

# Parallel Graphics Programming with Equalizer

# Outline

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- Application Environments
- Scalable Rendering
- Multipipe Programming with Equalizer

# Environment

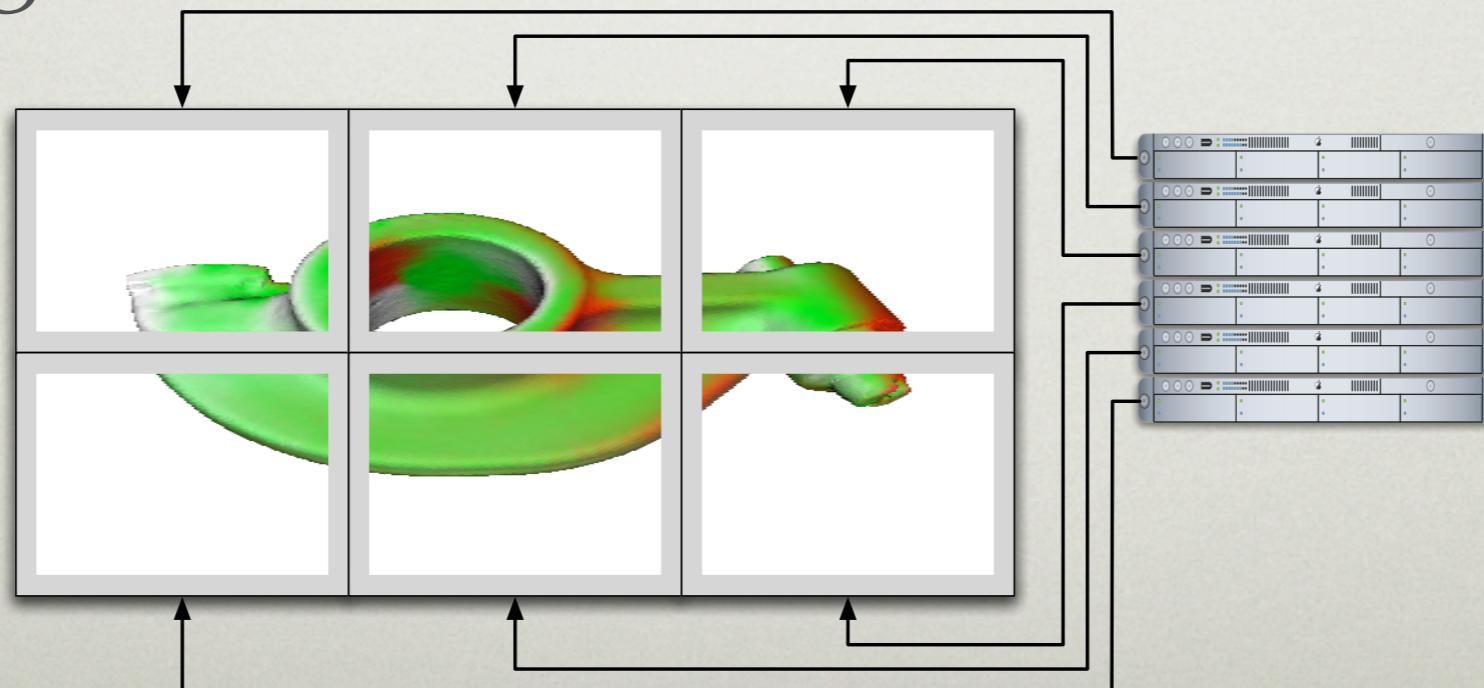
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- Display Walls
- Virtual Reality
- Remote Rendering
- Scalable Rendering

# Display Walls

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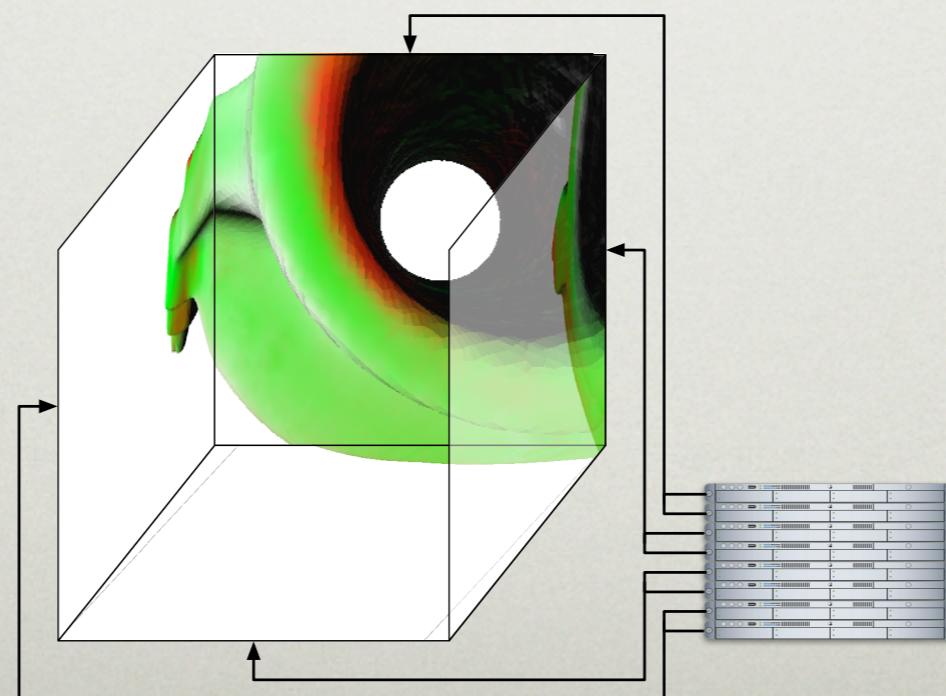
- Group collaboration
- Better data understanding
- One to four displays per computer
- High resolution: 10-100 MPixels



# Virtual Reality

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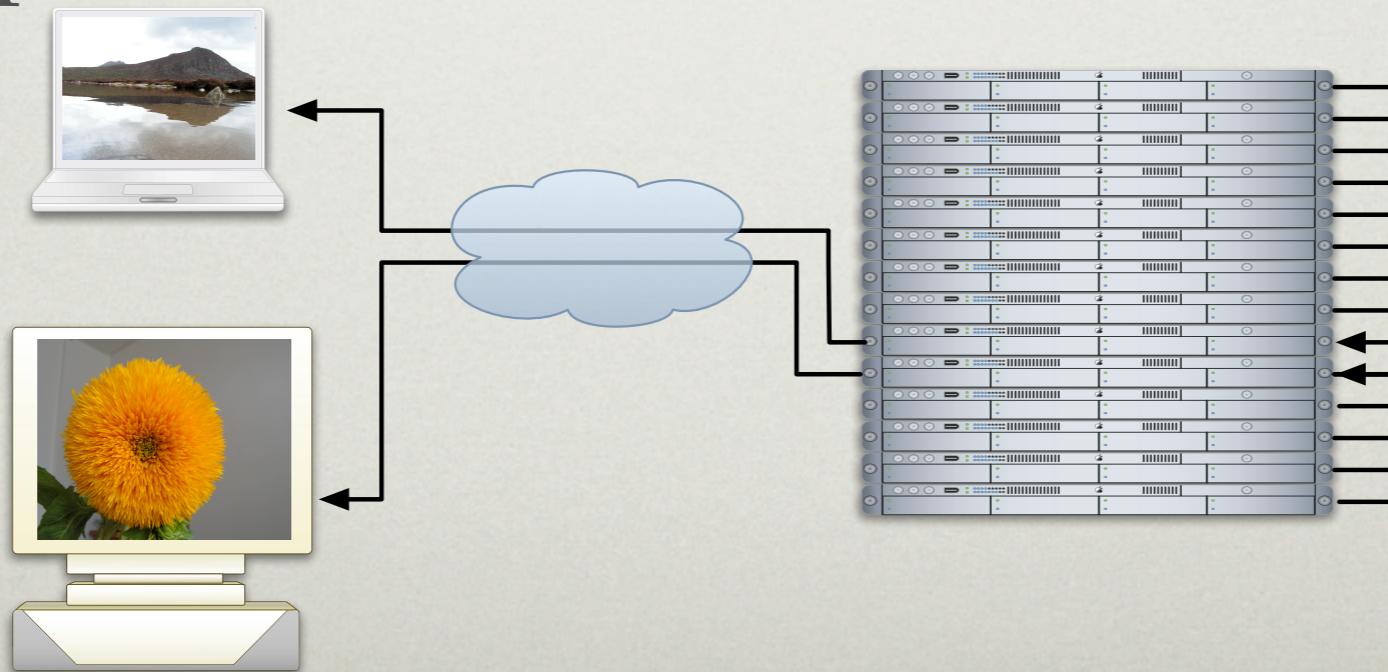
- Stereo rendering, head tracking
- High frame rates
- Up to two computers per wall with passive stereo



