Parallel Sonar Beam Tracing

CS566 Final Project

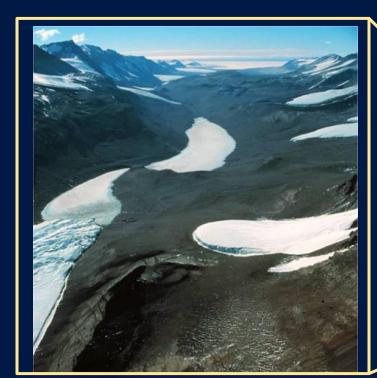
Alessandro Febretti, Homam Abu Saleem

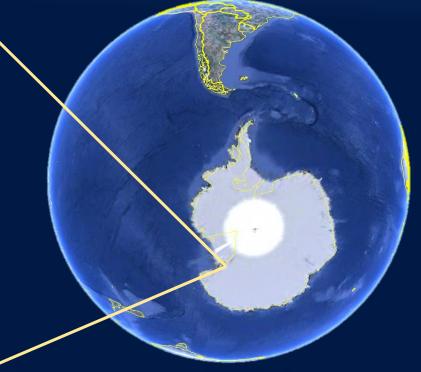


ENDURANCE

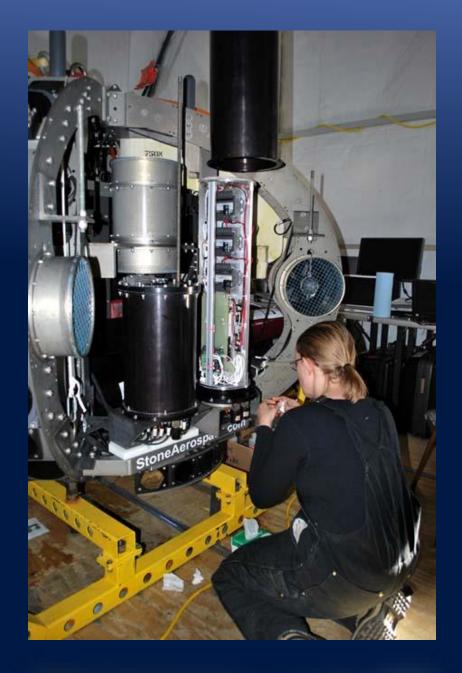
 Environmentally Non - Disturbing Under - ice Robotic ANtarctic Explorer

