

# Neuro-Visualization at the Network Edge

Kunal Lillaney

Advisor: Dr. Randal Burns

Johns Hopkins University

HBP CodeJam Workshop #7

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OPEN CONNECTOME PROJECT

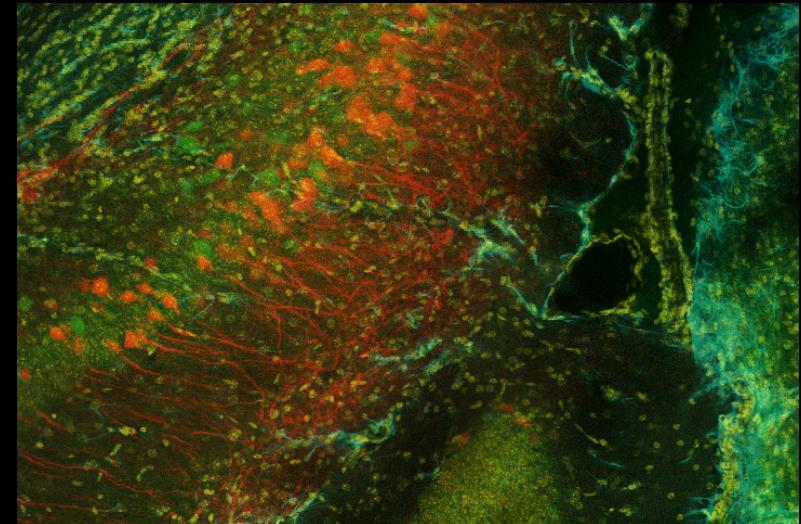
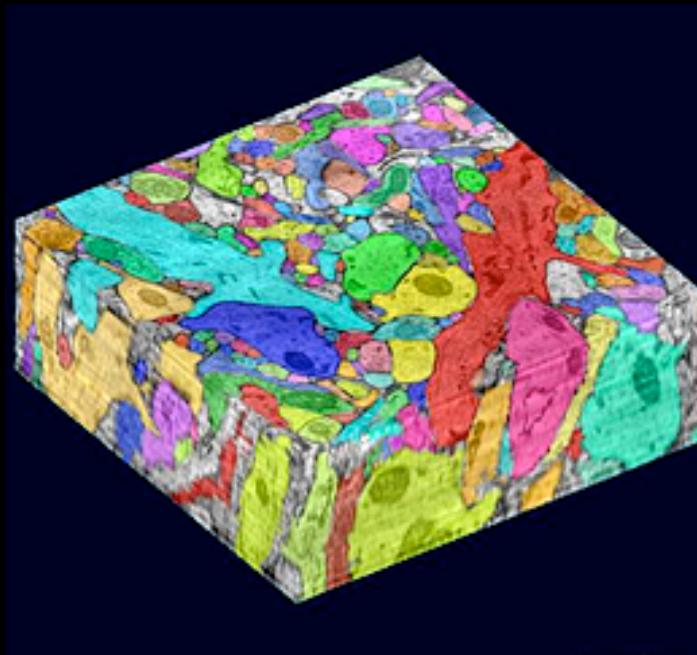
COLLECTIVELY REVERSE-ENGINEERING THE BRAIN ONE SYNAPSE AT A TIME.

# Overview

- Human visualization drives analysis in this field
- Visualization of petascale neuroscience imaging
  - Stored on the cloud or at data center
  - Internet latencies ruin user experience
- Deploy distributed caching
  - To offload server I/O and rendering
  - To reduce network latency
- Customized to neuroscience data patterns
  - Combination of multi-channel data
  - High selectivity and reduced-dimension projects

# OPEN CONNECTOME PROJECT

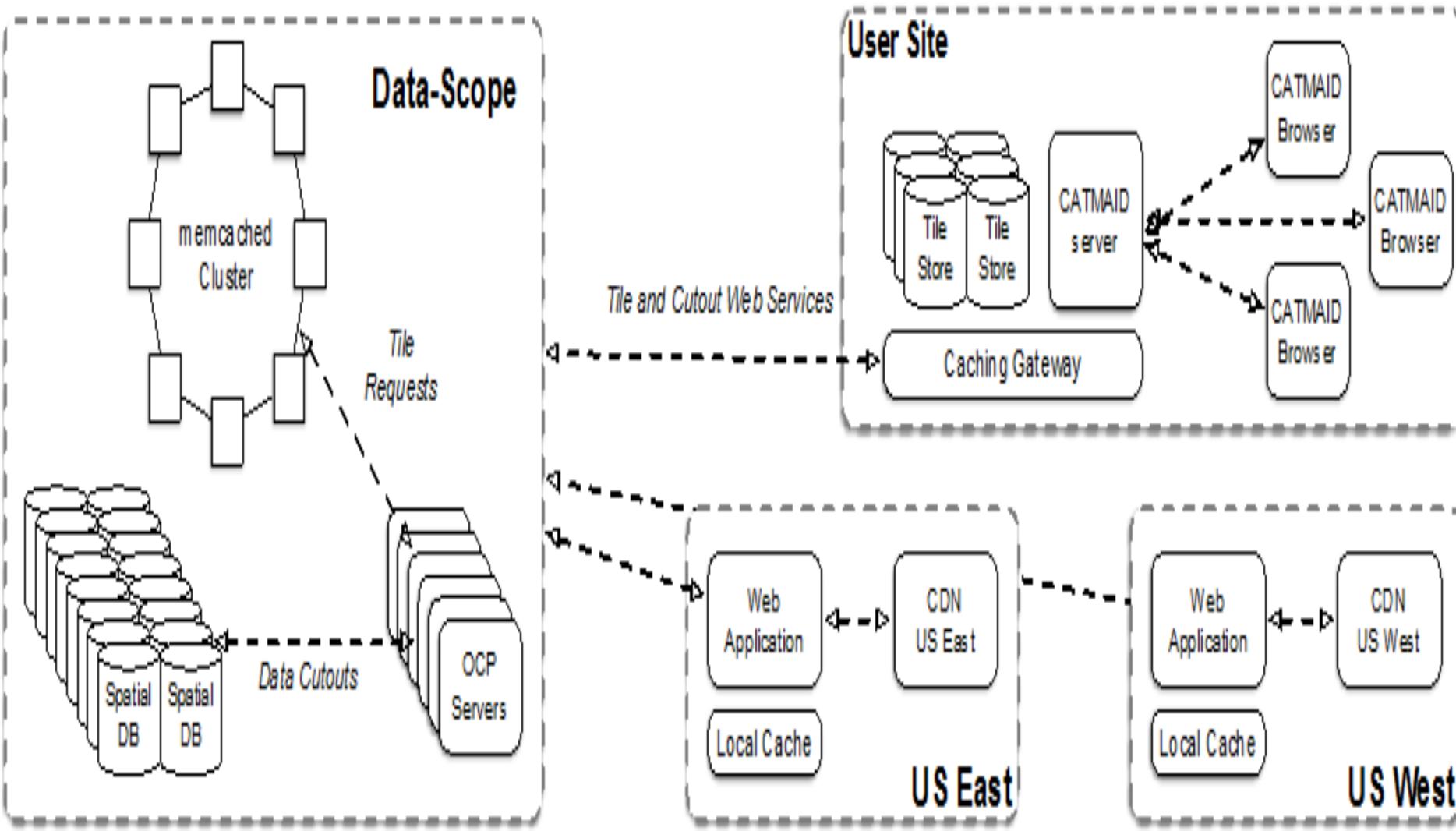
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Open-science, data-intensive analysis of the brain

