

Visualization Walls Using Commodity Clusters: Rocks Viz Roll

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SuperMe



Introduction

- In 2004, 58% of the Top500 fastest supercomputers in the world were commodity clusters (From RocksClusters.org)... Why?

- 1) Cost less than custom architecture
- 2) Allow more organizations to enter HPC

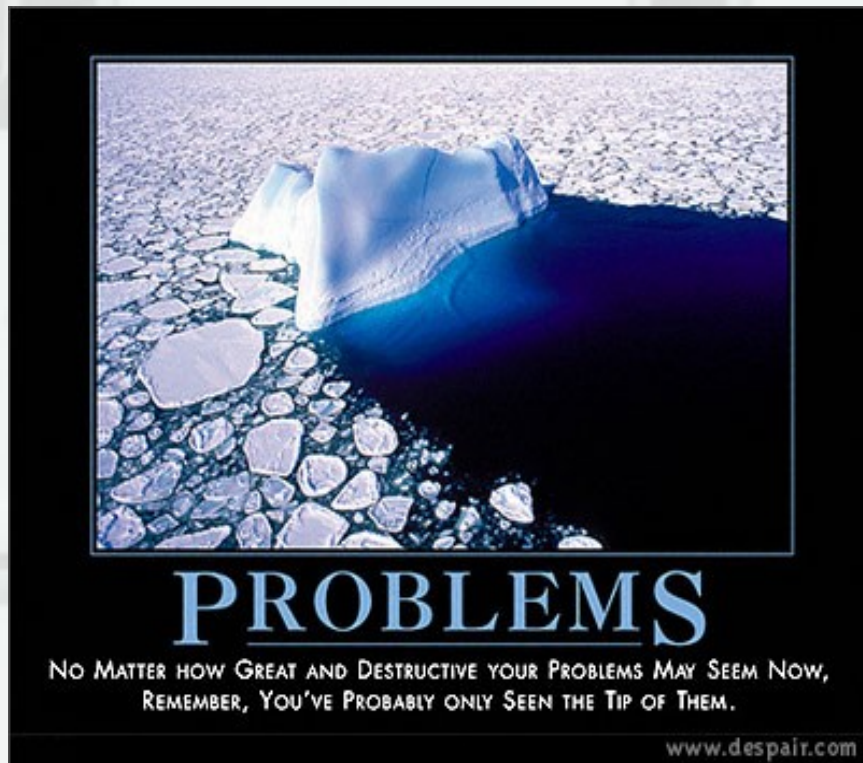
- Growth in HPC increases data set size and quantity = Rise in visualization demand

Solution: Fusion of commodity clusters and high-resolution data visualization

Related Works

- LionEyes Display wall
 - 12 projectors
 - 12 dual Xeons w/ NVIDIA Quadro 900 XGL (render)
 - 2 Xeons w/ NVIDIA Quadro 900 XGL (application)
 - Resolution: 4096x2304
- Hyperwall-2 (NAS Advanced Supercomputing)
 - 128 LCD screens
 - 128 GPUS
 - 1,024 cores
 - 74 teraflops

