





# Development of a Grid Environment for Interactive Applications

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#### **CrossGrid** Collaboration



21 institutions, 11 countries





# Main Objectives of CrossGrid

- New category of Grid enabled applications
  - computing and data intensive
  - distributed
  - near real time response (a person in a loop)
  - layered
- New programming tools
- Grid more user friendly, secure and efficient
- Interoperability with other Grids
- Implementation of standards





#### Structure Overview







## Layered Structure of CrossGrid

Interactive and Data Intensive Applications (WP1)				
<ul> <li>Interactive simulation and visualization of a biomedical system</li> <li>Flooding crisis team support</li> <li>Distributed data analysis in HEP</li> <li>Weather forecast and air pollution modeling</li> </ul>			Grid Application Programming Environment (WP2)  • MPI code debugging and verification • Metrics and benchmarks	
HLA	Grid Visualization Kernel	Data Mining	Interactive and semiautomatic performance evaluation tools	
DataGrid GriPhyN 	Services	New CrossGrid Services (WP3) <ul> <li>Portals and roaming access</li> <li>Grid resource management</li> <li>Grid monitoring</li> <li>Optimization of data access</li> </ul>		
Globus Middleware				
Fabric Infrastructure (Testbed WP4)				





#### **CrossGrid Application Development**

#### Interactive simulation and visualisation of a biomedical system

- Grid-based system for pre-treatment planning in vascular interventional and surgical procedures through real-time interactive simulation of vascular structure and flow.

Flooding crisis team support

Distributed data analysis in HEP

- Focus on LHC experiments (ALICE, ATLAS, CMS and LHCb)

#### Weather forecast and air pollution modelling

- Porting distributed/parallel codes on Grid
- Coupled Ocean/Atmosphere Mesoscale Prediction System
- STEM-II Air Pollution Code





### Grid Application Programming Environments

MPI code debugging and verification

Metrics and benchmarks

Interactive and semiautomatic performance evaluation tools

#### **Objectives:**

- specify
- develop
- integrate
- test

tools that facilitate the development and tuning of parallel distributed high-performance and high-throughput computing applications on Grid infrastructures





#### New Grid Services and Tools

Portals and roaming access

Grid resource management

Grid monitoring

Optimisation of data access

#### **Objectives:**

- To develop of interactive compute- and data-intensive applications
- User-friendly Grid environments.
- Easy access to the applications and Grid.
- Reasonable trade-off between resource usage efficiency and application speedup
- To support management issues while accessing resources





#### International Testbed Organisation

•Testbed setup & incremental evolution Integration with DataGrid TCD Dublin **PSNC** Poznan U v Amsterdam ICM & IPJ Warsaw •Infrastructure support FZK unchen **CYFRONET** Cracow Karlsruhe Linzs II SAS Bratislava **USC** Santiago **CSIC** Santander Verification & quality LIP Lisbon Barcelona control • Madrid Listoa Auth Thessaloniki U A Barcelona Val **CSIC** Madrid CSIC Valencia **DEMO** Athens UCY Nikosia





#### Services & Providers









# End user driven

# ... drives the middleware

Locally available













#### Location







#### What we would like to achieve







#### Goals of Applications

- Applications in health and environment
  - Data gathering, processing and interpretation in geographically distributed locations
  - Fast, interactive decision making
- Interactive access to distributed
  - Databases
  - Super computers and High Performance Clusters
  - Visualisation engines
  - Medical scanners
  - Environmental data input devices





#### Three central functionalities

- Data gathering
  - Data generators and data bases geographically distributed
  - Selected on demand
- Processing
  - Needs large processing capacity on demand
  - Interactive
- Presentation
  - Complex data require versatile 3D visualisation
  - Support interaction and feedback to other components





#### Interactive simulation and visualisation of a biomedical system

•Grid-based prototype system for treatment planning in vascular interventional and surgical procedures through near real-time interactive simulation of vascular structure and flow.

•The system will consist of a distributed near real-time simulation environment, in which a user interacts in Virtual Reality (VR) and other interactive display environments.