Funded by NASA ASTEP program







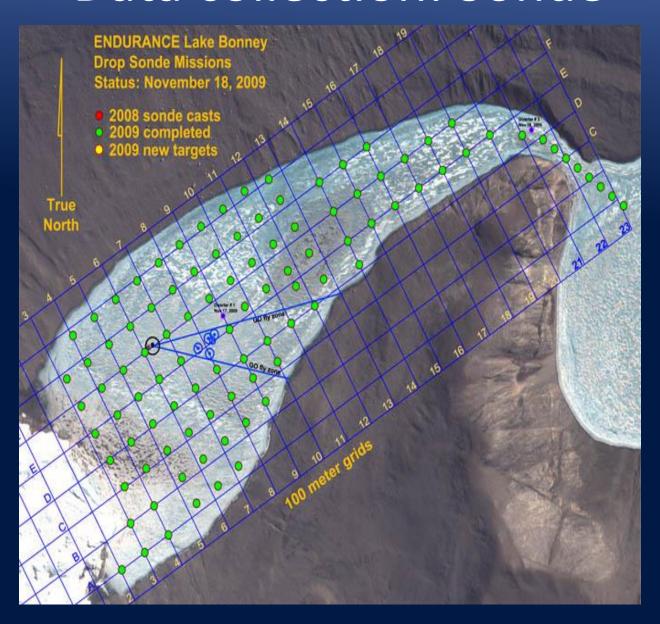






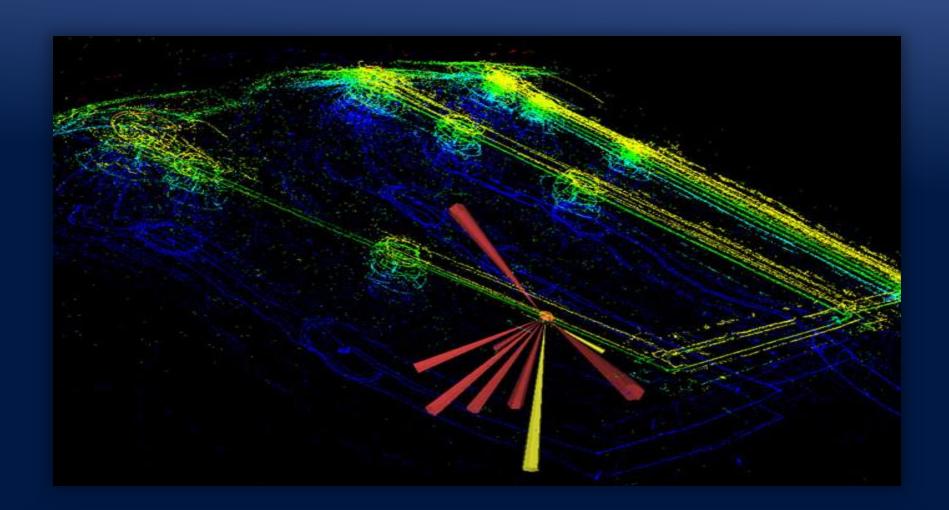


Data collection: Sonde



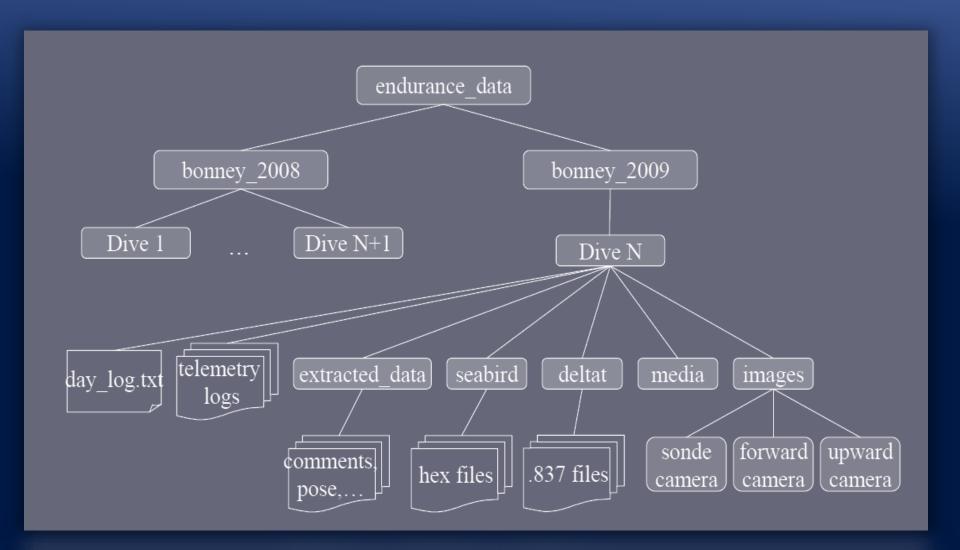


Data collection: Sonar





Dataset structure





Objectives

- Create a new, high resolution lake bathymetry
 - Compute precise lake volume
 - Simulate lake interaction with the McMurdo Valley
 System
- Generate a 3D model of the lake/glacier interface



Challenges

- Sonar data is very imprecise
 - Multipath reflections
 - Water turbidity
 - Navigation / attitude errors
 - Water level variations
 - Lake Chemistry



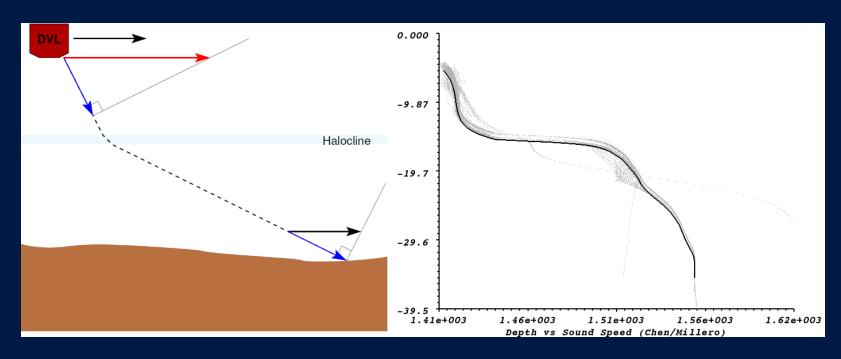
How Sound Travels Through Water

- Basic measurement: return time of sound pressure wave
 - Converted to distance using estimated speed of sound
- Speed of sound in sea water: ~1500m/s
 - estimate changes with temperature, salinity, pressure.
 - Sound speed influences beam paths
 - Refraction (Snell's Law)



