

# Parallel GIS Processing on Compute Clusters

## Thesis Proposal

Nathan Kerr

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## 1 Introduction

Geospatial (GIS) simulation, analysis, and simulation are important processes to understanding and improving our environment, both urban and natural. Geospatial data is made up of a georeferenced geometry such as a point or a polygon at a certain longitude, latitude, and altitude with related descriptive information such as a land use type. GIS data can be used to represent a large range of real-world objects such as road or power networks, building locations, or natural features such as lakes and rivers. Utilizing GIS data is one method toward processing, analyzing, and simulating real-world systems. One consumer application of GIS are the GPS based car navigation systems common today.

Larger scale GIS applications also exist in areas such as city planning. City planners use GIS to study road networks, zoning issues, and to simulate population growth. As cities and metropolises grow, the amount of data

required to represent these areas also increases. As the data increases, so does the processing power required to complete the geospatial analysis, processing, and simulation.

Desktop GIS packages such as ArcGIS[2], QuantumGIS[3], and GRASS GIS[4] are commonly used for GIS processing and analysis. While these programs provide graphical interfaces to their GIS capabilities, their capabilities are limited by the computers they run on. Datasets can be too large for their memories and computations can take too long to be practical. The popular simulation package, UrbanSim[5] faces these same constraints.

An alternative approach to using these desktop programs is to employ a geospatial databases like PostGIS[6]. Geospatial databases allow centralized access to, and processing of, geospatial data through query languages such as SQL. As the data is stored by and managed by the database software, advanced database features such as indexes can be utilized to speedup data access and processing.

PostGIS is utilized as the core component of the Urban Systems Framework[17] (USF) designed by the Digital Phoenix[12] project group at Arizona State University. Digital Phoenix tries to integrate 3D visualization technology with simulated and gathered GIS data to better understand impacts of planning decisions.

GIS data has become easier to gather in recent years with the proliferation on low cost GPS devices. The availability of these devices significantly reduces the cost of data collection, moving it from a government funded ser-

vice to the capabilities of private companies and individuals even to the point of open source style maps such as OpenStreetMap[18]. With the reduced cost of data collection, the amount of data has grown significantly. As datasets grow and the associated processing becomes more sophisticated, the abilities of programs that only work on a single computer are felt through long processing times and inability to work with the required data. Thus a method of utilizing multiple computers to complete the required processing is needed to increase the size of the data that can be processed and reduce the time required to complete the processing.

One method of using multiple computers to perform the required processing is the use of parallel databases[16]. Parallel databases should be able to spread both data storage and processing across multiple computers transparently from the view of the SQL query programmer. Several commercial databases such as TeraData[7] and Oracle[8] provide support for this method of operation. Opensource databases such as MySQL[?] and PostgreSQL[?] currently do not support this methodology. Parallel databases generally do not require a shared datarepository or filesystem.

Parallel database techniques have been used to build a scalable geo-spatial database system[?, ?]. Data is spread between computers using round-robin, hash, or spatial partitioning. Because the data is able to be distributed between multiple computers, the processing is able to scale to larger datasets.

When a query is processed across the database, a thread is created for each fragment of the data. Thus as the data grows larger, the processing

capabilities of the system also increase. If a particular processing operation requires relatively less computation for each data record this is fine. However, after the amount of computation per data record increases beyond a certain point, which is dependant on the machine used, the processing operation can be sped up by utilizing more processors. Major factors in determining how much data should be processed on each machine, and therefore how the data should be spread between machines, are memory, computation, and communication overhead to move the data and computation to another machine. The ratio of computation to memory and communication requirements is often referred to as grain size. Finer grained processes have more computation per data record, while coarser grained processes have little computation for each data record.

Databases excel at working with indexed data while providing multiple users to interact with the data in a concurrently safe manner through the use of atomic transactions. The requirements placed upon database systems to handle these situations slow down computations that don't utilize indexes or work on an entire dataset at once by added overhead. The processing operations this research looks at do not require these restrictions, and as such a more efficient system can be created.