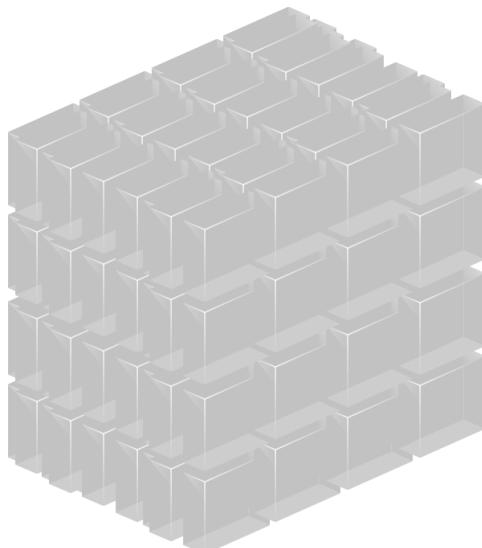
- Peta-scale storage linked with HPC
- Computational vision of brain structure
- Spatial queries (clusters, volumes, distributions)

# ARCHITECTURE

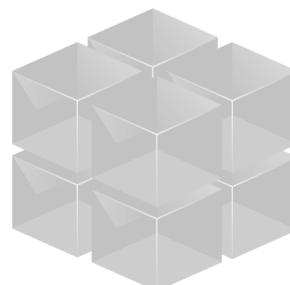


# Spatial Database

- Dense 3D or 4D spatial array partitioned into cuboids
- Space filling curve and Multi-resolution zoom pyramid
- Support for Neuron, Synapse, Segment and more annotation types
- Store ~100TB of imaging data