# Remote Rendering

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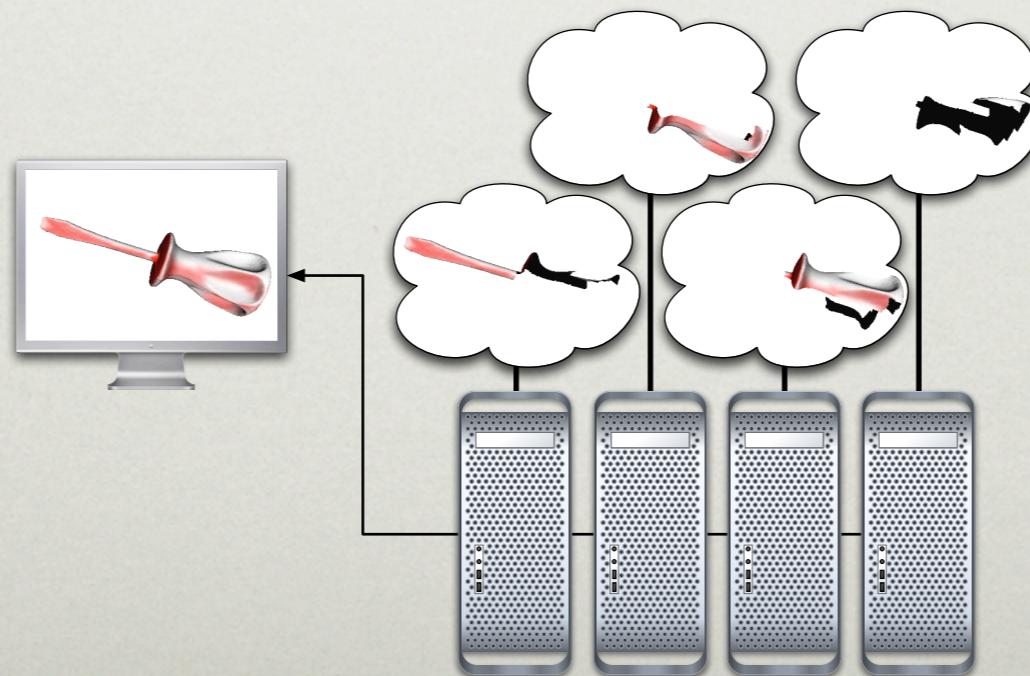
- Centralize data, software and hardware
- Combined with scalable rendering
- Avoids copying of HPC result data
- Simplifies administration



# Scalable Rendering

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- Render massive data sets faster
- Use multiple graphics cards and processors per display
- Different algorithms for parallelization



# Scalable Rendering

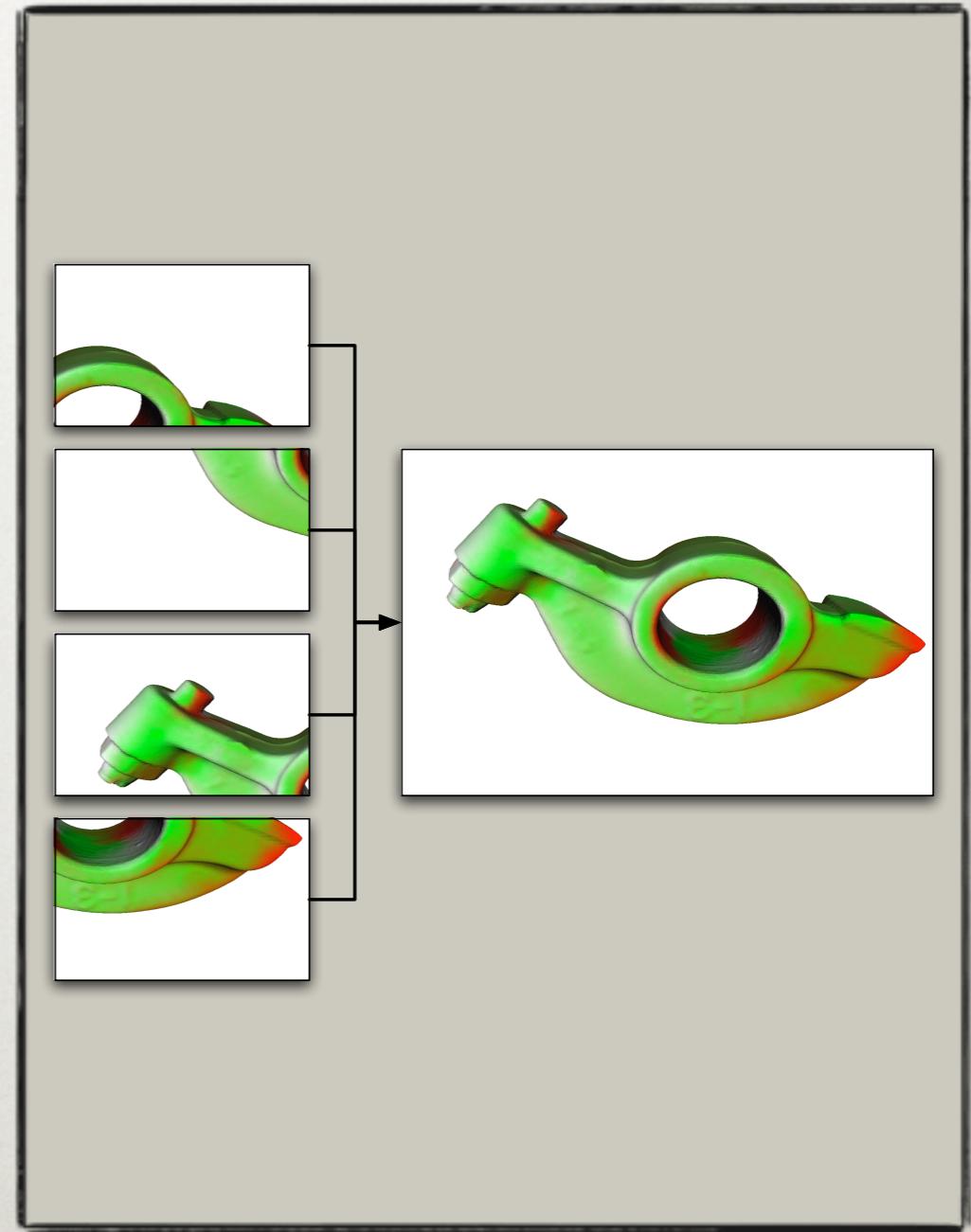
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- Single frame decomposition
  - sort-first: screen-space partition
  - sort-middle: only practical on GPU
  - sort-last: database partition
- Entire frame decomposition
  - DPlex: time-multiplex
  - Eye: stereo passes