How Sound Travels Through Water

- Different sound velocity models (i.e. DelGrosso, Chen-Millero)
 - Tested in ocean water only



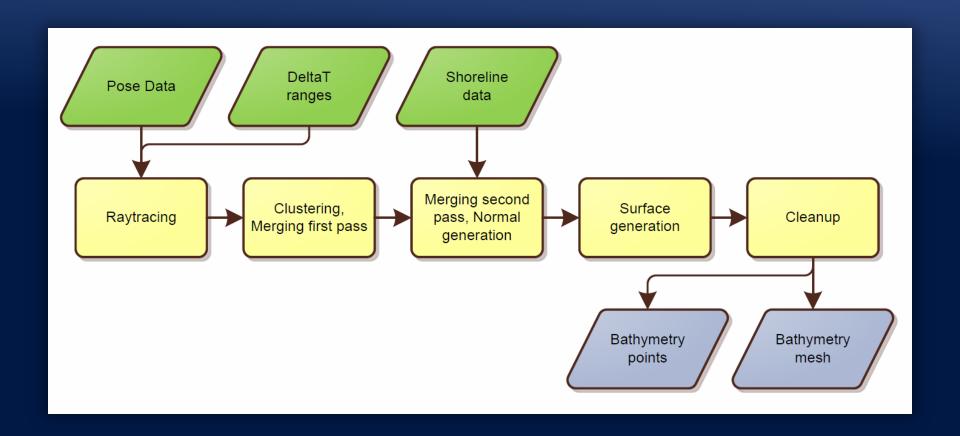


Requirements

- To address objective researchers need to
 - Tweak SVM and beam tracing parameters
 - Apply different navigation corrections
 - Change noise filtering levels
- Big parameter space
 - Need fast tweak-process-visualize pipeline
 - Point cloud is enough
 - Surface reconstruction can be done offline (ex. using Poisson reconstruction)



Pipeline





dttools

- Toolkit used for ENDURANCE sonar processing
 - dtrt
 - beam tracer, adapted from MBSystem
 - dtmerge
 - merge, cleanup, normal estimation
 - dtpoisson
 - surface reconstruction
 - dtsample
 - dataset query tool
- We add mpidtrt, mpidtmerge



Ray-tracing Steps

- Load the configuration files
- Load DeltaT files
- Load Position files
- Merge DeltaT points and Position points
- Trim off some noise points in the DeltaT points
- Calculate distance using sound velocity property, orientation, and position configurations for DeltaTpoints / P
- Generate 3D coordinates using the distance, position and orientation configurations
- Write the coordinates to the output file



Parallel Ray-tracing Steps

- Load the configuration files
- Load the entire DeltaT file to get the data set size
- Load the entire Position file because all of the points are needed for each point in DeltaT
- Each process merges (total DeltaT points / P) and Position points
- Last process does the remainder of DeltaTpoints / P since division will leave a remainder < P
- Trim off some noise points in the DeltaT points
- Calculate distance using sound velocity property, orientation, and position configurations for DeltaTpoints / P
- Generate 3D coordinates using the distance, position and orientation configurations DeltaTpoints / P
- Each process writes the coordinates to a separate output file
- Process 0 merges all of the separate output files into one and deletes the separate output file



Merging DeltaT and Position

- Each DeltaT ping has a time stamp
- Each Position data has a time stamp
- Search the time stamp for the positions and pick the closes one to the time stamp of DeltaT ping
- The position data will be used as position data for the DeltaT ping



Removing Noise

- Each ping has multiple sonar signals sent and receive the reflection
- If a received signal is not within a set filter angle, disregard it
- If a received signal has time that is less than a certain threshold, we disregard it



Parallel Ray-tracing Notes

- At least one process has to load the entire DeltaT and Position files to get the size of data since it is unknown, disadvantage
- The writing part has to be sequential, because when multiple processes write to the same file, there will concurrency problem and some process overwrites another process output
- The sound velocity was calculated by scientists and provided along with the data. It was calculated according to the water profile for each region