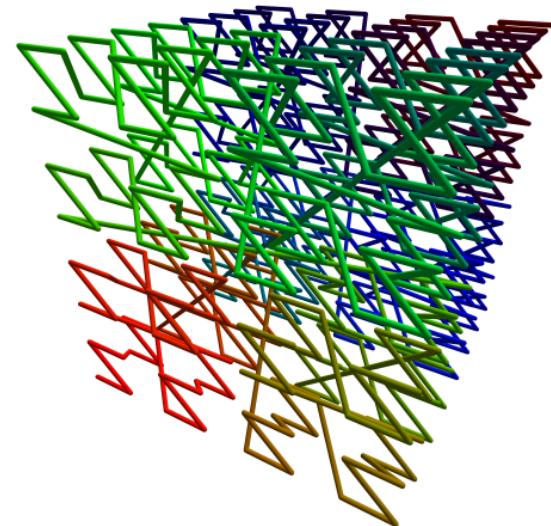


**High resolution**  
128x128x16 cuboids

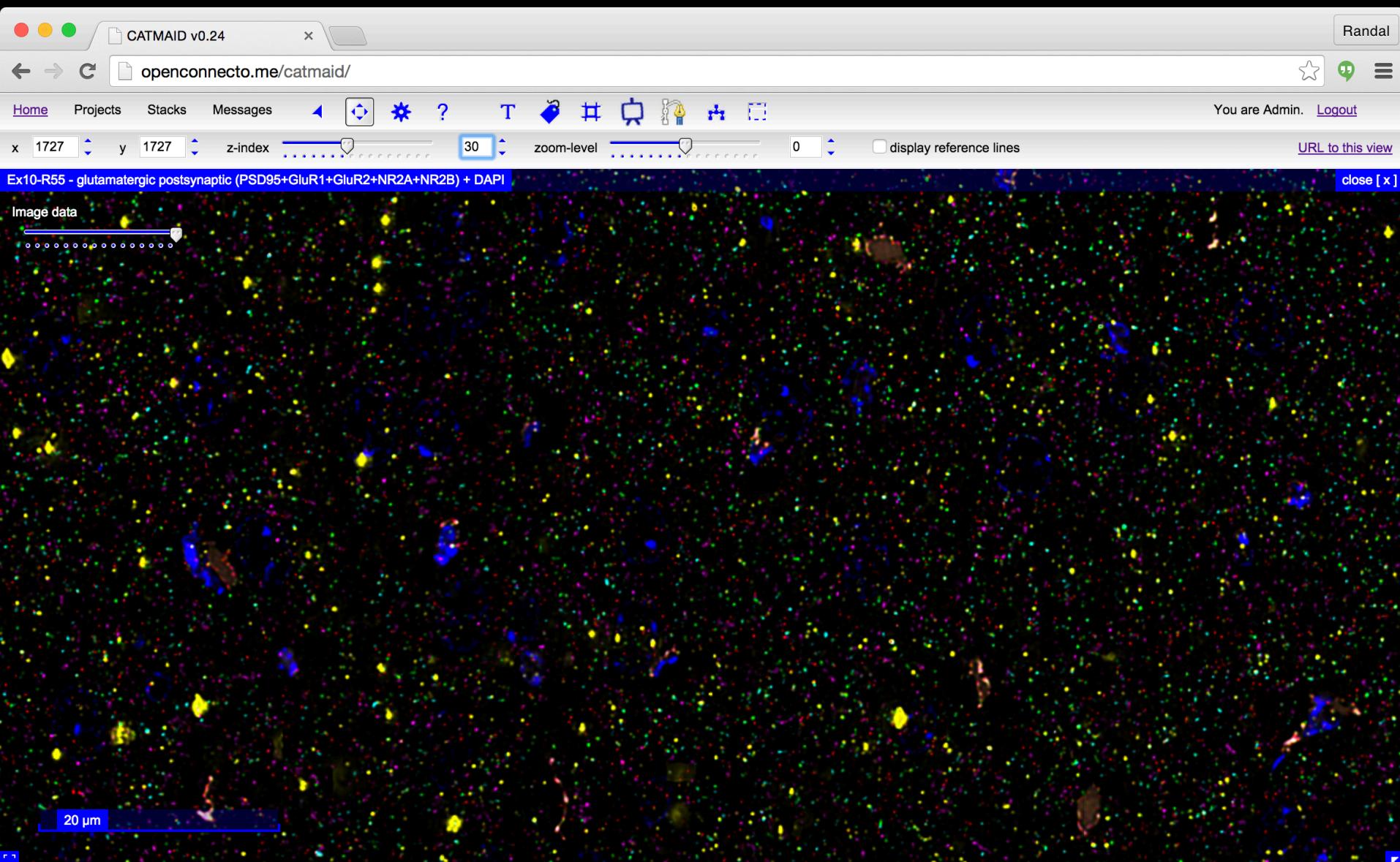


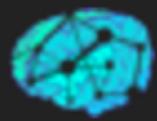
**Low resolution**  
64x64x64 cuboids