# 2D / Sort-First

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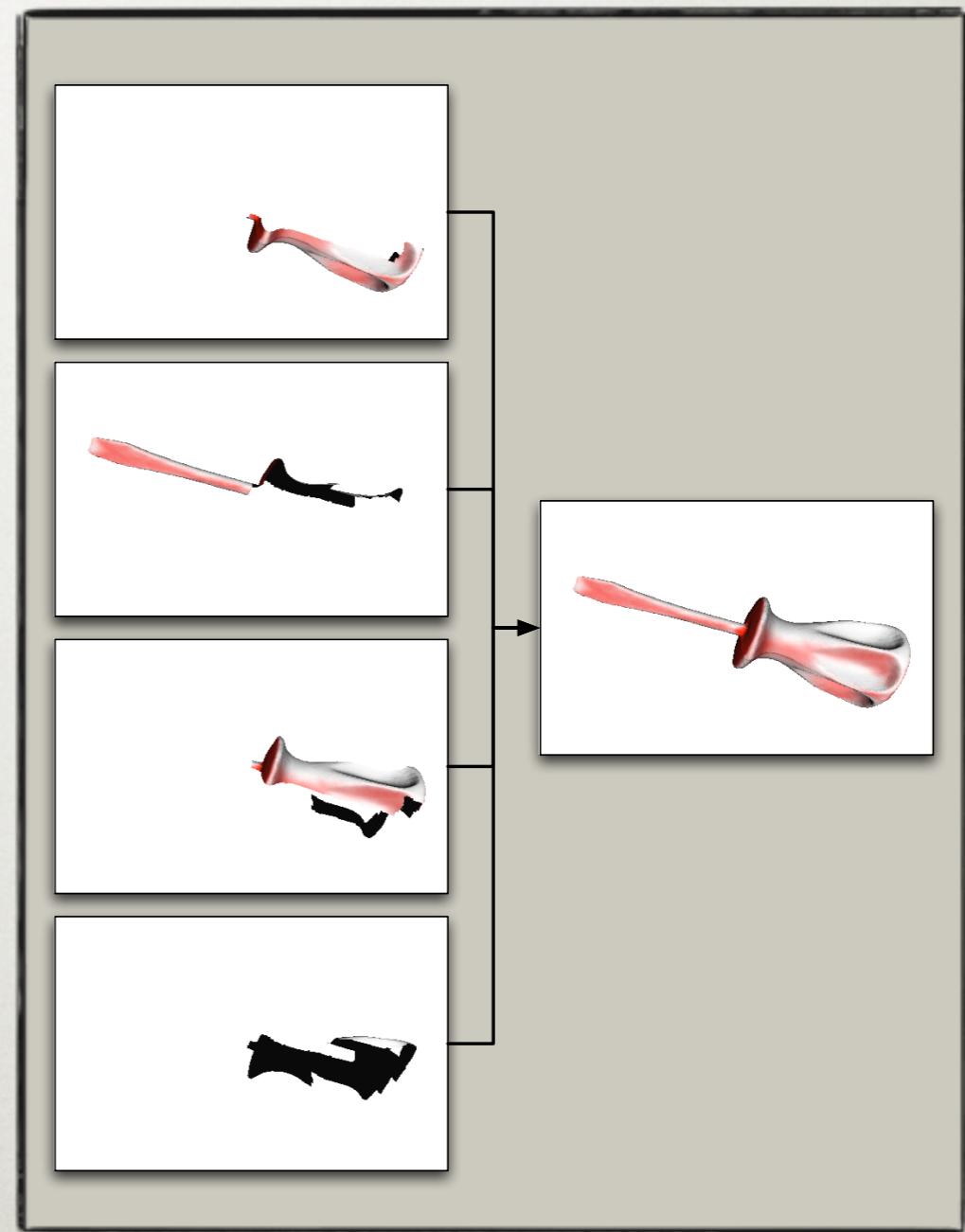
- Scales fillrate / fragment processing
- Scales vertex processing with view frustum culling
- Parallel overhead due to primitive overlap limits scalability



# DB/Sort-Last

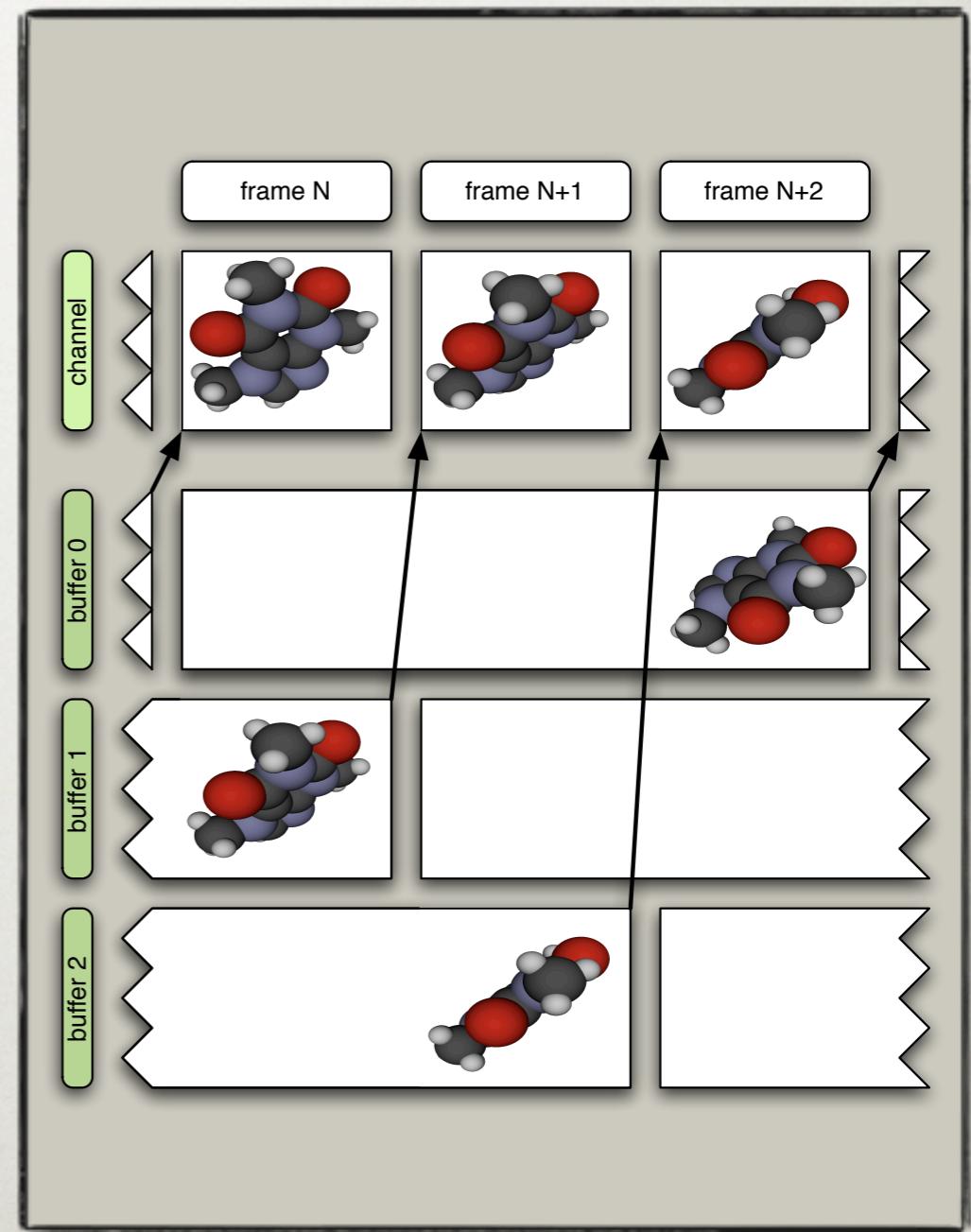
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- Scales all aspects of rendering pipeline
- Application needs to be adapted to render subrange of data
- Recomposition relatively expensive



