

Web-based Visualization: Overview of Client and Server-side Techniques and their Use in GeoJS and CDATWeb

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Overview

Rendering Modes

- Client side
- Server side
- Mixed

Tools

- ParaViewWeb / vtkWeb
- Cinema
- GeoJS

CDATWeb

Conclusion

Client Side Visualization

SVG: D3, snap.svg, Raphaël

Supports basic shapes,
paths, and polygons

Native support for mouse
events and CSS

Too slow for large numbers
of elements

Canvas: Paper, Fabric, Cinema, Bokeh

Fast pixel level access for
2D graphics

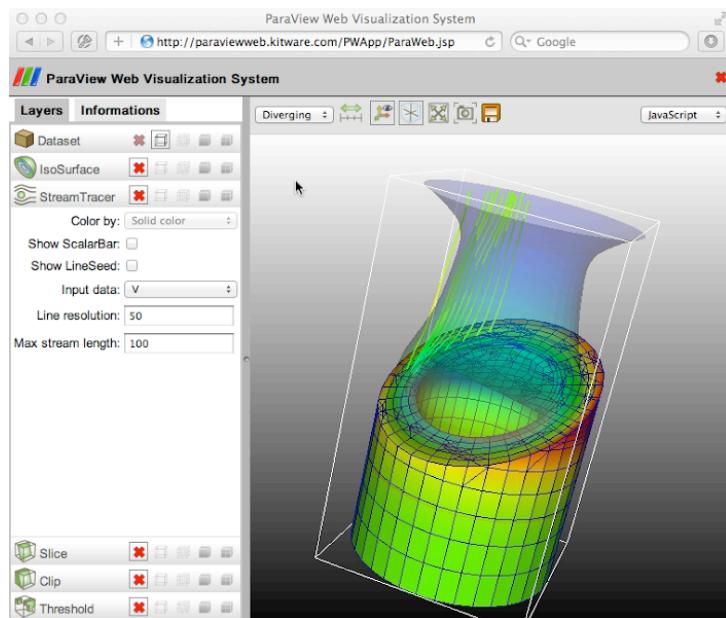
No native 3D support

WebGL: VGL, Three

Fast, GPU accelerated
3D graphics

Not as widely supported
among browsers/devices

Server Side Visualization



- Renders images on the server and streams them to the client.
- Requires large server infrastructure and may not scale well for large numbers of users on a typical web-server (memory or processing limitations).
- Ideal for serving the visualization using existing code base
- Not ideal for pre-computed analysis or visualization

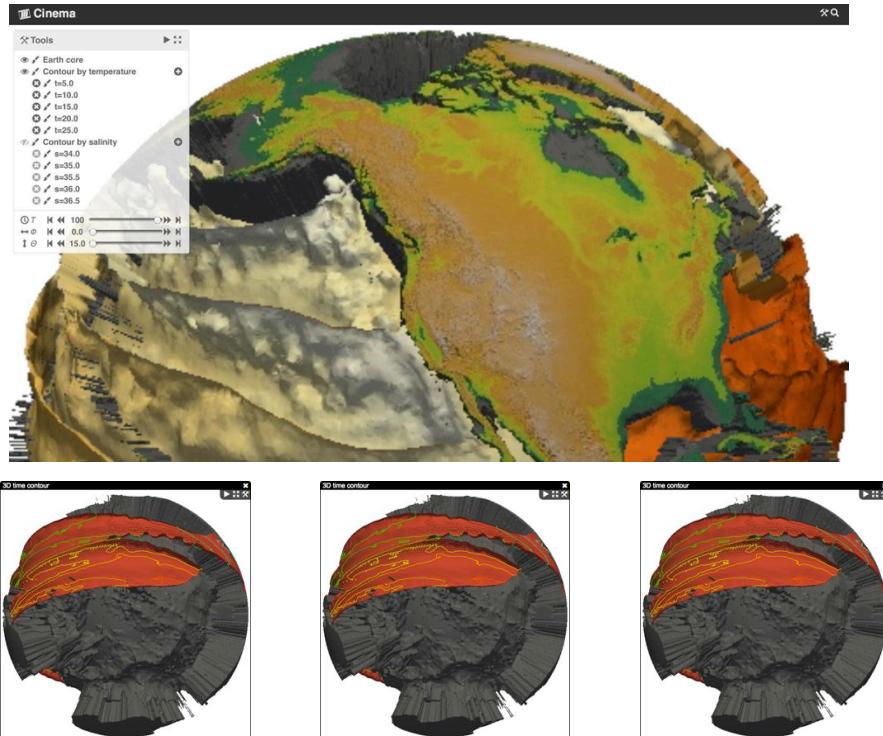
ParaViewWeb / vtkWeb

Uses Autobahn to stream data between the client browser and the server ParaView instance. Communication is transmitted via Remote Procedure Calls (RPC) over websockets to minimize latency.