Ray-trace Input/Output Samples

- 0.000 0.000 0.000 0.000 0.000 0.000 0.000 0.000 DeltaT: 1259565829.523583 0.0000.000 39.360 39.520 0.000 39.360 39.200 39.040 39.040 38.880 38.720 38.560 38.400 0.000 0.000 38,080 38,080 38,240 0.000 34.080 34.080 0.000 34.080 33.920 33.920 33.760 33.760 33.760 33.600 33.600 33.600 33.440 33.440 33.440 33.280 33.120 33.120 33.120 33.120 32.960 32.960 32.800 32.800 32.800 32.800 32.640 0.000 32.320 32.320 32.160 32.160 32.160 32.000 32.000 32.000 32.480 32.480 32.000 32.160 32.160 32.000 32.000 32.000 31.840 31.840 31.840 31.680 31.680 31.680 31.520 31.520 31.520 31.520 31.360 31.360 31.200 31.200 31.200 31.360 31.360 31.520 31.520 31.680 31.680 31.680 31.680 31.680 31.680 31.520 31.520 31.520 31.520 31.520 31.520 31.360 31.360 31.040 31.040 32.000 0.000 35.840 0.000 0.000 0.000 0.000 0.000 0.000 0.000 0.000 0.000 0.000 35.520 35.840 36.000 36.000 36.640 36.640 36.640 36.640 36.480 36.480 36.480 36.480 0.0000.000 45.440 45.600 0.000 0.000 0.000 0.000 0.000 0.000 0.000 0.000 0.0000.000 0.000
- Position: 1259565829.483745 0.001 0.003 5.548 -3.172 -1.014 5.378
- Output: 0.054576, 0.113037, 62.693869