# DPlex / Time-Multiplex

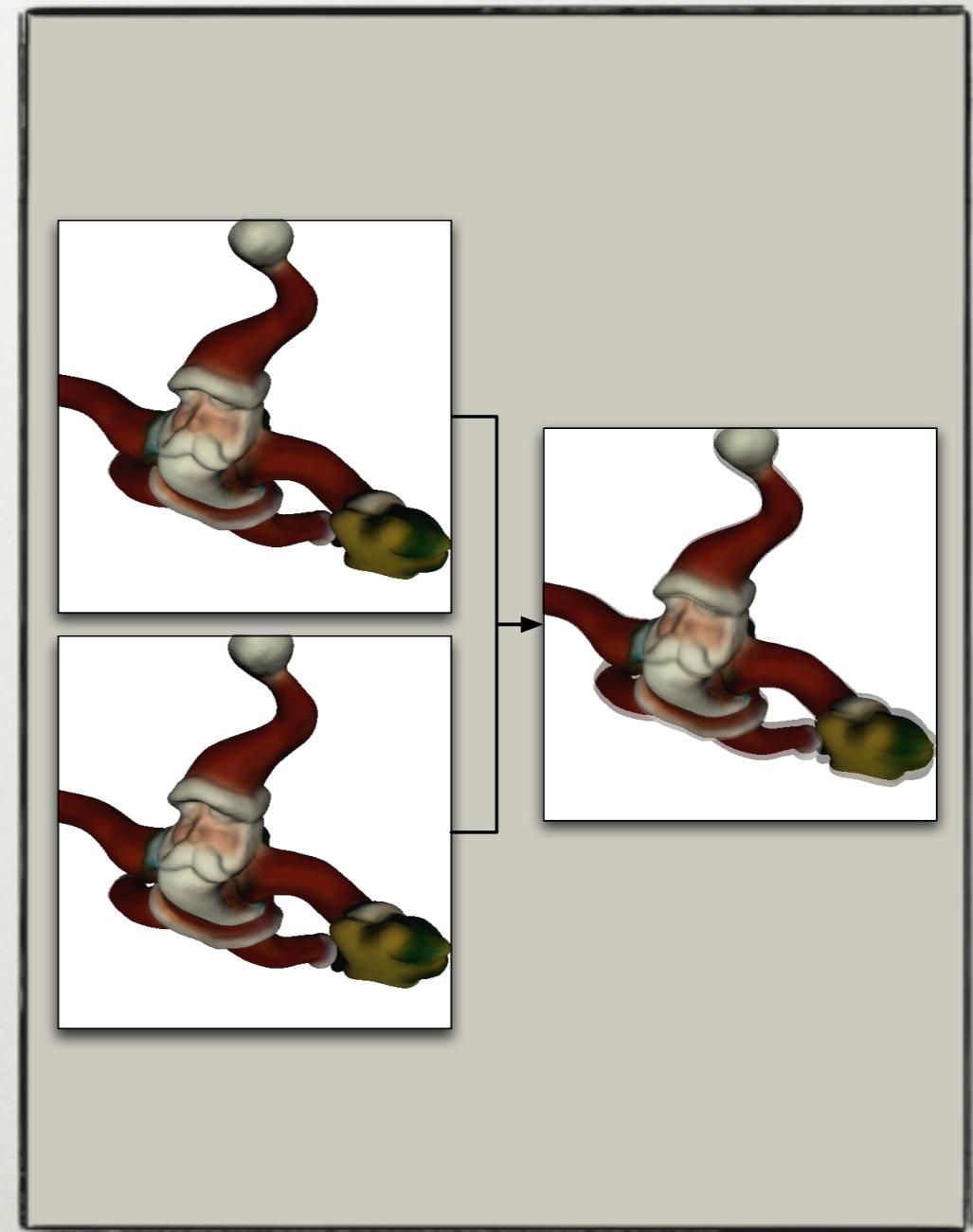
- Good scalability and loadbalancing
- Increased latency may be an issue



# Eye/Stereo

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- Stereo rendering
- Excellent loadbalancing
- Limited by number of eye views