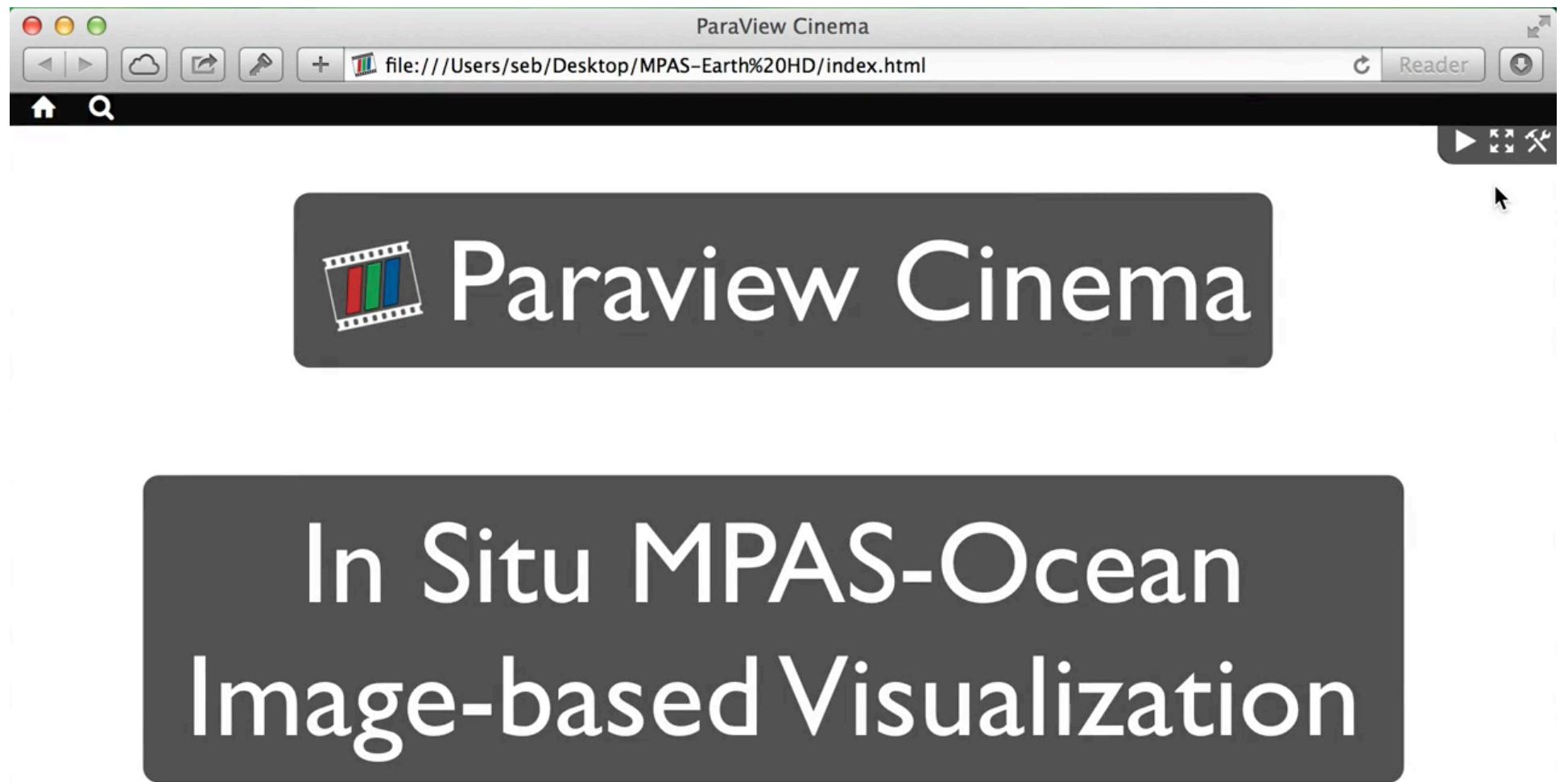


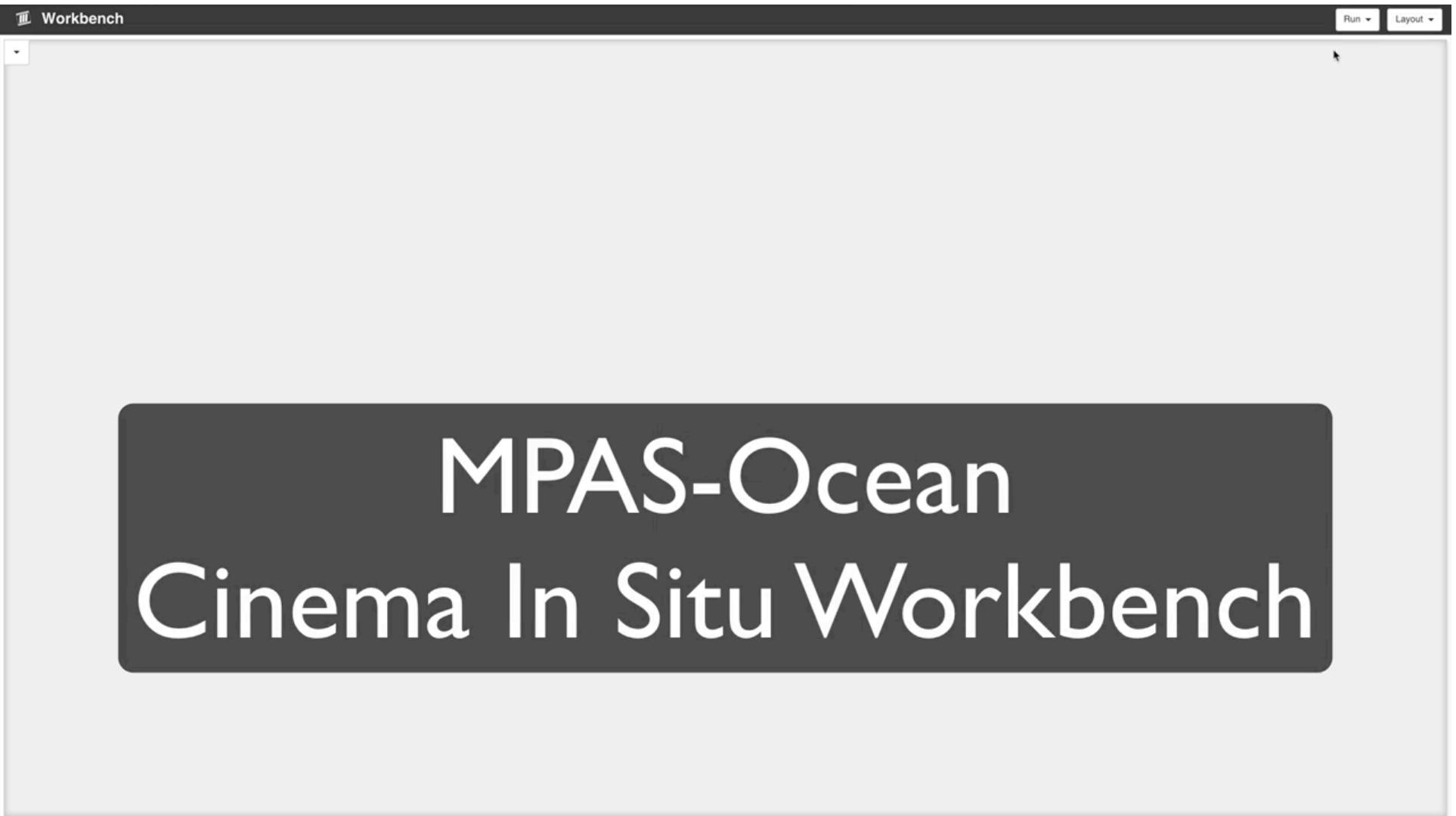
- Clients can remotely call ParaView python methods on the server.
- The server renders the scene and transmits data back to the client.
- User interactions are seamlessly passed from client to server.
- The ParaViewWeb server can stream results as images or GL primitives to be rendered with VGL.

Mixed Mode



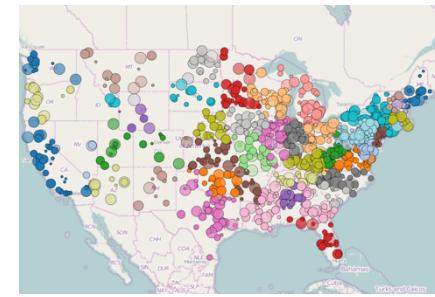
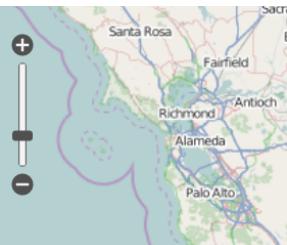
- Images are renderers on the server and stored as data arrays
- Fixed viewpoints
- Composition is done on the client side using WebGL or Canvas2D
- Visualization using image database

