

# High-Resolution Data Visualization Using Rocks Clusters

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*SuperMe*

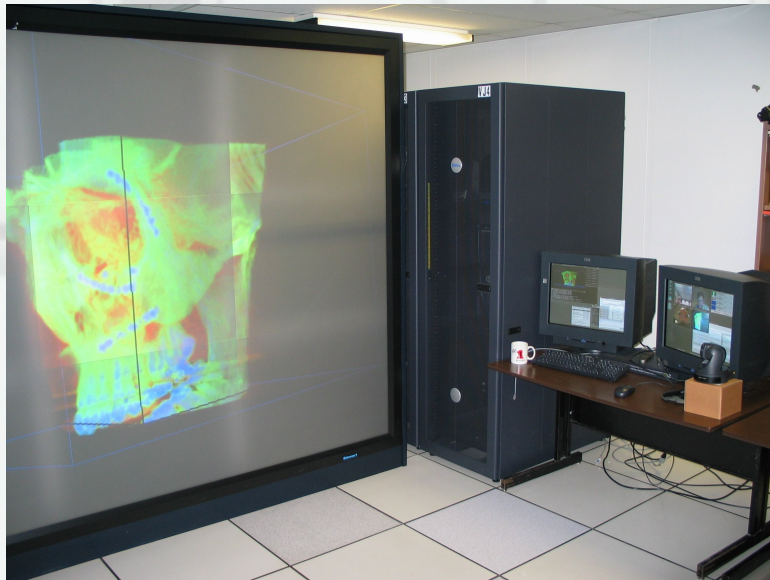


# Introduction

- Need for visualizing larger data sets
  - Scientific Modeling
  - Medical Imagery
- Rocks Cluster
  - Open source Linux cluster distribution
  - Provides easy cluster administration
  - Provides visualization roll

# Related Works

- LionEyes Display Wall (Penn State)
  - Resolution: 4096x2304
  - 12 projectors
  - 12 dual Xeons w/ NVIDIA Quadro 900 XGL (render)
  - 2 Xeons w/ NVIDIA Quadro 900 XGL (application)





# Related Works Cont.

- Hyperwall-2 (NASA Advanced Supercomputing)
  - Estimated Resolution: 25600x8192
  - 128 LCD screens
  - 128 GPUS
  - 1,024 cores
  - 74 teraflops