Ray-trace Input/Output Samples

```
lyra.evl.uic.edu - PuTTY
Directory: /
lyra /> cd data/evl/homam/
Directory: /data/evl/homam
lyra evl/homam> ls
bonney-08-dive05.csv bonney-08-dive09.csv bonney-08-dive12.csv bonney-09-dive13.csv bonney-09-dive18.csv bonney-09-dive20.csv bo
bonney-08-dive07.csv bonney-08-dive10.csv bonney-08-dive13.csv bonney-09-dive17.csv bonney-09-dive19.csv bonney-09-dive21.csv bo
lyra evl/homam> 1s -1
total 7153048
-rw-r--r-- 1 homam evl 1085109435 May 10 10:55 bonney-08-dive05.csv
-rw-r--r-- 1 homam evl 146265060 May 10 10:56 bonney-08-dive07.csv
rw-r--r- 1 homam evl 800649406 May 10 10:57 bonney-08-dive09.csv-
rw-r--r- 1 homam evl 847768649 May 10 10:59 bonney-08-dive10.csv
-rw-r--r-- 1 homam evl 1117136212 May 10 11:00 bonney-08-dive12.csv
-rw-r--r- 1 homam evl 109863694 May 10 11:01 bonney-08-dive13.csv
-rw-r--r-- 1 homam evl 88204107 May 10 10:54 bonney-09-dive13.csv
rw-r--r-- 1 homam evl
                         95924810 May 10 10:55 bonney-09-dive17.csv
                         54785526 May 10 10:56 bonney-09-dive18.csv
rw-r--r-- 1 homam evl
                         66219155 May 10 10:56 bonney-09-dive19.csv
-rw-r--r-- 1 homam evl
                        30765331 May 10 10:57 bonney-09-dive20.csv
-rw-r--r-- 1 homam evl
                         61926582 May 10 10:58 bonney-09-dive21.csv
-rw-r--r-- 1 homam evl
                         69347344 May 10 10:58 bonney-09-dive22.csv
-rw-r--r-- 1 homam evl
                        44119255 May 10 10:59 bonney-09-dive23.csv
rw-r--r-- 1 homam evl 142372771 May 10 11:00 bonney-09-dive24.csv
-rw-r--r- 1 homam evl 747855635 May 10 11:01 bonney-09-dive25.csv
-rw-r--r-- 1 homam evl 937692838 May 10 11:02 bonney-09-dive26.csv
-rw-r--r-- 1 homam evl 878599312 May 10 11:03 bonney-09-dive27.csv
drwxr-xr-x 4 homam evl
                             4096 Apr 28 15:19 dttools
lyra evl/homam> vi bonney-08-dive0
bonney-08-dive05.csv bonney-08-dive07.csv bonney-08-dive09.csv
lyra evl/homam> vi bonney-08-dive05.csv
lyra evl/homam> cd dttools/source/bin/--debug/
Directory: /data/evl/homam/dttools/source/bin/--debug
lyra bin/--debug> ls -l
total 10332
-rw-r--r-- 1 homam evl
                        14210 May 8 21:22 aaa.txt
-rw-r--r-- 1 homam evl
                           346 May 10 09:31 bonney08_P128_time.txt
                           346 May 10 09:53 bonney08_P144_time.txt
345 May 10 10:35 bonney08_P16_time.txt
rw-r--r-- 1 homam evl
                           346 May 10 06:24 bonney08 P256 time.txt
-rw-r--r-- 1 homam evl
rw-r--r-- 1 homam evl
                           345 May 10 10:41 bonney08 P32 time.txt
-rw-r--r-- 1 homam evl
                           348 May 10 11:01 bonney08 P512 time.txt
rw-r--r-- 1 homam evl
                           346 May 10 10:49 bonney08 P64 time.txt
348 May 10 10:27 bonney08 P8 time.txt
rw-r--r-- 1 homam evl
-rw-r--r-- 1 homam evl
                           348 May 10 02:10 bonney08 parallel time.txt
rw-r--r-- 1 homam evl
                           135 May 10 10:53 bonney08.sh
rw-r--r-- 1 homam evl
                           357 May 10 01:55 bonney08 time.txt
rw-r--r-- 1 homam evl
                           687 May 10 05:47 bonney09_P128_time.txt
rw-r--r-- 1 homam evl
                           687 May 10 10:03 bonney09 P144 time.txt
-rw-r--r-- 1 homam evl
                           681 May 10 10:34 bonney09 P16 time.txt
-rw-r--r-- 1 homam evl
                           687 May 10 06:15 bonney09 P256 time.txt
-rw-r--r-- 1 homam evl
                           684 May 10 10:42 bonney09 P32 time.txt
-rw-r--r-- 1 homam evl
                           693 May 10 11:03 bonney09 P512 time.txt
rw-r--r-- 1 homam evl
                           688 May 10 10:50 bonney09 P64 time.txt
                           685 May 10 10:27 bonney09 P8 time.txt
rw-r--r-- 1 homam evl
-rw-r--r-- 1 homam evl
                           681 May 10 05:39 bonney09 parallel time.txt
rw-r--r-- 1 homam evl
                           153 May 10 10:53 bonney09.sh
rw-r--r-- 1 homam evl
                           702 May 10 01:54 bonney09 time.txt
rwxr-xr-x 1 homam evl 2579783 May 10 14:05 dtmerge
rwxr-xr-x 1 homam evl 2445614 May 10 14:05 dtrt
-rw-r--r-- 1 homam evl
                           288 May 7 13:37 hosts.txt
-rwxr-xr-x 1 homam evl 2796183 May 10 14:05 mpidtmerge
-rwxr-xr-x 1 homam evl 2638769 May 10 14:07 mpidtrt
lyra bin/--debug>
```



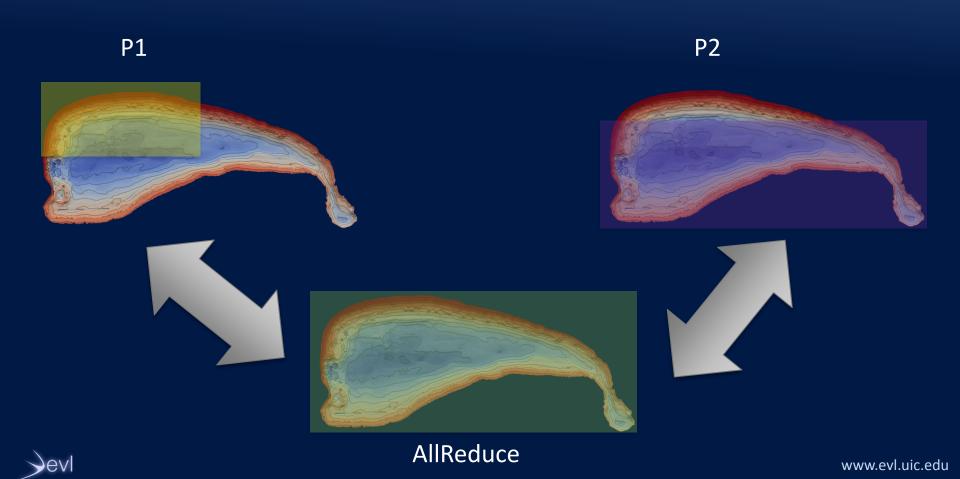
mpidtmerge: steps

- compute bounds
- merge point set into local grid
- distribute bins
- compute final points
- write points