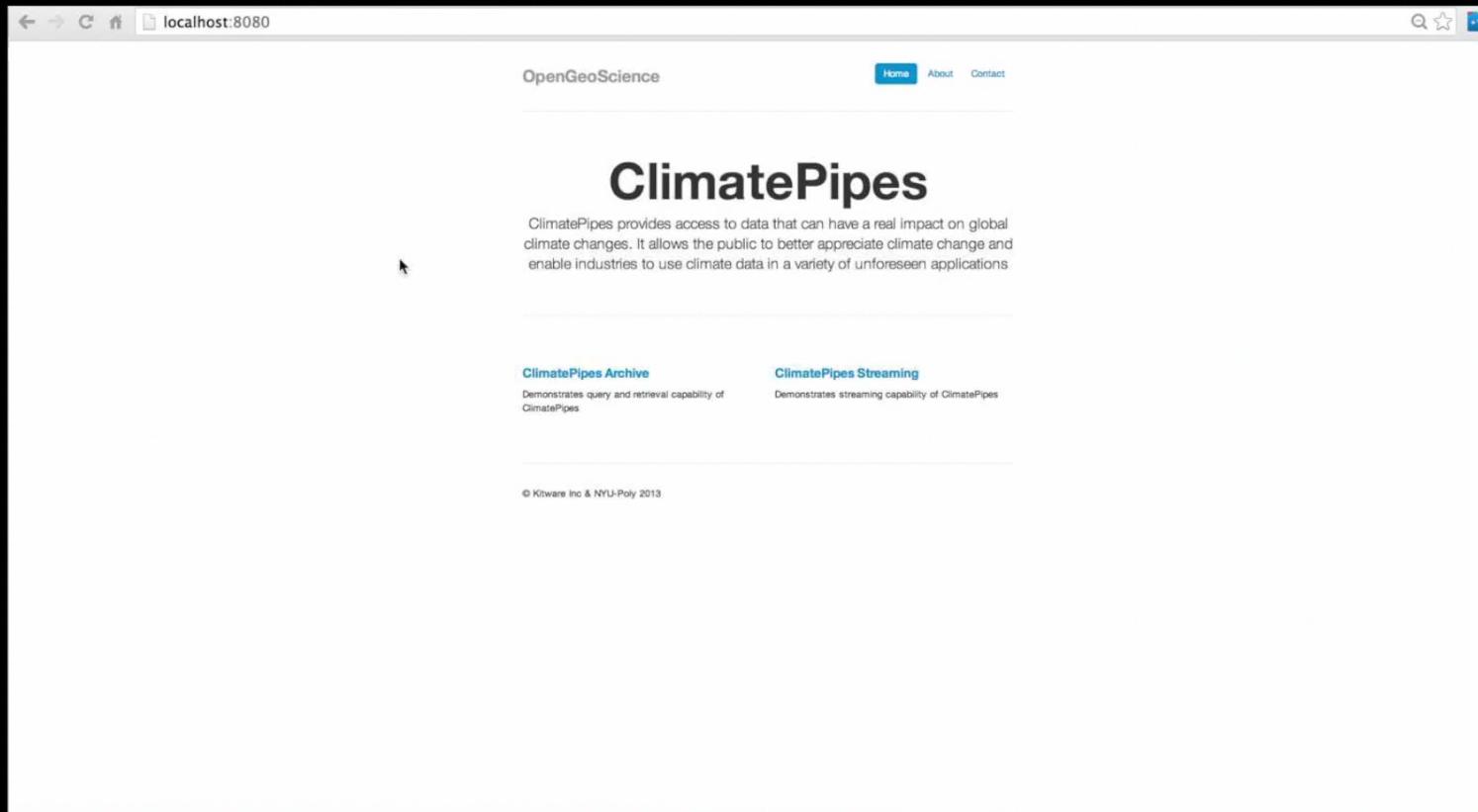




GeoJS: A geospatial visualization and mapping framework

- Combine GL, Canvas, and SVG graphics into a single visualization
- Unified API for generating features in SVG or GL
- Designed to perform well with large datasets
- Features provide DOM-like mouse events
- Provides low level access to underlying APIs, i.e. SVG layers expose D3 selections that are synced to the map
- Actively developed and maintained with new features added almost daily
- Supports scientific visualization, geo-visualization, GIS, and infovis