Z order space filling curve



# CATMAID





ocpviz

24932

4298

1049

Go

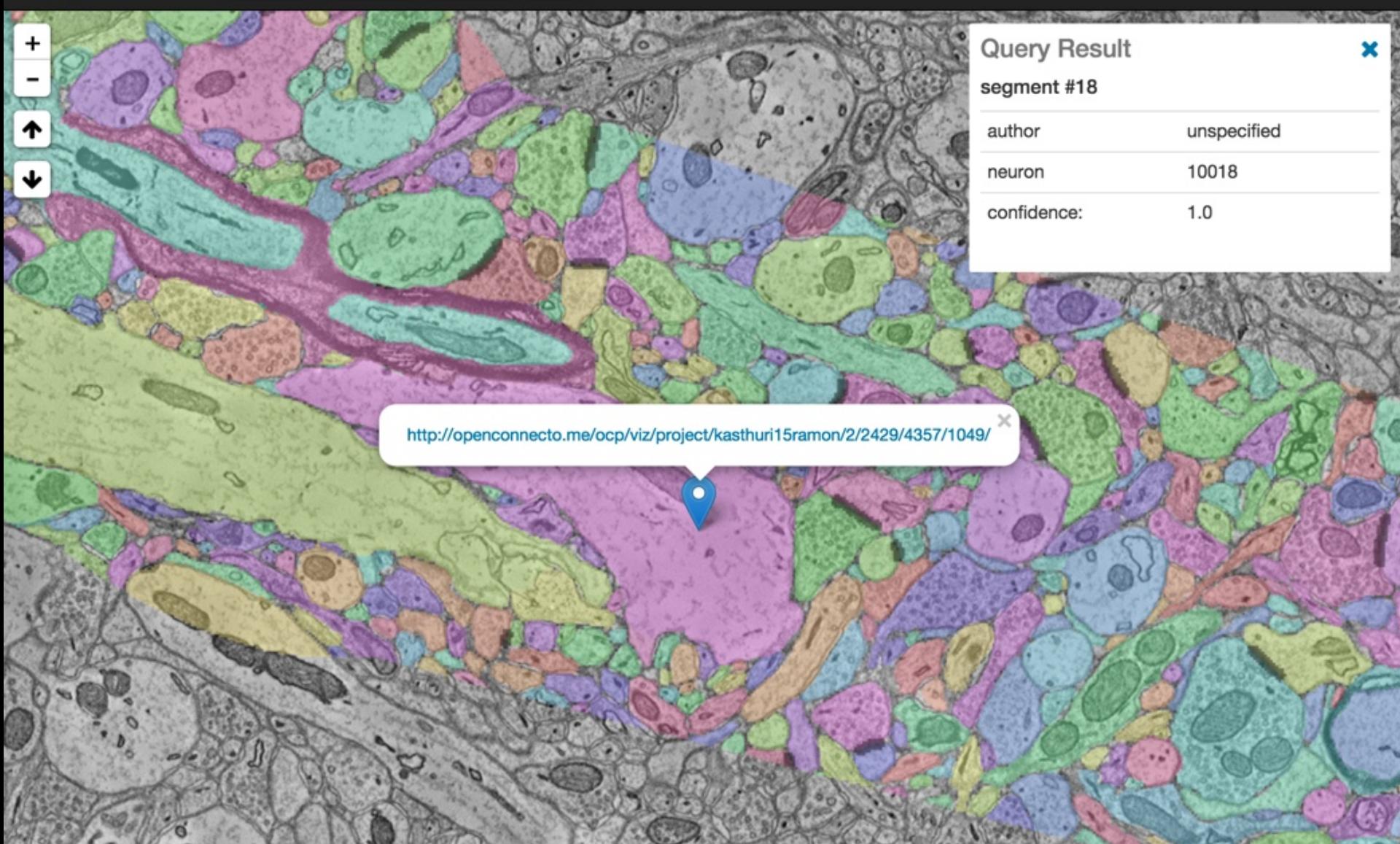
Query ▾

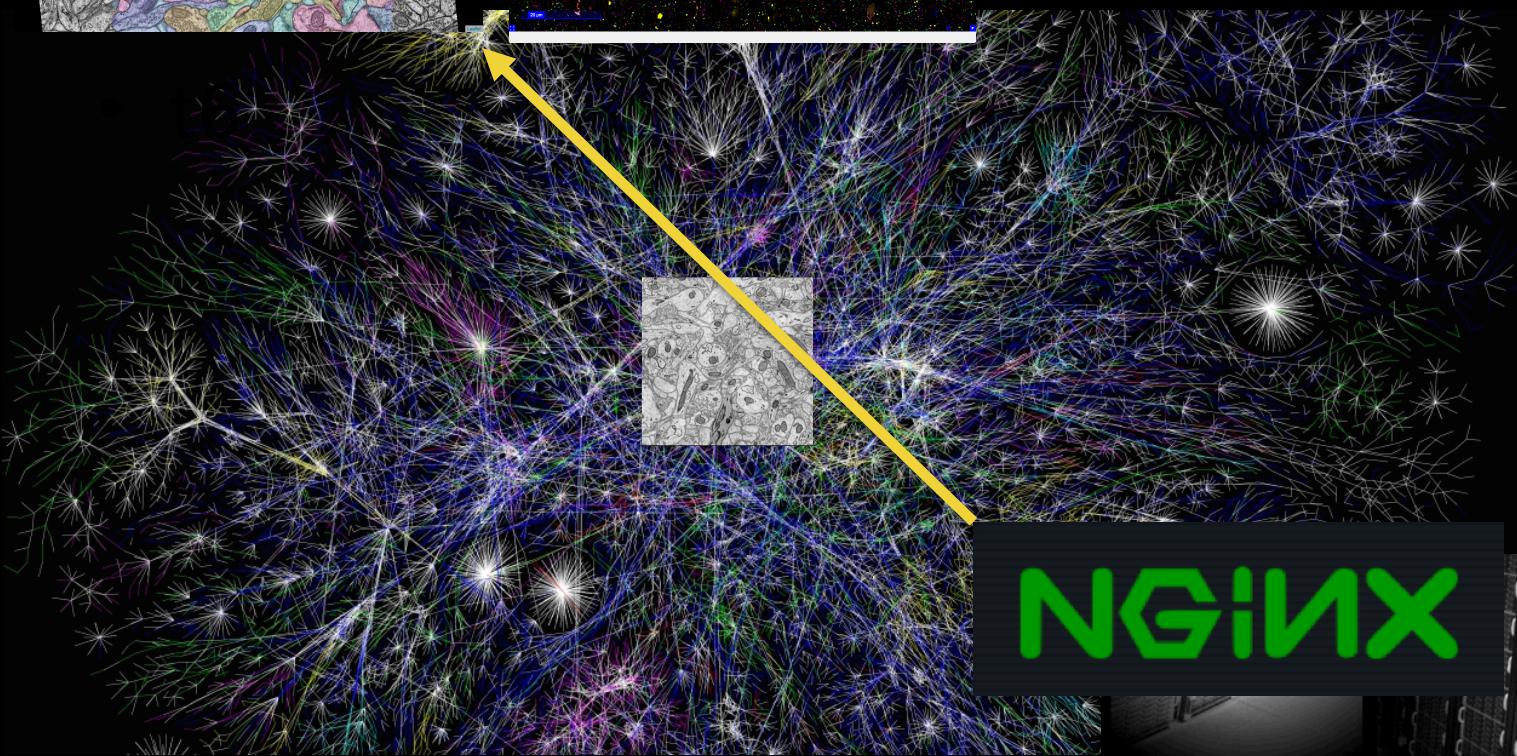
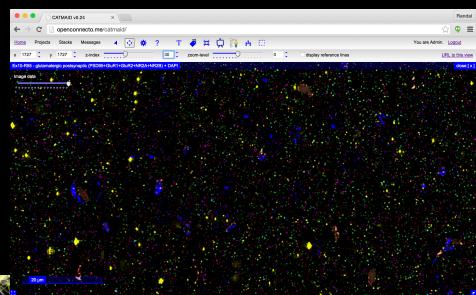
Markers ▾