compute bounds

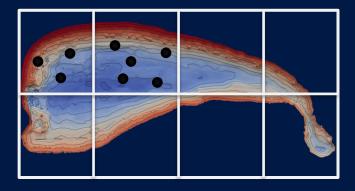
- Each node works on subset of points
- MPI_AllReduce to compute global min/max



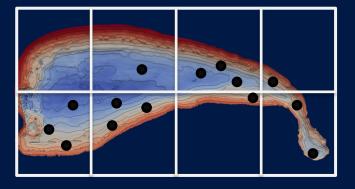
merge point set into local grid

- Each node works on same subset of points again
- global min/max used to create binning grid
 - use octree lookup to quickly find target bin for points
- Accumulate position, normal, num. points for each bin

P1



P2

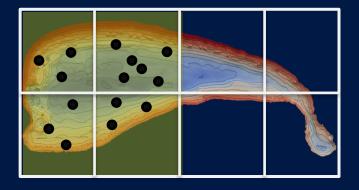




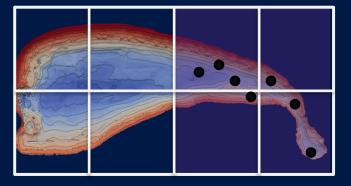
distribute bins

- Each node is assigned a subset of bins
- bins are exchanged and merged
- each node now has global accumulated positions, normal, point counts for bins it owns

P1



P2

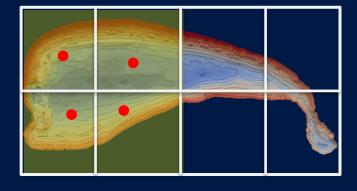




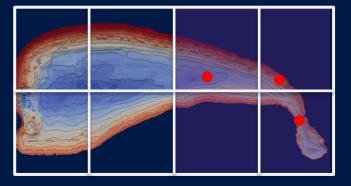
compute final points

- Each node computes final points, discards bins under threshold.
- each node now has part of final solution
- Normal estimation optionally happens here