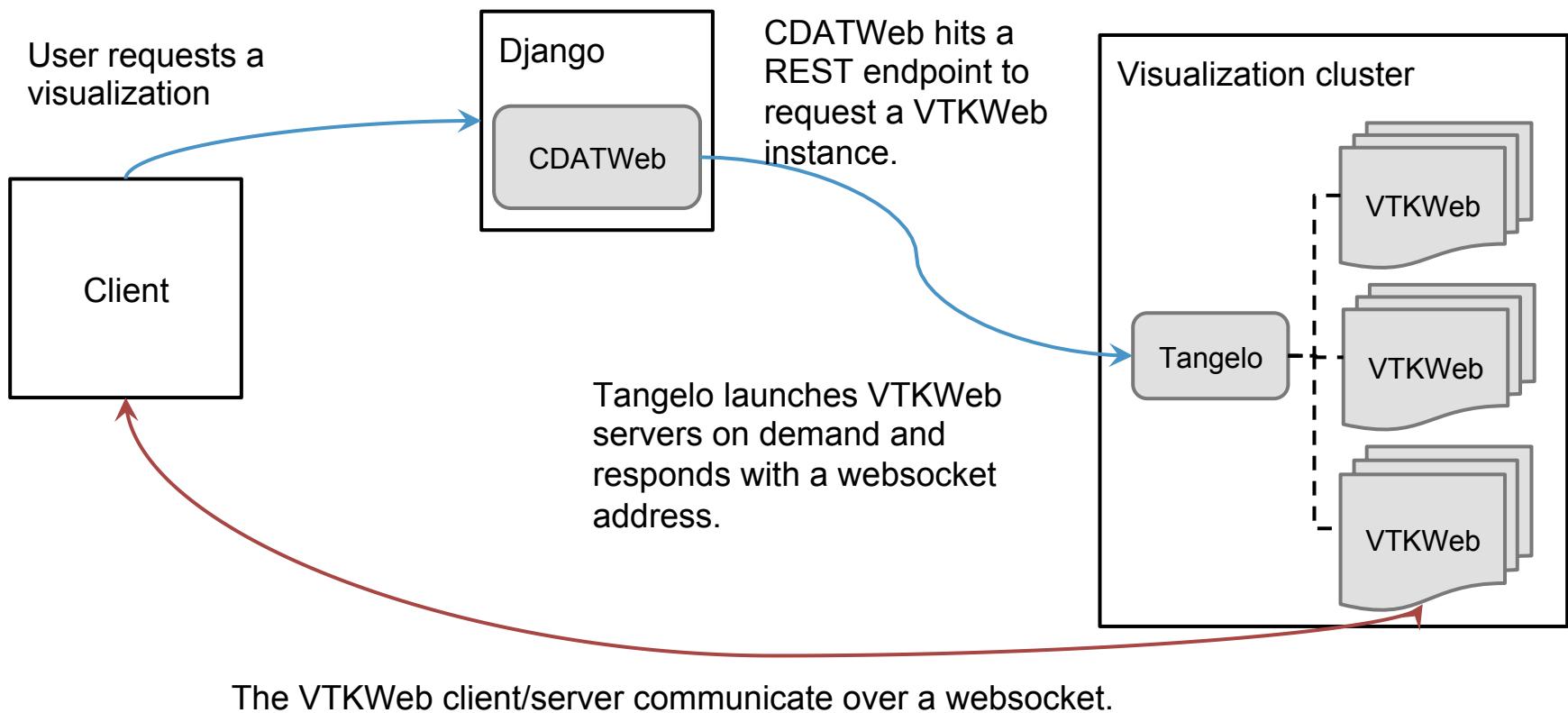
GeoJS: Feature API

```
layer.createFeature('point', options)
  .data(data)
    .position(function (d) { return {x: d.x, y: d.y}; })
    .style('fillColor', function (d) { return d.color; })
    .style('fillOpacity', function (d) { return d.opacity; })
    .style('strokeColor', 'black')
    .geoOn(geo.event.feature.mouseover, function (evt) {
      evt.data.opacity = 0.75;
      evt.data.color = 'red';
      this.modified();
      this.draw();
    })
    .geoOn(geo.event.featuremouseout, function (evt) {
      evt.data.opacity = 0.25;
      evt.data.color = 'steelblue';
      this.modified();
      this.draw();
    })
  .draw();
```

All feature types use a flexible data binding API making it easy to customize appearance and behavior per marker

- Similar to D3
- Works for both SVG and GL
- Mouse events can propagate to features in all layers (not just the top)

CDATWeb Visualization Components



Final Thoughts

- Web visualization is now ready for production
- Use of web visualization for exploratory data analysis (EDA) or scientific purposes is emerging
- Flexibility is good: Ability to switch between client, server or mixed modes
- Web visualization tools for scientific datasets are in scarcity