# Conclusion

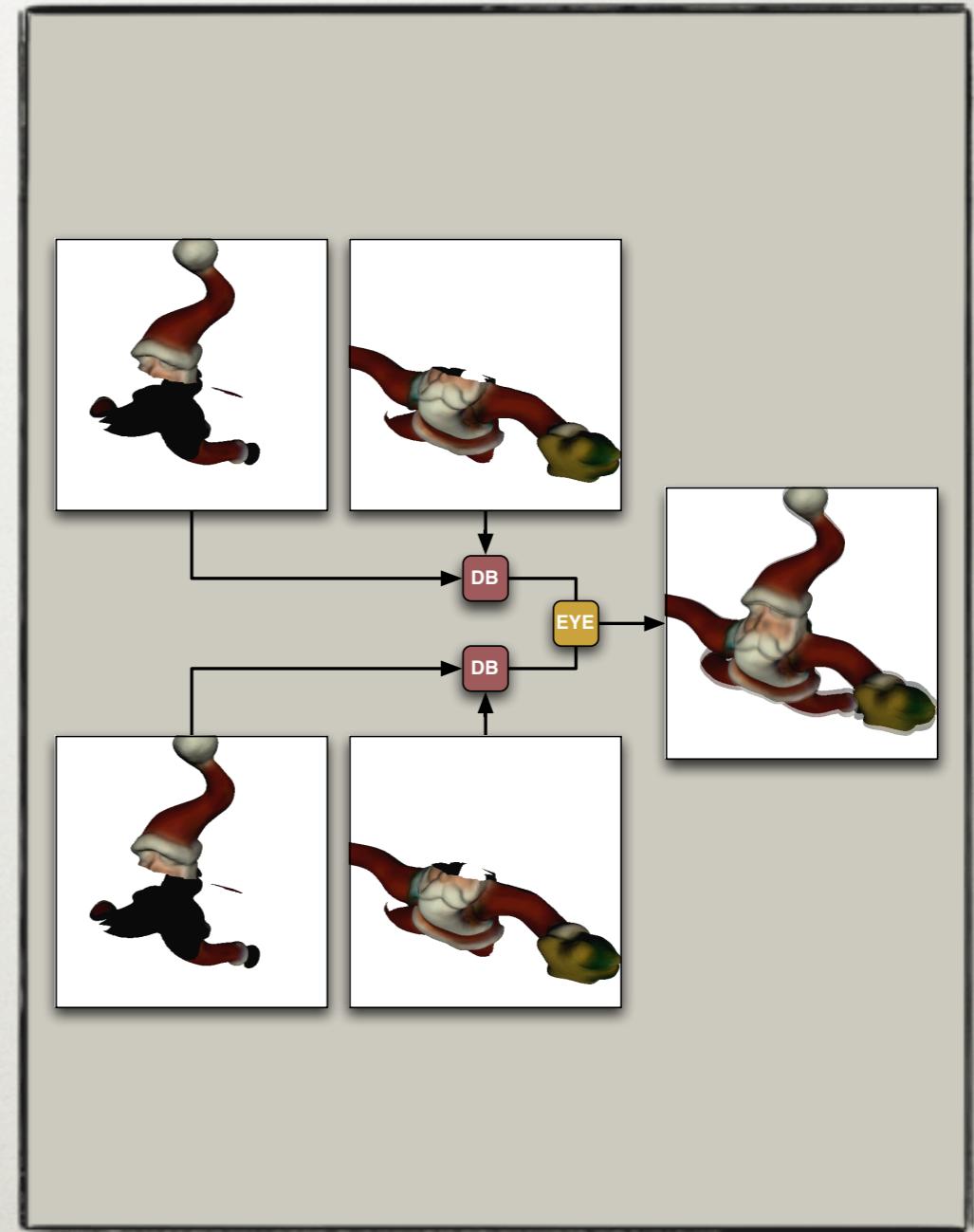
- No ‘magic bullet’
- 2D is ideal for less than eight pipes
- Use Eye if running in stereo
- DB scales best
- Combine modes

	2D	DB	DPlex	Eye
Fillrate	++	++	++	++
Vertex Processing	0	++	++	++
Memory Usage	0	++	0	0
Load Balancing	0	+	++	++
Latency	++	++	-	++
Re-assembly	+	-	+	+

# Multilevel

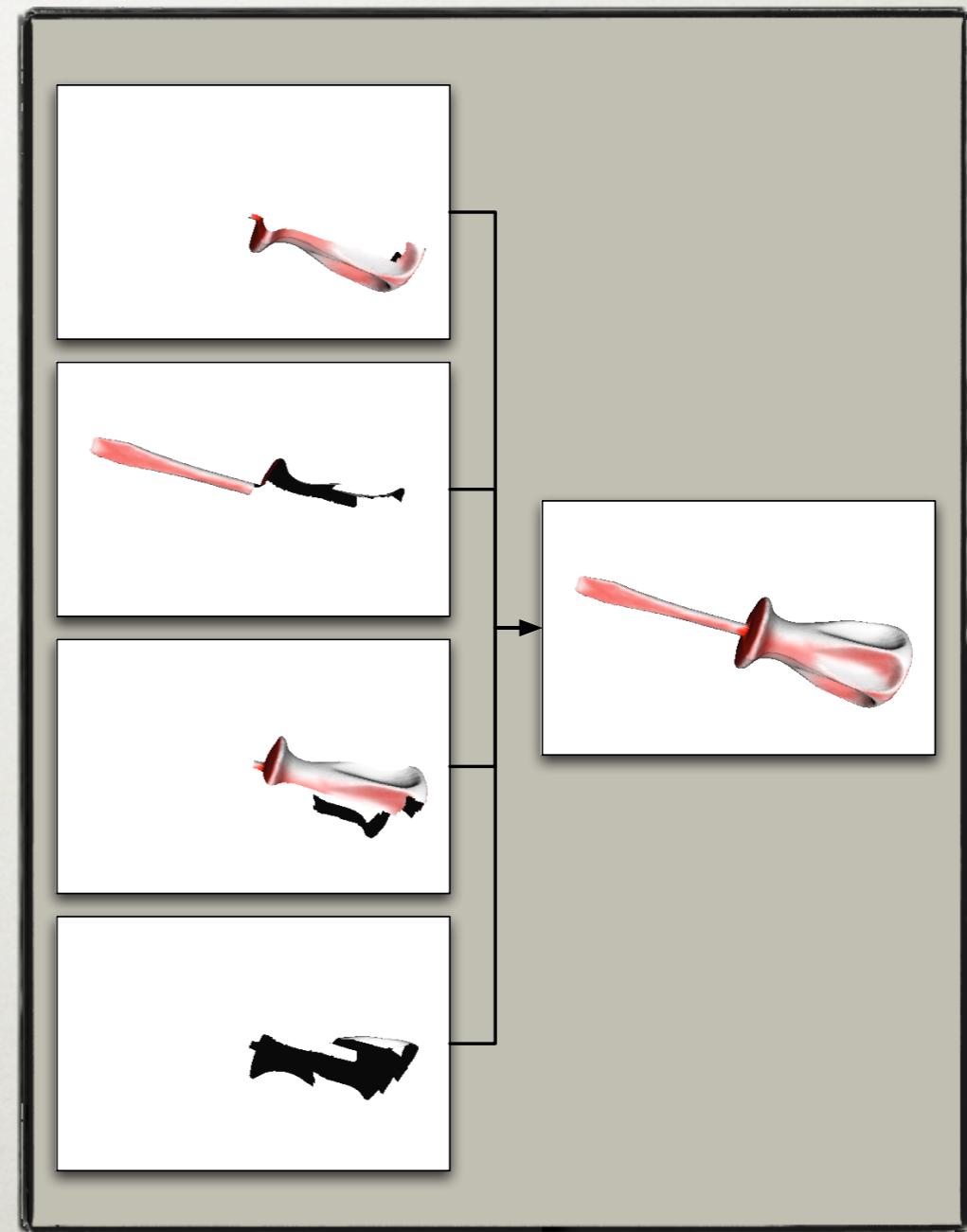
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- Combine different algorithms to balance bottlenecks
- Flexible configuration of recombination algorithm