P1



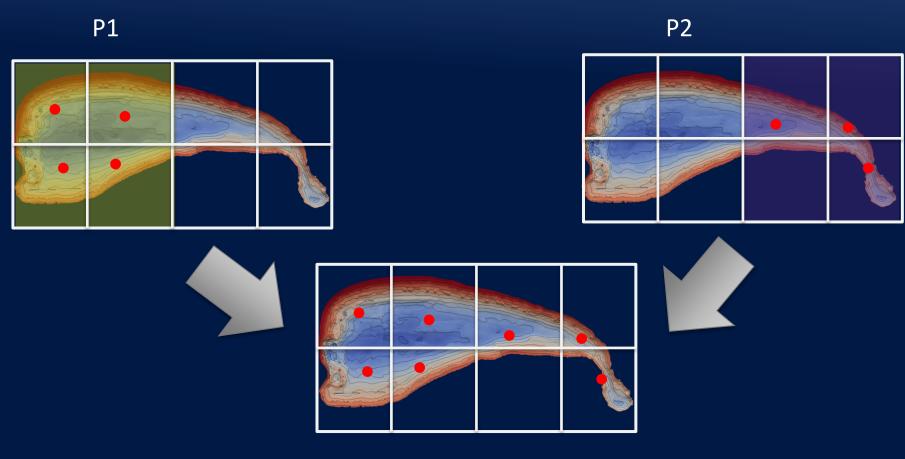
P2





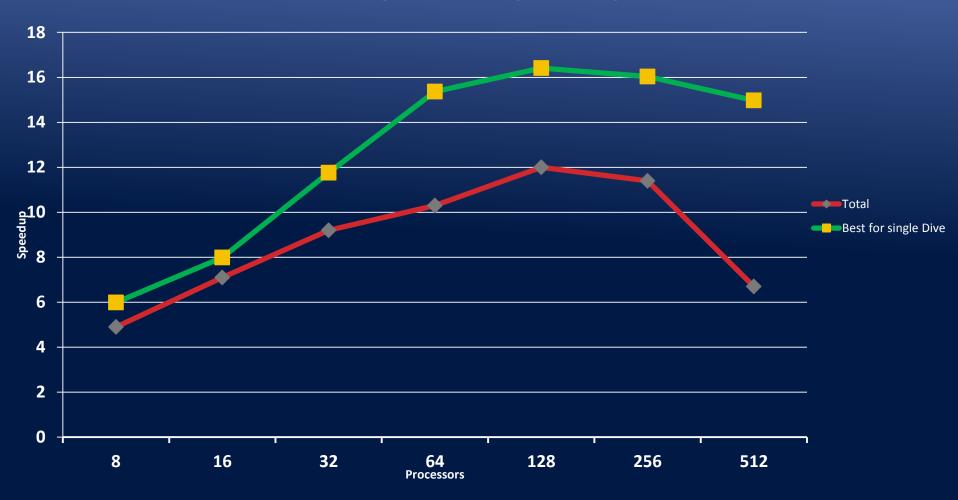
write output

- Each node appends its part of solution to output file
- Sequential. First node overwrites. Other nodes append.





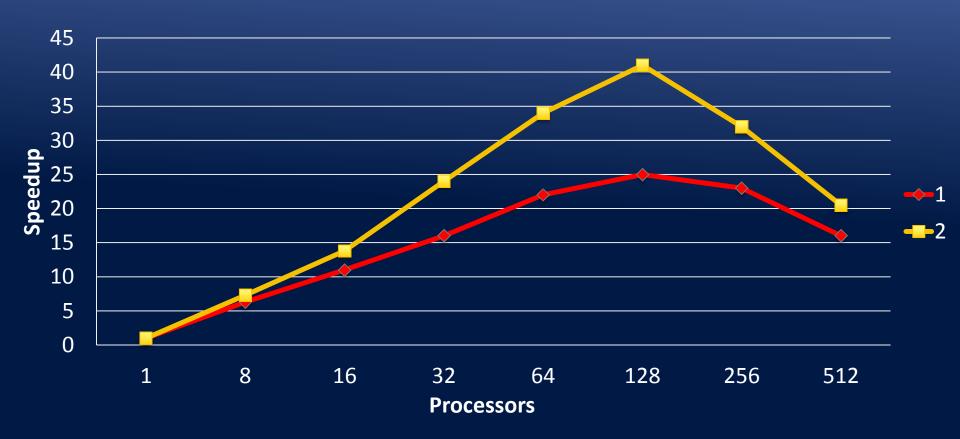
Raytracer Speedup



- Run on EVL Lyra cluster (36 machines, 16 cores)
- Best speedup for all dives(P=128): 12x
- Best speedup for a single dive (2009-Dive27, P=128): 16.4x
- Sequential time: ~45.5 minutes. Best parallel time: ~3.9 minutes
- This speedup is for processing each ping of the data set, most of the time we do no need to process each ping, we process something like 1 ping out of 10 pings, so this time would be much less than the above



Merge Speedup for 1m and 2m voxel size



- Run on EVL Lyra cluster (36 machines, 16 cores)
- Best speedup (P=128): 25-40x
- Sequential time: ~3.5 minutes. Best parallel time: ~5 seconds
- Entire dataset (~200Mil points) can be reprocessed almost in real time

