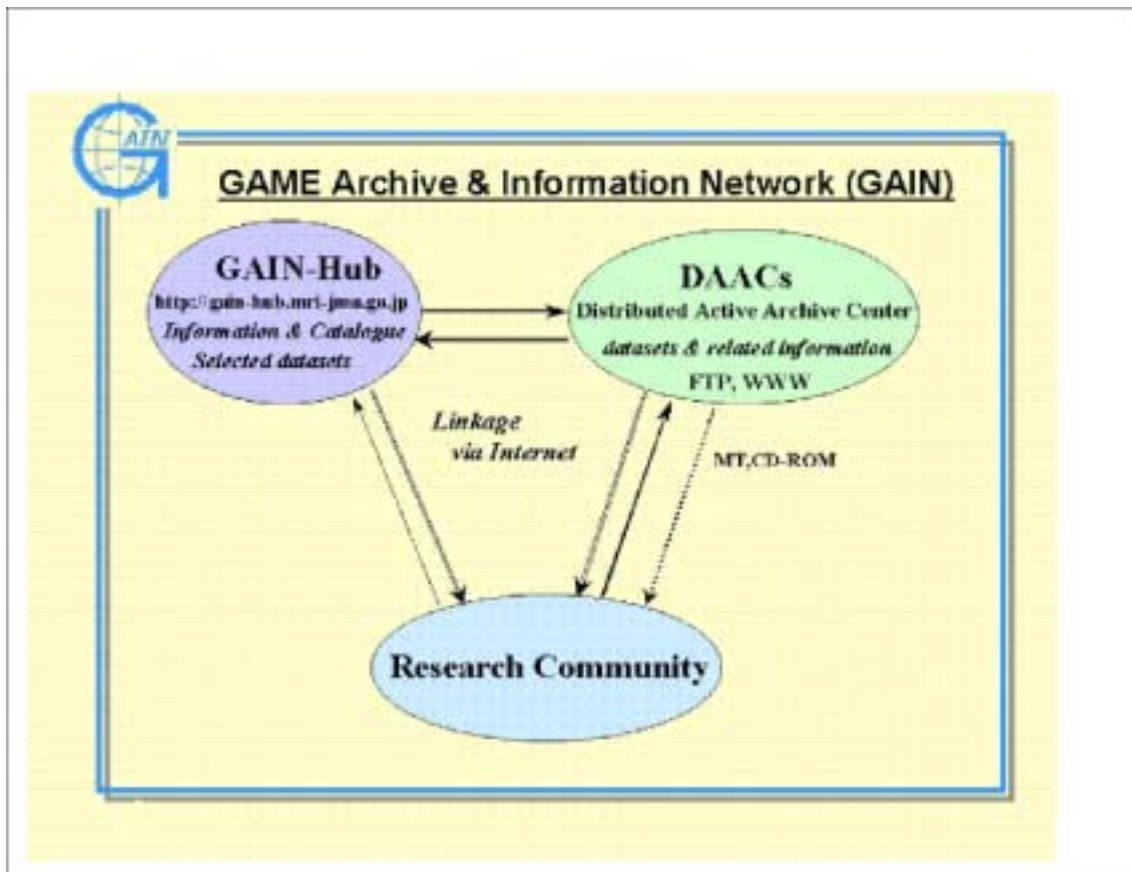


Fig. 1. GAIN structure