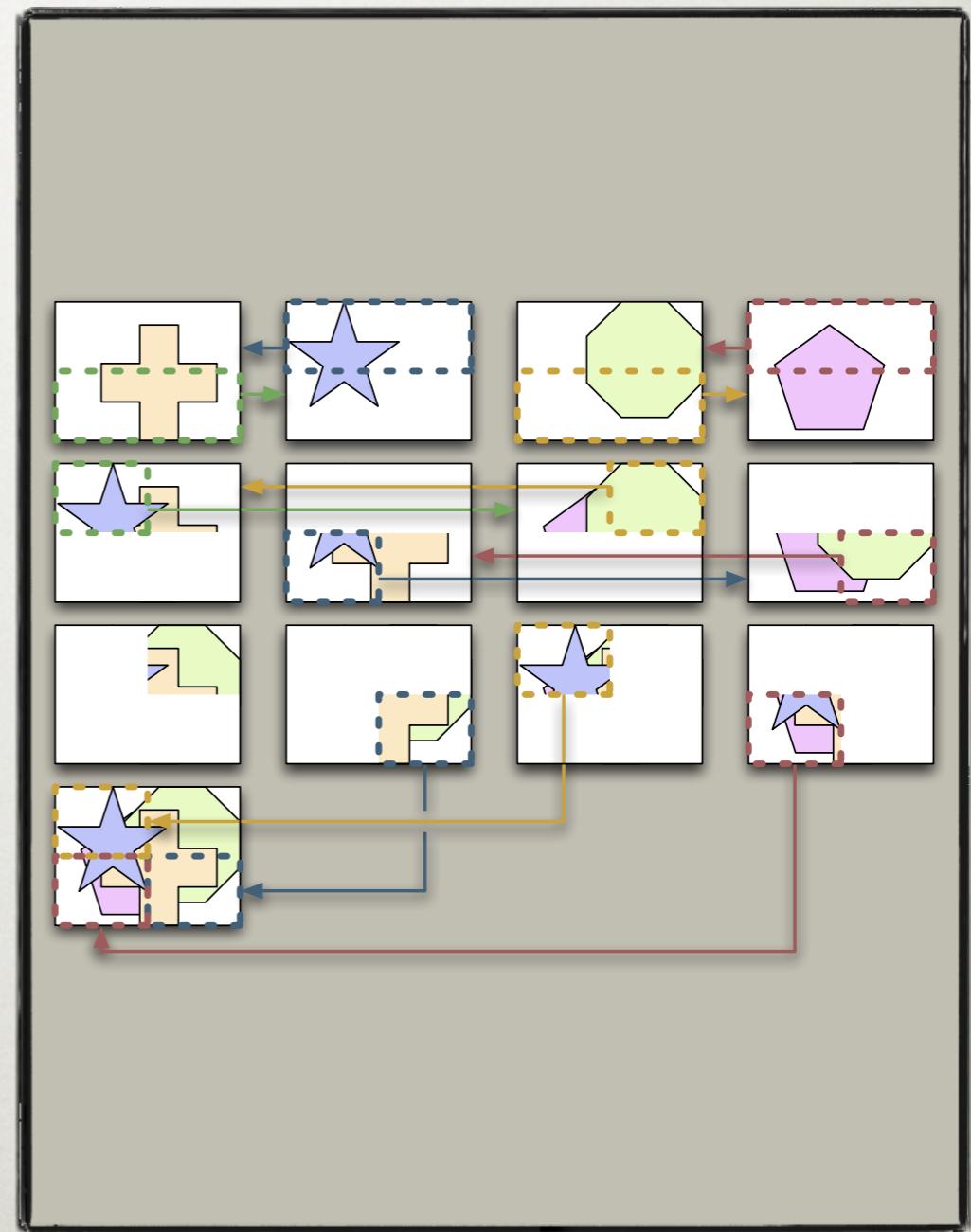
# Sort-Last Compositing

- Naive approach  
composites everything  
on final view
  - $O(n)$  IO requirements
  - $\approx 6\text{MB}/\text{node}/\text{frame}$
- Parallelize compositing



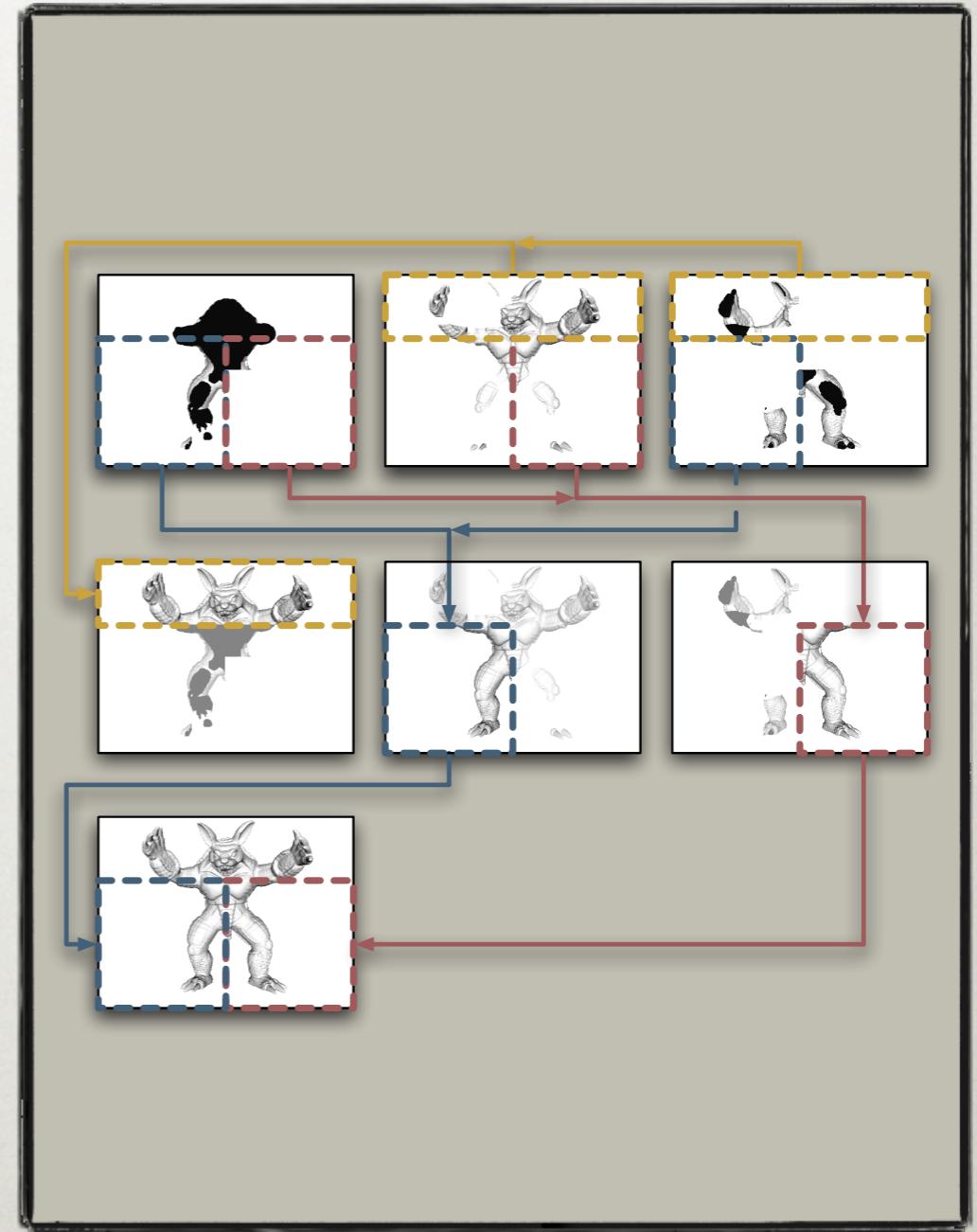
# Binary Swap

- Power-of-two nodes
  - 1. Swap half with partner
  - 2. Composite
  - 3. Repeat 1. & 2. until own tile is complete
  - 4. Gather tiles
    - $O(1)$ , but  $\log_n$  steps