Project Info

Toggle Controls

Help





NGINX

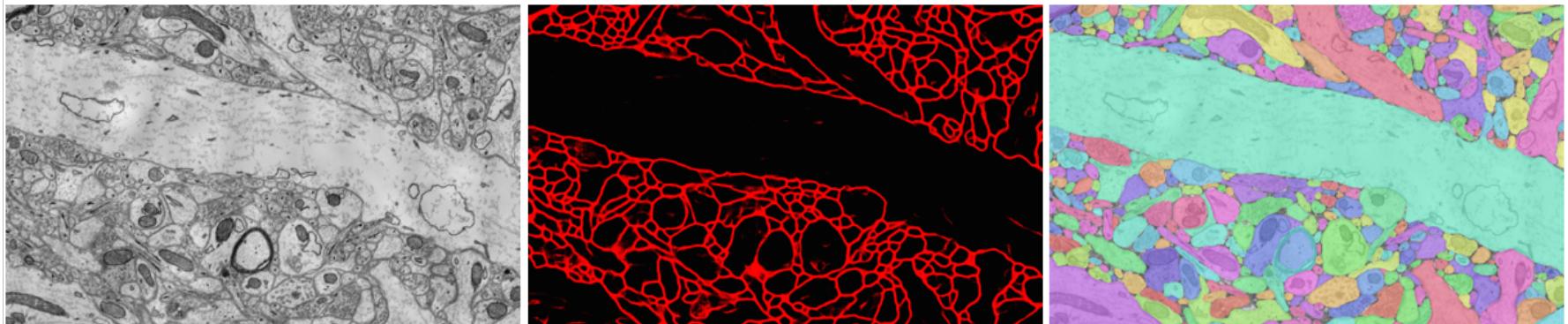


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# System Goals

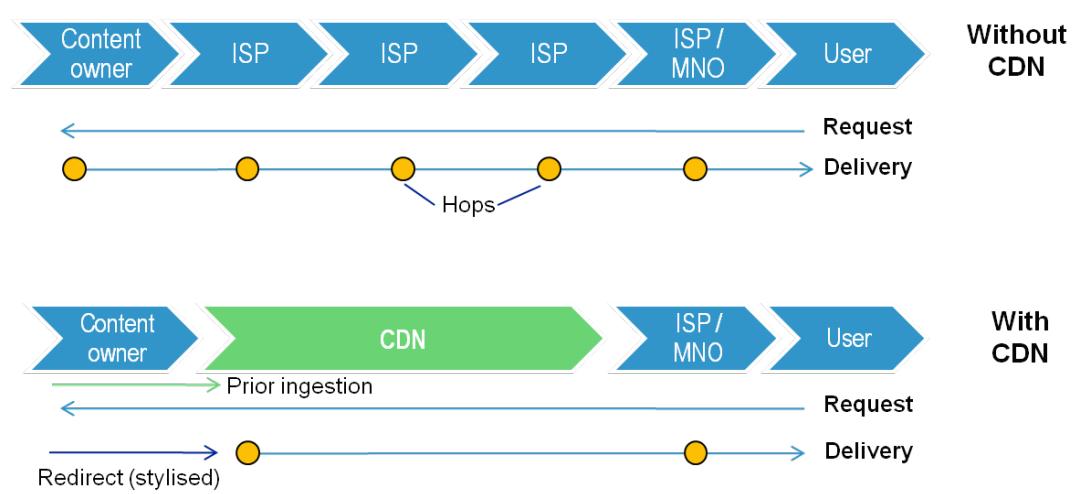
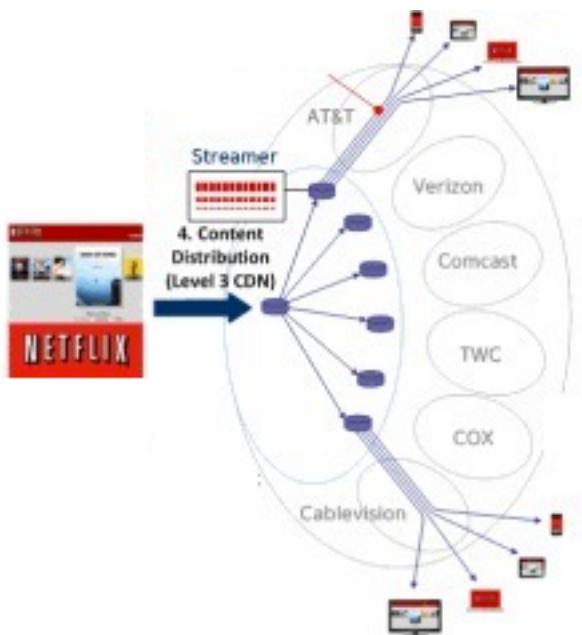
- Visual flow (24+ frames per second)
- Tolerable latency:
  - ~100ms initial load (must be < 1 second)
- Need to deliver:
  - Up to 30 512x512 image tiles for each view
  - 6 per layer, up to 5 layers
- Can't do it with Internet latencies

**Must push data to network edge, near browser!**



# Content-Distribution Network?

- Ingest content, push toward consumer
  - Requires knowledge of content to be consumed
- Does not match our data usage



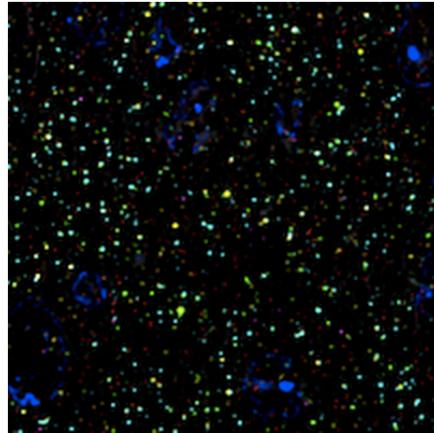
# Spatial Data and Usage Patterns

- Small regions of interest in massive data sets
- Dynamic materializations of 2-d tiles
  - From 3-d or 4-d databases
  - Any (axis orthogonal) cutting plane