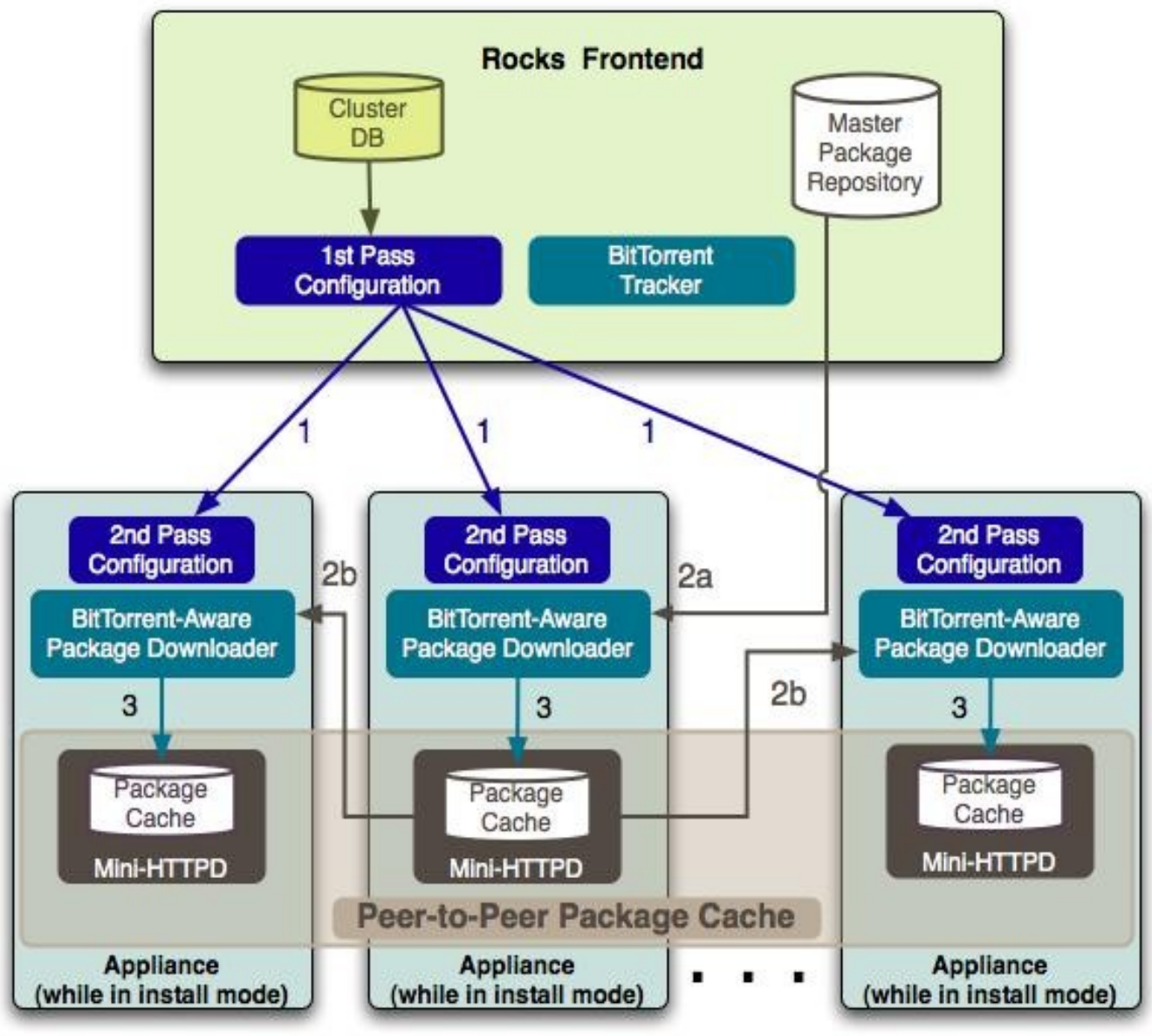
Two Problems



- Commodity clusters require computer scientists to rethink:
 - 1) System Management
 - 2) Programming Methodology