# Direct Send

- Any number of nodes
  1. Composite full tile
  2. Gather tiles
- $O(1)$



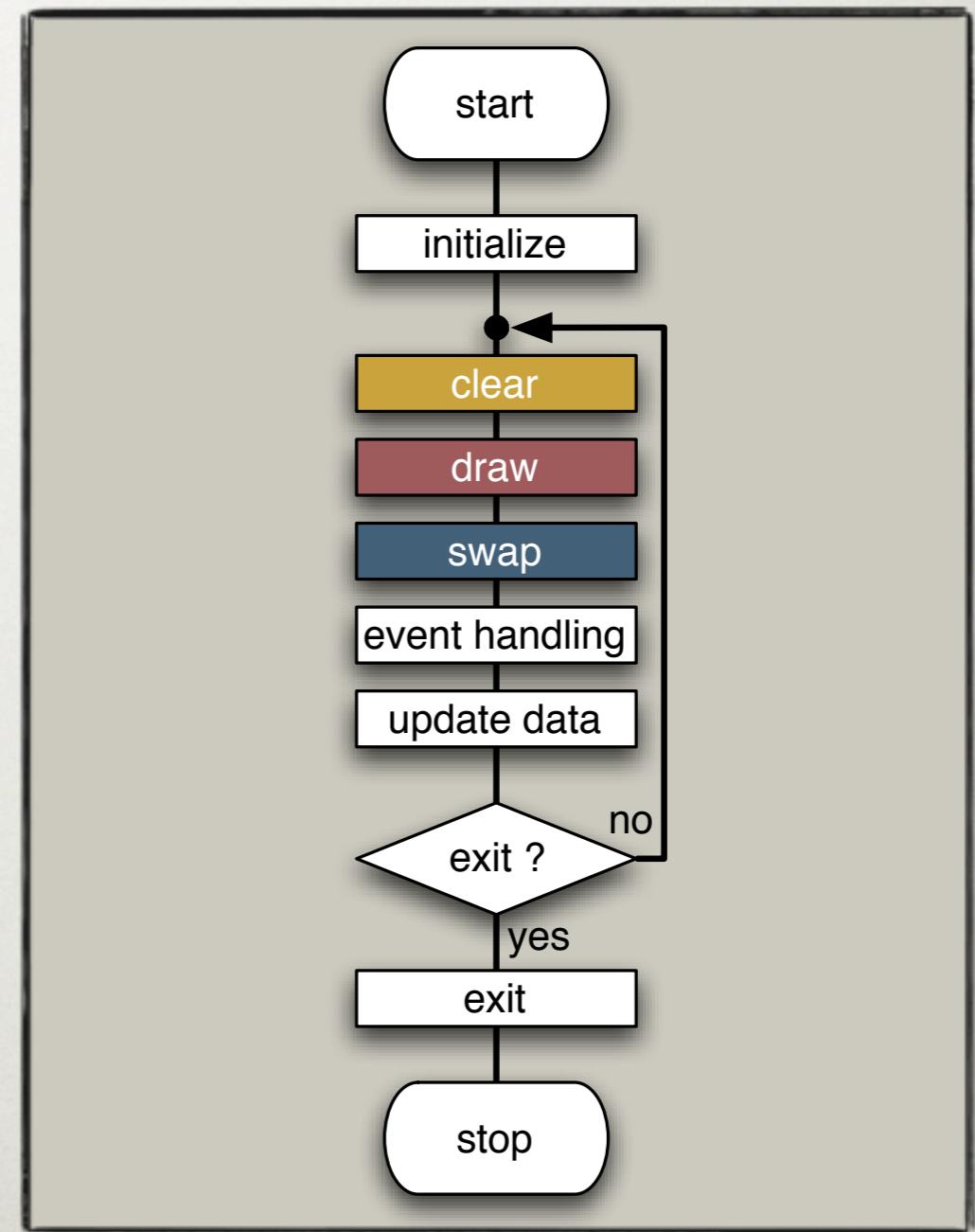
# Multipipe Programming

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- Single pipe application
- Multipipe porting
- Equalizer API
- Porting details