Using databases can also limit the reusability of computer resources to complete other processes. For example, a process could benefit from utilizing more processors, but the disks on those database nodes could already be fully utilized, thus making them unable to accomodate the computation as it is

directly tied to data storage. This is only really an issue when trying to fully utilize hardware resources for different purposes.

Many universities and research institutions already have investment in compute clusters. These clusters are groups of computer linked together with high speed network interconnects and high performance parallel filesystems such as Lustre[?]. By separating compute and storage resources at the cost of a high speed network, compute clusters are able to separate computation from data storage.

Parallel filesystems alleviate the problems of separating the data from the computer where the processing will be executed by spreading files across multiple network connected fileservers allowing access that is sometimes faster than utilizing a computer's local disk for storage while also enabling processing to spread across the available compute resources based entirely on the process' grain size.

Current desktop approaches to GIS processing such as ArcGIS are unable to make use of the multi-machine processing environment that compute clusters provide. While reworking these programs to utilize these extended resources is possible, it is non-trivial. The collaboration capabilities of GRASS GIS[13] have been used to distribute sub-queries among computers. The method described in this paper utilizes multiple instances of GRASS in a master-slave configuration where all participants access a shared data repository or filesystem. The geometries are portioned between the various nodes. Operations are done on the subsets, and the results are merged to produce

the final result.

While the method used to extend GRASS GIS will in fact speed up GIS processing, it has two flaws. First, the overhead of a graphic user environment is required on each node to support the graphical nature of the program, reducing the amount of memory and processing capability available. Second, the entire set of data used must still fit on a single computer to move it in or out of the environment.

A good cluster based GIS processing environment needs to be separate from a graphical user interface so that it does not incur additional overhead on the compute nodes and so that it can interact well with the generally batch-scheduled environment of a cluster. In addition, it must be able to distribute data between all the nodes used such that a single node does not become a limiting factor in the environment's scalability. A variety of data distribution models should also be available so that the data is distributed in a manner consistent with the required processing. Of course, the environment should be able to execute all the standard geospatial operations as defined by the Open Geospatial Consortium in their Simple Features[?] standard.

## 2 Thesis Work

This thesis will evaluate a novel method of processing geospatial data which treats datasets as an atomic unit (as opposed to databases where records are atomic). By dispensing with the requirements dictated by record level

atomicity, software complexity is reduced significantly allowing for simpler implementations with less overhead. This new viewpoint trades

Compare speedup and scaleup to a theoretical linear speedup derived from the serial execution of PostGIS. Speedup = more procs, more speed. Scaleup = more procs, more data, same speed.

speedup, scaleup

Single dataset operations:

- \* Record Create Read Update Destroy (bad for pgis, needs indexing to be fast)
- \* Filter/Transform (good for pgis)

Dual dataset operations:

- \* Nearest feature (secondary dataset could be a copy of the primary)

### **3 Value and Benefits of Research**

Simplier data-access model simplifies software requirements thus lowers the cost to developing new models, simulations, or processing modules.

Classifies geospatial operations based on data access requirements.

### **4 Research Plan**

The research will progress on two interrelated paths. The first path is determining a sufficient set of GIS operations to validate a processing environment

on real world operations. The second path will be developing the MPI and Hadoop environments to execute the set of operations determined. All operations will also be executed using PostGIS to compare for query development and execution times.

An approximate timeline for these activities follows:

1. Fall 2008: Definition of GIS queries
2. Fall 2008 - Early Spring 2009: Development and execution of queries in PostGIS
3. February - April 2009: Development of queries in MPI
4. April 2009 - May 2009: Development of queries in Hadoop
5. June - July 2009: Analysis and Evaluation

## 5 Completion Criteria

1. Geospatial operation classification by data access, analysis of methods required by OGC standards
2. Parallel GIS processing environment implementation
3. Performance analysis of implementation
4. Analysis of problem types that are good/bad for this approach

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