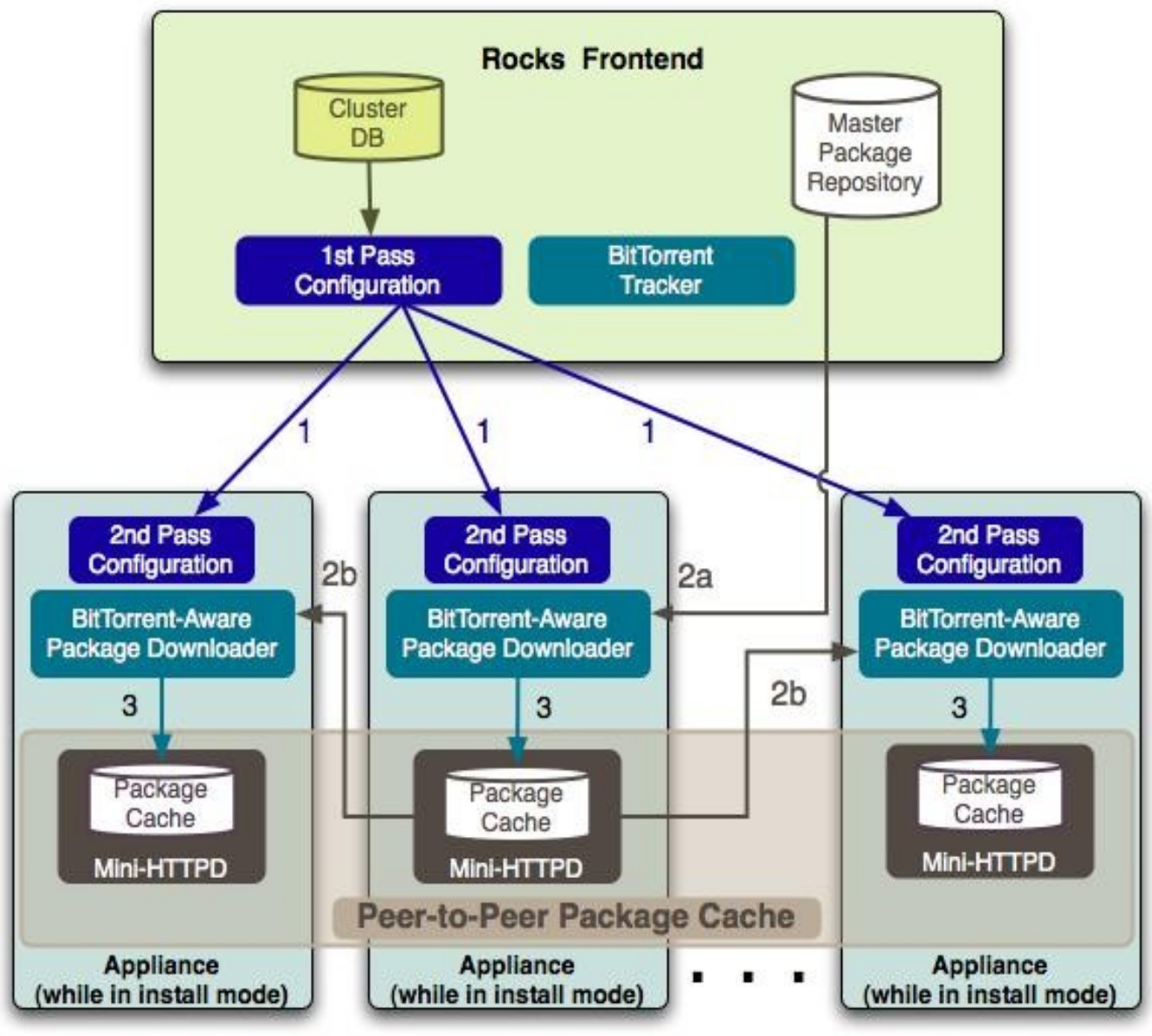
# Two Considerations

- Physical Display
  - Back Projection
  - Liquid Crystal Displays
- Rendering Technique
  - Rendering and displaying on the same machine
  - Rendering and displaying on separate machines

# Rocks Clusters

- SQL Database & Master Repository
- Back-end nodes connect via PXE or CD
- Red Hat Kickstart
- Package downloading via torrent
- New nodes exchange packages without front-end
- Cluster DB used for propagating configuration changes