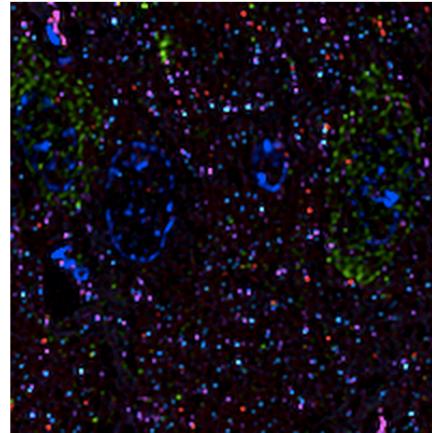


# Spatial Data and Usage Patterns

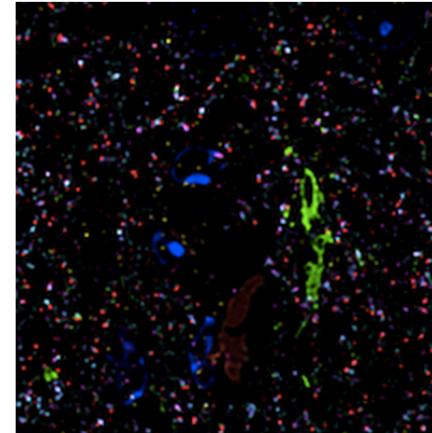
- Exponentially many combinations of channels from the same data set (flattened for performance)



Ex2-R18 C1 - glutamatergic postsynaptic: PSD95 (cyan), GluR1 (yellow), GluR2 (magenta), NR2A (red), NR2B (green), DAPI (blue)



Ex2-R18 C1 - GABAergic: GAD2 (cyan), vGAT (yellow), gephyrin (magenta), GABAARa1 (red), PV25 (green), and DAPI (blue).



Ex2-R18 C1 - glutamatergic presynaptic: Synapsin1 (cyan), vGluT1 (yellow), vGluT2 (magenta), PSD95 (red), GFP (green), and DAPI (blue).

Must push data to network edge AND must dynamically manage data contents (Caching)!



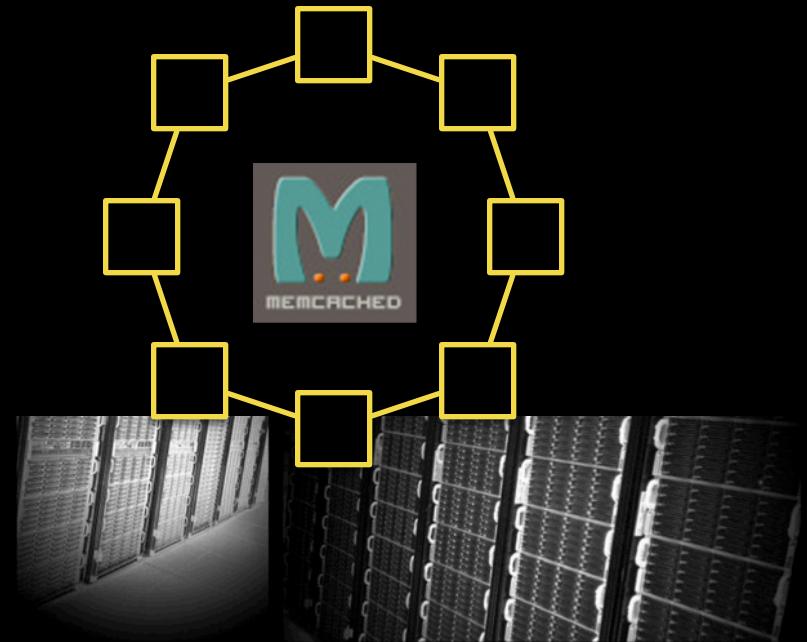
Local Network



Disk cache (TBs)

# Caching Architecture

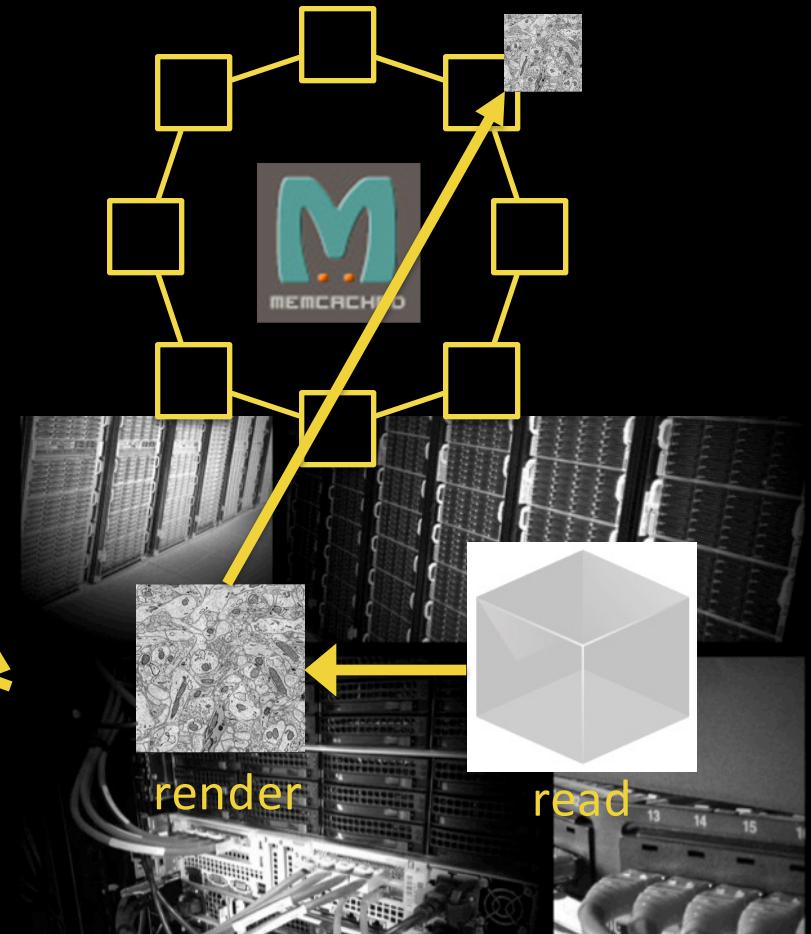
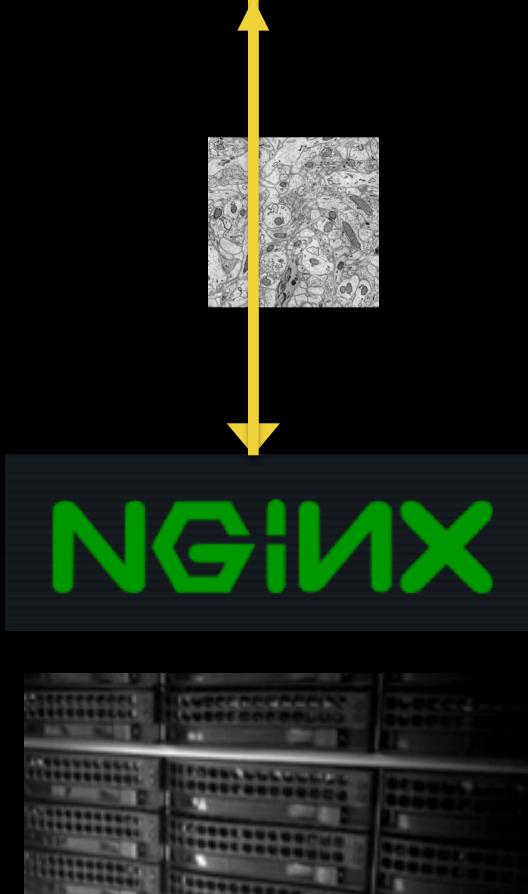
Cloud