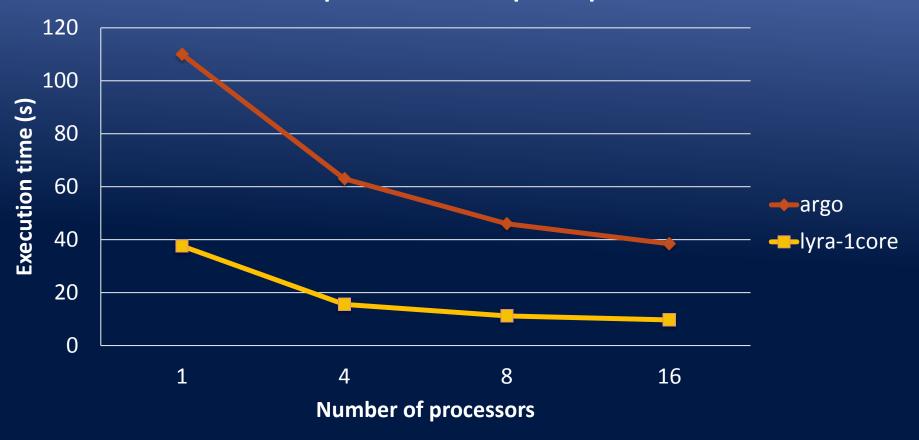


Comparison: Lyra vs Argo

- We compared beam tracing performance on lyra vs argo cluster.
- comparison on mpidtrt tool
 - measured overall time and final data merging time
 - helps sput CPU vs data transfer bottlenecks
- Argo limitations
 - 4 node / 16 core quota (lyra speedup optimum is at 128)
 - memory: mpidrt without decimation fails (out-of-memory) when running 4 cores per node.
 - All tests were run with 10x decimation.



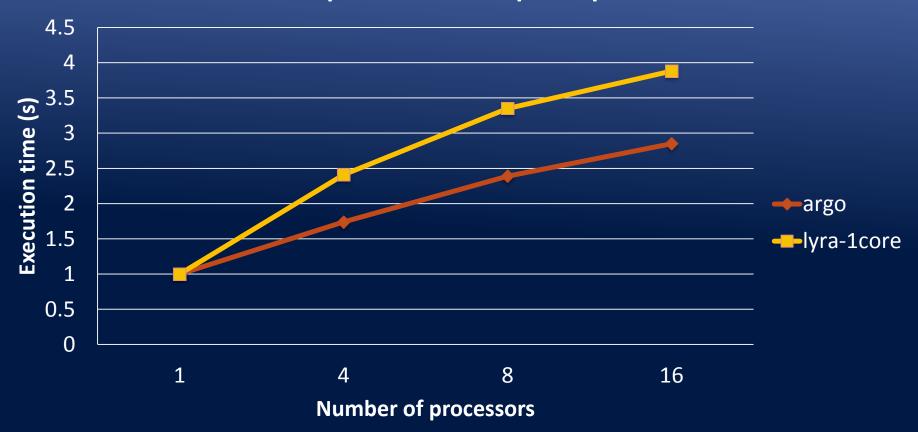
mpidtrt: Parallel speedup



Argo is ~2.5 times slower than lyra on average



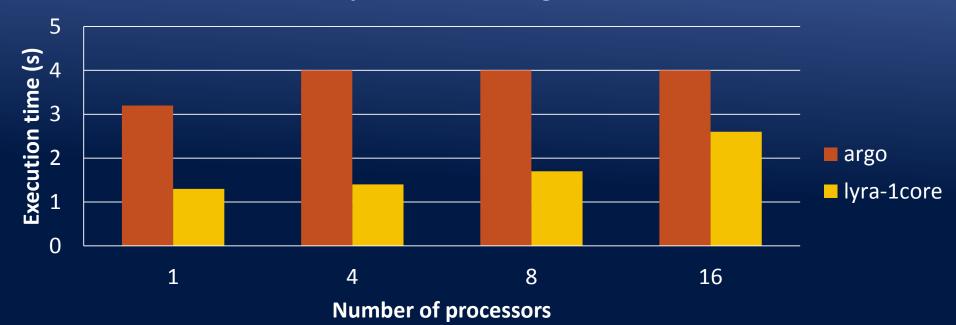
mpidtrt: Parallel speedup



Lyra has better speedup trend (at least up to 16 processors)



mpidtrt: data merge time



- this step is IO-bound
- good estimate of data transfer performance
- argo has higher stable times (~4 seconds)
- lyra has lower, increasing times (1.3 2.6 seconds)



Visualization



Visualization

- xyz data copied to GPU memory as-is
- Geometry shader generates user facing quads from points
- Fragment shader rasterizes sphere within quad
- Scales to a few mil points
- Future work: LOD / spatial optimizations





Future work

- Import full, unmerged data into visualization
- Fast query of visualized data
- Mark regions as noisy, feed back to merge step, reprocess on-the-fly
- Integrate with other data sources
 - Chemistry readings
 - AUV position
 - Map



dttools source

- Publicly accessible:
 - https://code.google.com/p/dttools/
- mpidtrt and mpimerge sources:
 - https://dttools.googlecode.com/svn/trunk/src/mpidtrt/mpidtrt.cpp
 - https://dttools.googlecode.com/svn/trunk/src/mpidtmerge/mpidtmerge.cpp
- All MPI code is implemented within source code of these tools
- Core library (dttcore) was mostly unmodified