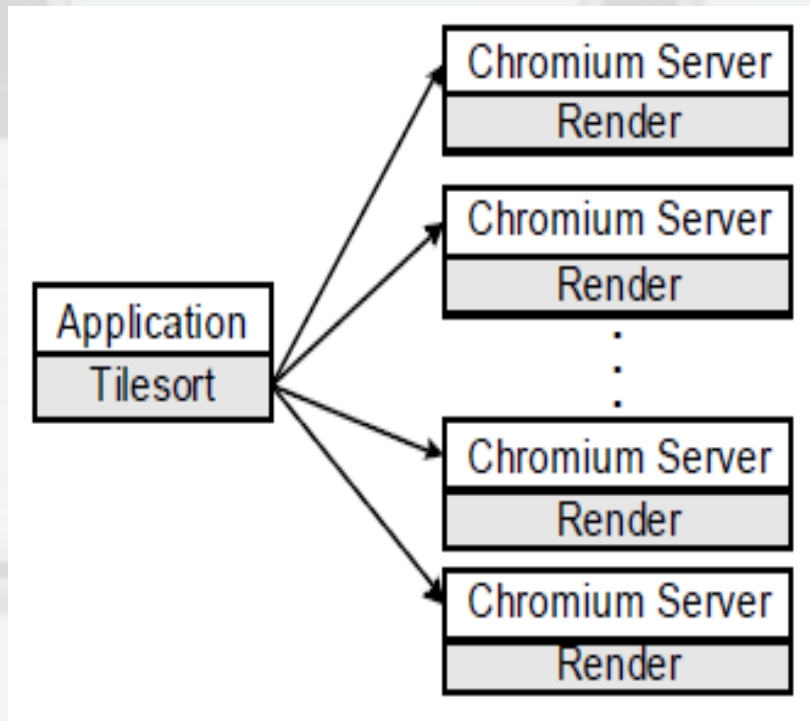
# DMX & Xinerama

- DMX (Xdmx) - multiple displays from multiple machines
- Xinerama - multiple displays unified as single screen





# Chromium



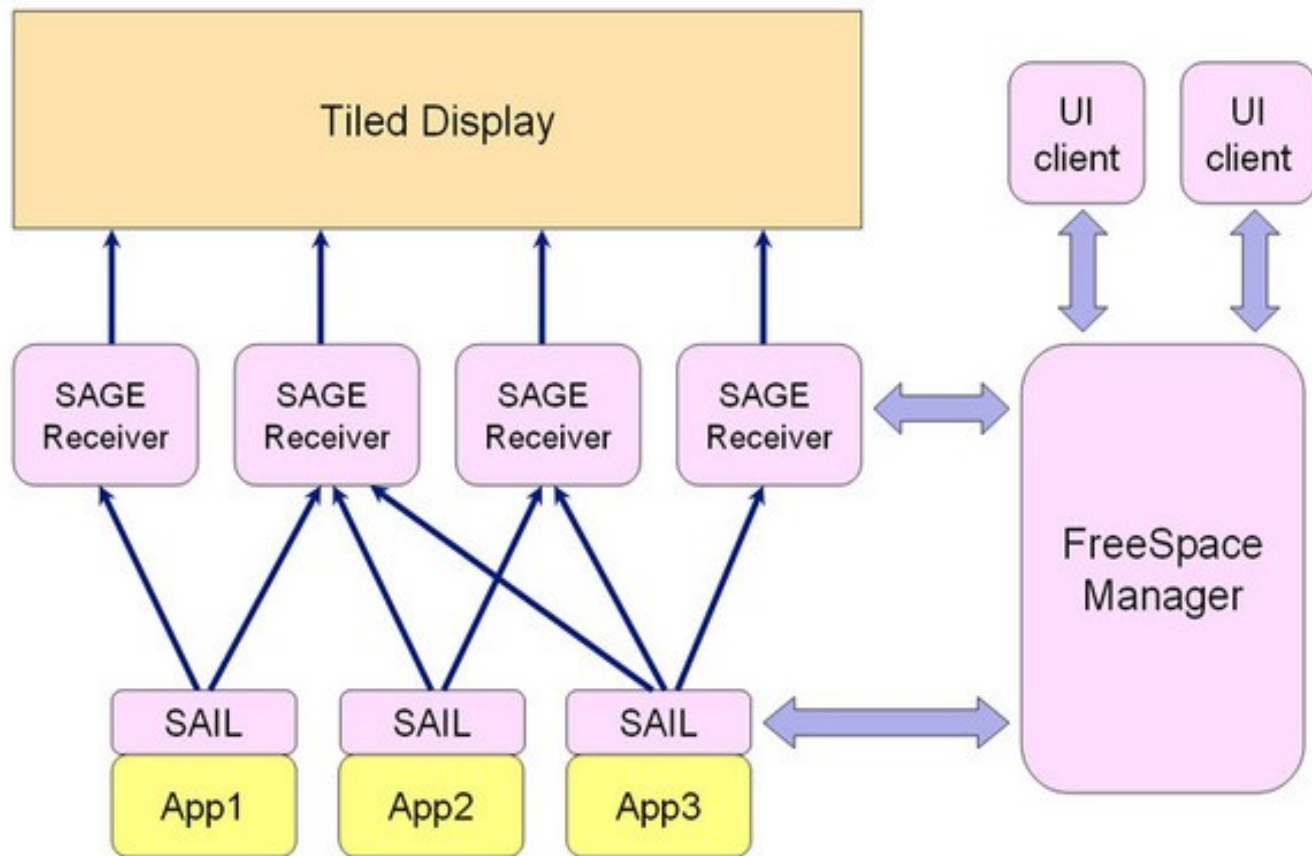
- Manipulates OpenGL for graphics cluster
- Stream Processing Unit (SPU)
- *Mothership*
- *Tilesort SPU*
- *Render SPU*