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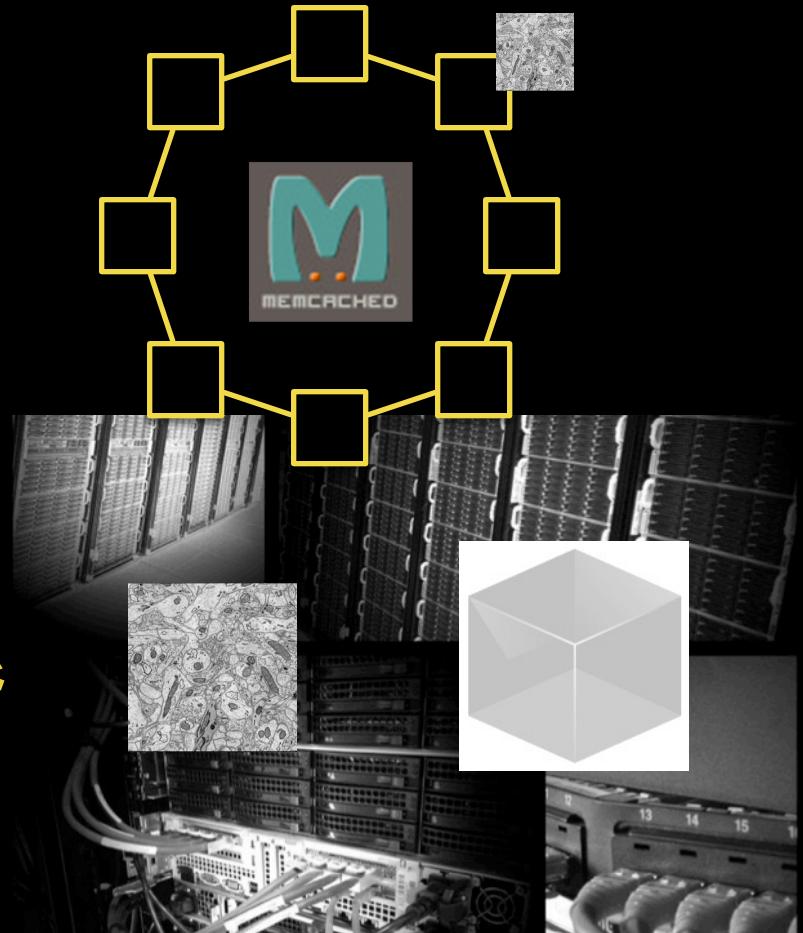
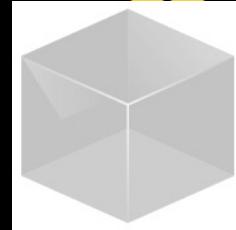
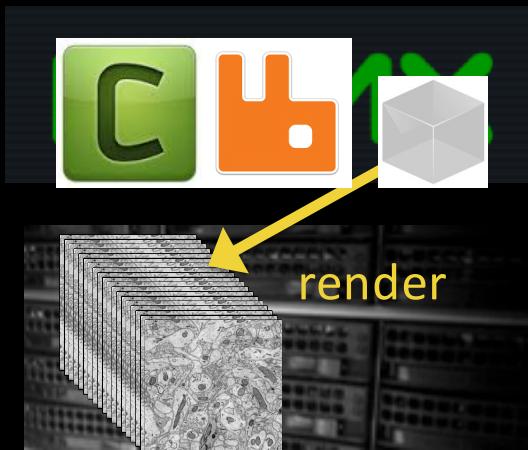
# Tile Request: Initial/Cache Miss



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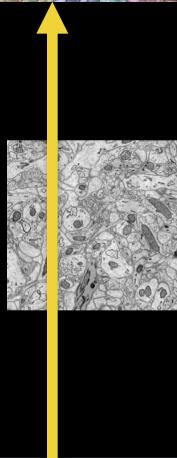
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# Cache Prefetch: Background Load



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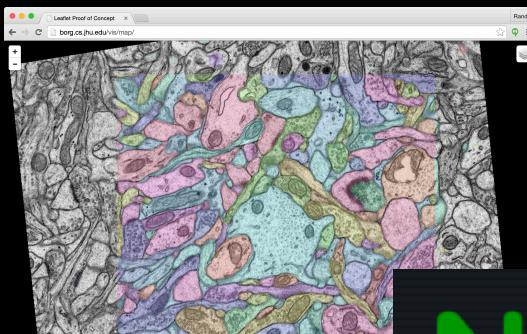
# Disk Cache