•A 3D model of the arteries, derived using medical imaging techniques, will serve as input to a simulation environment for blood flow calculations.

•The user will be allowed to change the structure of the arteries, thus mimicking an interventional or surgical procedure.

The work in this task is embedded in the research on medical applications at the UvA and will be performed in close collaboration with the Leiden University Medical Centre (LUMC).



#### **Current Situation**



Observation



#### Diagnosis & Planning

#### Treatment







## Experimental set-up







#### Simulation Based Planning and Treatment



Alternate Treatments







#### Immersive Environments











#### Flooding crisis team support

•Support system for establishment and operation of Virtual Organization for Flood Forecasting associating a set of individuals and institutions involved in flood prevention and protection.

•The system will employ a Grid technology to seamlessly connect together the experts, data and computing resources needed for quick and correct flood management decisions.

•The main component of the system will be a highly automated early warning system based on hydro-meteorological (snowmelt) rainfall-runoff simulations.

•System will integrate the advanced communication techniques allowing the crisis management teams to consult the decisions with various experts. The experts will be able to run the simulations with changed parameters and analyze the impact.

Developped by the Slovak Academy of Sciences, Institute of Computer Systems





## Virtual Organization for Flood Forecasting







#### Cascade of flood simulations







#### flood simulations- results

- Water stages/discharges in the real time operating hydrological stations
- Mapping of the flooded areas





#### flood simulations- results

## Váh River Pilot Site







#### flood simulations - results







#### Common issues

#### Current state (briefly):

- simulation done on a single system or local clusters
- visualisation on a single system, locally

#### What we are going to achieve:

- HPC, HTC, HPV in geographically distributed environment
- improved interaction with the end user
- $\cdot$  near real time simulations
- different visualisation equipments (adaptive according to the end-user needs), like
  - PDA
  - workstations
  - VR studio (e.g. CAVE).





#### **Design Considerations**



- Distributed Resources and Data











### Communication - Problem ?



## Network-Delay ?







- Simulation:
  - At some place in the Grid
  - Possibly moving around?
- Visualization
  - Anywhere
  - Anytime
  - Anyhow





# Connection?







# Connection



### **Grid Visualization Kernel**





# GVK Goal

### - Connection: Simulation - Visualization

-2 Tasks:

- Input/Output Interfaces: existing technology (HLA, OpenDX, AVS, ...)
- Network connection: decrease communication delay





#### Visualization on the Grid







# Speedup?



33 tetrahedrons



264 tetrahedrons



36452 tetrahedrons





























#### **Grid Visualization Kernel**

- Use Visualization on the Grid
  - With traditional visualization kits

What do you use?

- Reduce communication delay in the Grid
  - With content-based filtering/compression/...

What performance do I get?





# **GVK** - Design Consideration

• Addressing the problem of interconnecting distributed simulation sources with visualisation clients

• Providing a middleware layer extension for scientific visualisation, which allows interactive, near real-time visualisation of running grid applications on arbitrary visualisation devices

• The GVK consists of three distinct modules:

1. An input interface for delivering the simulation data to the GVK

2. An output interface for delivering the visualisation data from GVK to the output device

3. The GVK itself, which connects the simulation and the visualisation via their respective interfaces

• GVK will provide sophisticated compression and abstraction mechanisms, depending on the available network throughput.





### GVK - Design Consideration (cont.)

As for the GVK compound, a user can differentiate between two types of interaction:

- local interaction within the visualisation device
- interaction affecting the simulated data.





### Summary (GVK and Visualization)

- GVK is a grid middleware extension for interactive visualisation addressing
  - the visualisation of 2D and 3D data grids and triangle meshes
  - problems of distributed visualisation on a set of heterogeneous devices.
  - network delay problems.
- Improved interaction with the end user
- Near real time simulations
- Different types of the visualisation device (PDA, workstation, VR centre).
- HPC, HTC, HPV in distributed environment (far-away sites).
- Additional middleware supporting the visualization process (e.g. monitoring, scheduling, portals).
- Testbed environment.







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