# SAGE

- Stream graphics from rendering cluster
- Collaborative environment

Components:

- 1) Free Space Manager
- 2) SAGE Application Interface Library (SAIL)
- 3) SAGE Receiver
- 4) User Interface (UI)



← Pixel Stream      ↔ SAGE Messages

SAIL : Sage Application Interface Library



# Results

- Ubuntu 9.04
  - Xdmx seg fault (xdmx\_1.6.1.901-3\_i386.deb)
  - Chromium only locally
- Rocks 4.2.1
  - Limited Viz Roll
- Rocks 5.0
  - Full-functional Viz configuration
  - Latest version for i386
  - Last roll containing Xdmx

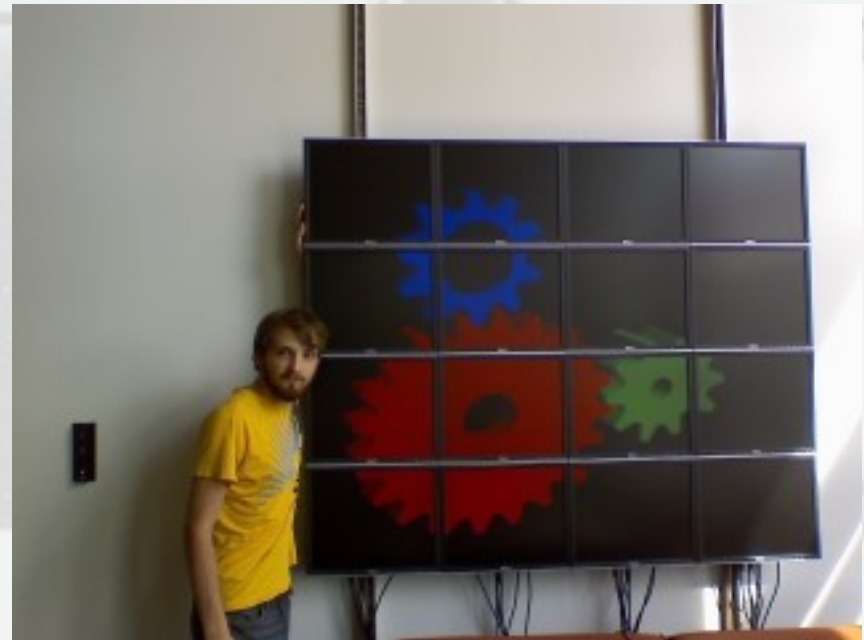
# UMaine 3x3 Display Wall



- Dual Pentium 3s  
(Application/Head-node)
- 3 Dual Pentium 3s  
(Render)
- 3 Geforce4 MX 4000s  
128MB (per render)
- 3840x3072 resolution
- 60 Frame Per Second

# UMaine 4x4 Display Wall

- Dual Xeon Quad-Core (Application/Head-node)
- 2 Core 2 Quad-Core (Render)
- 4 nVidia 8600GT Dual-DVI 256MB (per render)
- 5120x4096 resolution
- 60 Frame Per Second





# Acknowledgment

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# Questions