- Local performance to remote data
- No computation
  - Tiles pre-rendered
- Visual flow
  - When scrolling back and forth through tiles

# Deployment Options

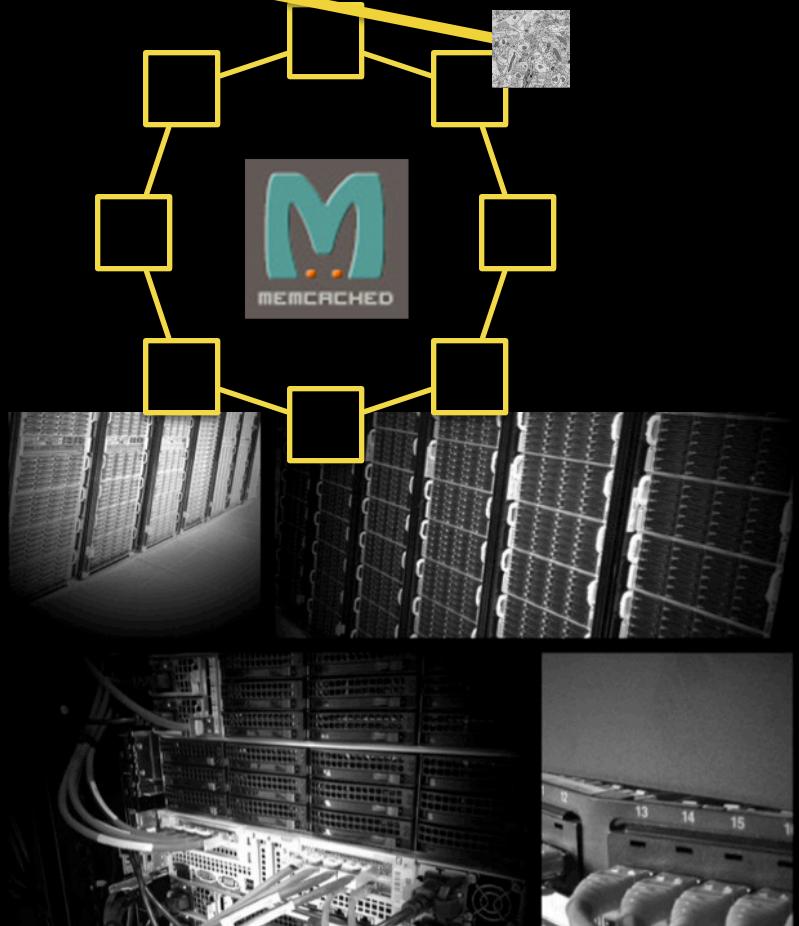
- Tile cache collocated with server
  - Reduce I/O load on data servers
  - Offload rendering
- Tile cache in Amazon West, servers in Amazon east
  - All of above and content distribution
  - Reduce Internet latencies
- Tile cache on laptop/workstation with SSD
  - Maximize frame rates
  - Create user experience needed to visualize complex neural structures



NGINX

- Background loading is not instantaneous
- Avoids server load
  - No computation for rendering
  - No I/O or NoSQL queries
- Consistent interfaces for dynamic data don't use tile cache

# Why memcached?



# So What?

- Local performance to remote data
  - Eliminate Internet latency
  - Terabyte cache (on workstation) of petascale data
- User experience
  - Internet latency to first images
  - Local performance for most usage
  - Occasional stall for cache miss
- Open-source, tile caching for spatial data
  - <https://github.com/openconnectome/tilecache>
  - Not used outside of OCP managed installations today

# OPEN CONNECTEAM

Alex Baden

Daniel Berger

Randal Burns

Davi Bock

Albert Cardona

Mark Chevillet

Kwanghun Chung

Ming Chuang

Forrest Collman

Steven Cook

Karl Deisseroth

Scott Emmons

Jeremy Freeman

Will Gray Roncal

Logan Grosenick

Greg Hager

Kristen Harris

Sean Hill

Bobby Kasthuri

Misha Kazhdan

Greg Kiar

Dean Kleissas

Kwame Kutten

Wei-Chung Allen Lee

Jeff Lichtman

Kunal Lillaney

Larry Lindsey

Priya Manavalan

Disa Mhembere

Michael Miller

Dan Naiman

Patrick Parker

Eric Perlman

Carey Priebe

Clay Reid

Stefan Saalfeld

Guillermo Sapira

Anish Simhal

Ayushi Sinha

Stephen Smith

Alexander Szalay

Raju Tomer

R. Jacob Vogelstein

Joshua Vogelstein

Nick Weiler

Li Ye

Da Zheng

thatweare

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The background of the image is a complex, multi-layered grid of lines in various colors like red, green, blue, and yellow, creating a sense of depth and perspective. It looks like a digital rendering of a city or a futuristic landscape.

Questions?

- Website: [neurodata.io](http://neurodata.io)
- Documentation : [docs.neurodata.io](http://docs.neurodata.io)
- Github: [openconnectome](https://github.com/openconnectome)
- CATMAID :  
[openconnecto.me/catmaid/](http://openconnecto.me/catmaid/)
- [support@neurodata.io](mailto:support@neurodata.io)

# Image Used for Demonstrational and Educational Purposes

- [http://upload.wikimedia.org/wikipedia/commons/d/d2/Internet map 1024.jpg](http://upload.wikimedia.org/wikipedia/commons/d/d2/Internet_map_1024.jpg)
- <http://broabandtrafficmanagement.blogspot.com/2011/08/resource-cdn-explained.html>
- <http://stopthecap.com/wp-content/uploads/2014/02/netflix-cdn.png>