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

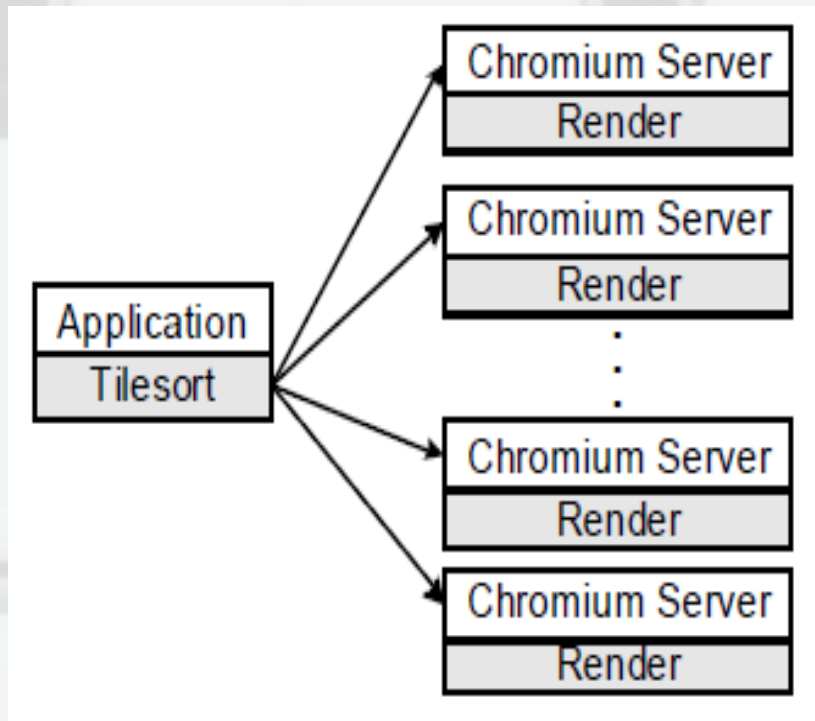


DMX & Xinerama

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



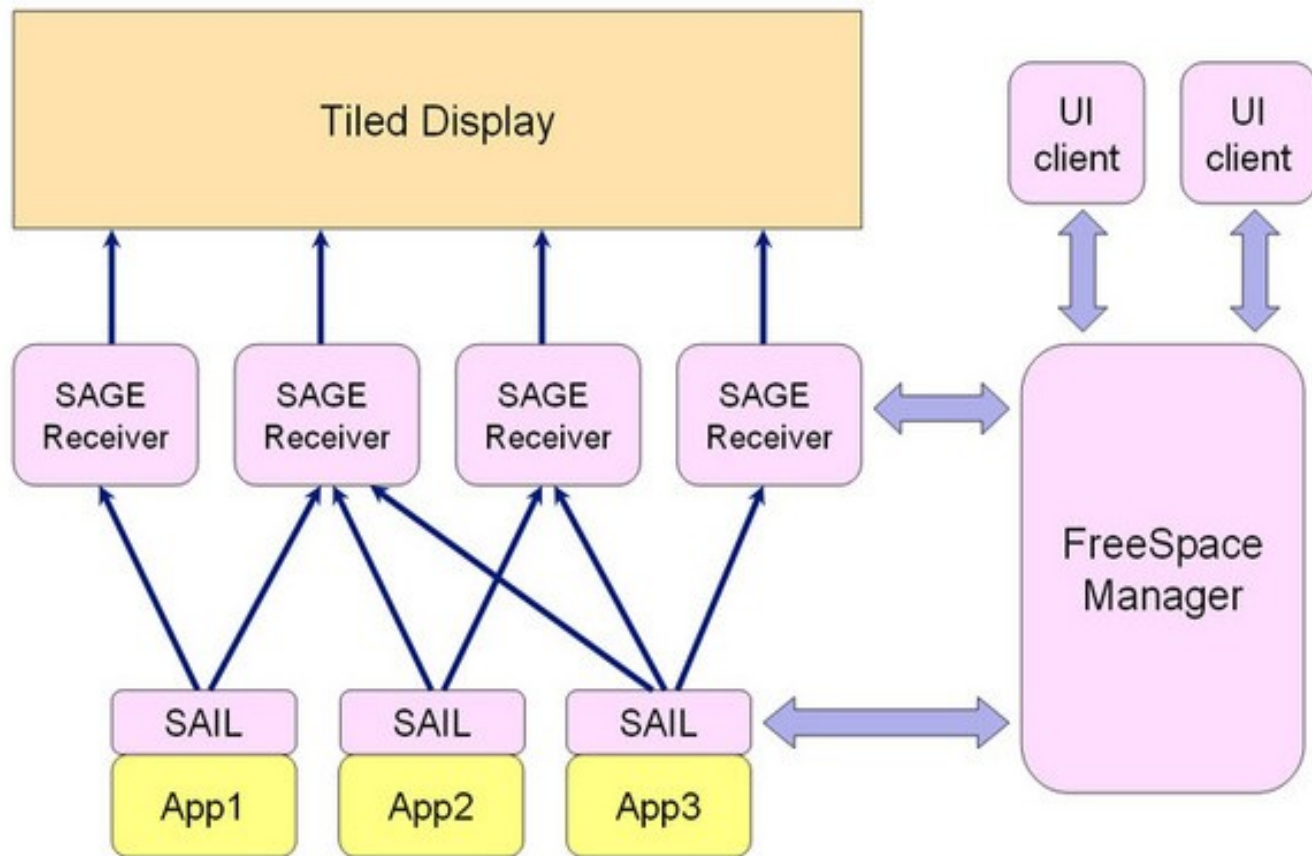
Chromium



- 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)

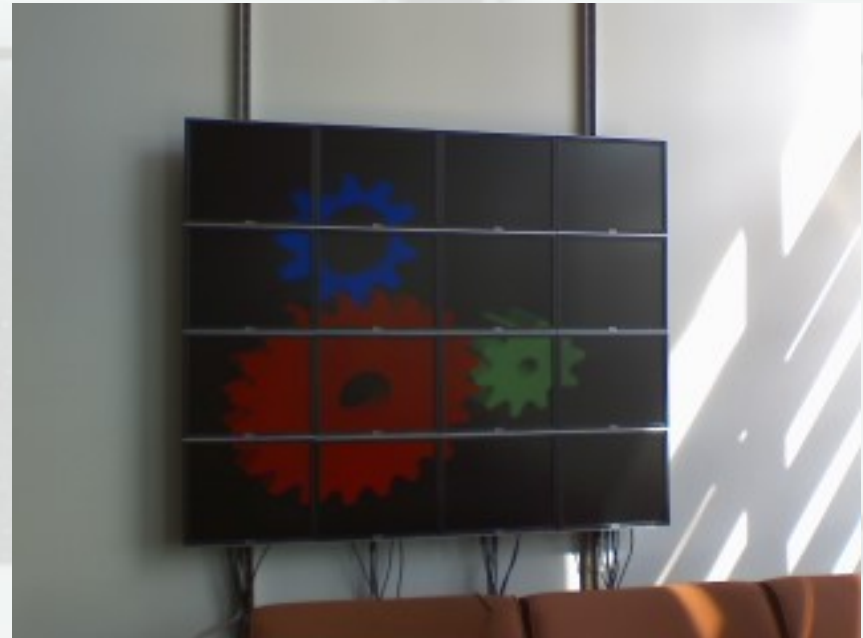


← Pixel Stream ↔ SAGE Messages

SAIL : Sage Application Interface Library

Results

- Rocks 4.2.1 – issues
- Rocks 5.0
- Dual Pentium 3s w/ 3x Geforce4 MX 4000s 128MB (3 nodes)
- Core 2 Quads w/ nVidia 8600GT Dual-DVI cards 256MB (2 nodes)



Acknowledgment

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References

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Questions?