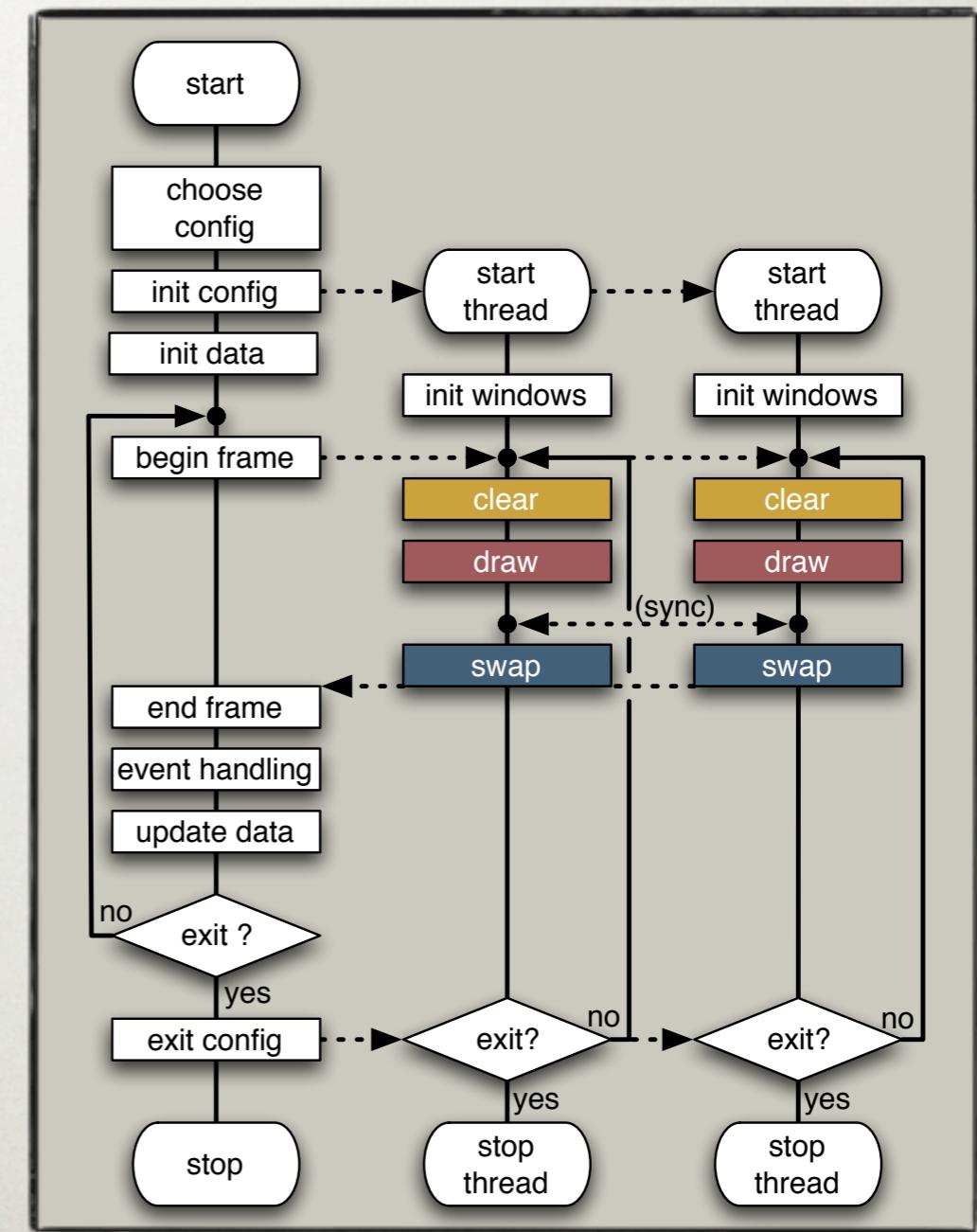
# Single Pipe Rendering

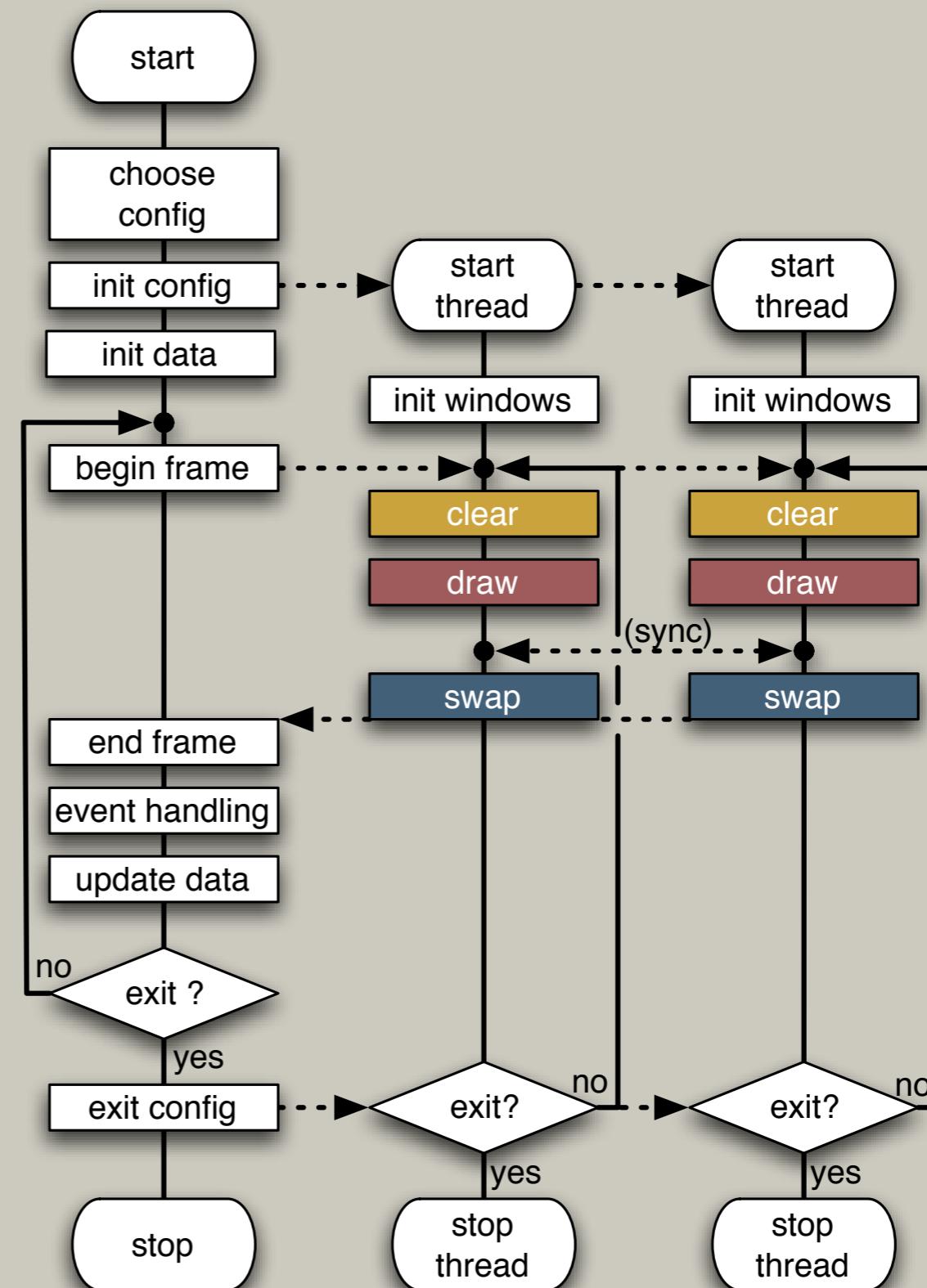
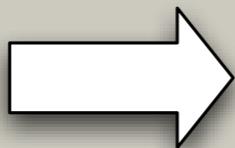
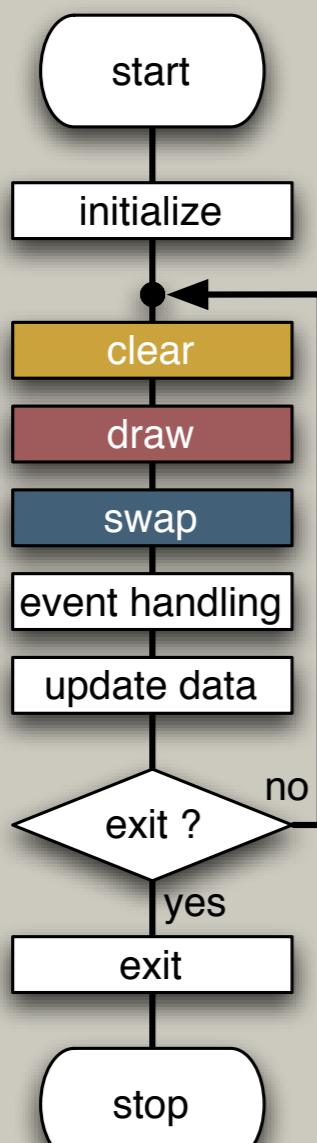
- Typical rendering loop
- Stages may not be well separated



# Multipipe Rendering

- Separate rendering and application
- Instantiate rendering multiple times
- Synchronize parallel execution





# Equalizer Programming

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Applications are written against a *client library* which abstracts the interface to the execution environment

- Minimally invasive programming approach
- Abstracts multi-processing, synchronization and data transport
- Supports distributed rendering and performs frame compositing

# Equalizer Programming

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C++ classes which correspond to graphic entities

- **Node** is a single computer in the cluster
- **Pipe** is a graphics card and rendering *thread*
- **Window** is an OpenGL drawable
- **Channel** is a viewport within a window

# Equalizer Programming

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Application subclasses and overrides “callback” methods, e.g.:

- **Channel::draw** to render using the provided frustum, viewport and range
- **Window::init** to init OpenGL drawable and state
- **Pipe::startFrame** to update frame-specific data
- **Node::init** to initialize per node application data

Default methods implement typical use case

# Porting Details

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- Configuration
- Multithreading
- Synchronization
- Rendering decomposition
- Data distribution for clusters

# Configuration

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- Display environment
- Rendering resources
- Rendering mode (stereo, mono)
- Equalizer provides:
  - Simple ASCII configuration files
  - Central resource management

# Multithreading/Synchronization

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- Threading model
- Display synchronization
- Data synchronization
- Equalizer provides:
  - Abstraction of threading library
  - Swapbarrier, lock, sema, barrier, ...

# Rendering Decomposition

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- Task computation
- Result recomposition
- Equalizer provides:
  - Automatic task generation based on config
  - Flexible decomposition and recomposition
  - Task-specific callbacks

# Data Distribution

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- Who needs which data?
- Equalizer provides
  - Versioned, distributed objects
  - ‘Userdata’ mechanism, e.g.:
    - Config::beginFrame( **id** ) is input parameter to Channel::draw( **id** )
    - ID identifies object or object version

# Last Words

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- LGPL license
- Open standard for scalable graphics
- User-driven development
- Alpha version on  
[www.equalizergraphics.com](http://www.equalizergraphics.com)
- Get in touch!