



# Local and Remote Visualisation Techniques

UvA HPC cursus

**Robert Belleman, UvA/IVI**

**Paul Melis, SURFsara**

**Tijs de Kler, SURFsara**



# Program for today

- 13:00 – 13:30: Introduction to visualization
- 13:30 – 14:30: Visualization at SURFsara, Introduction to ParaView
- 14:30 – 16:30: Hands-on: scientific visualization with ParaView
- 16:30 – 17:00: Remote Visualization



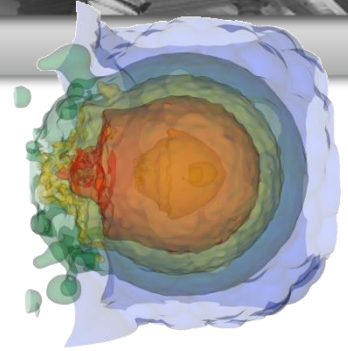
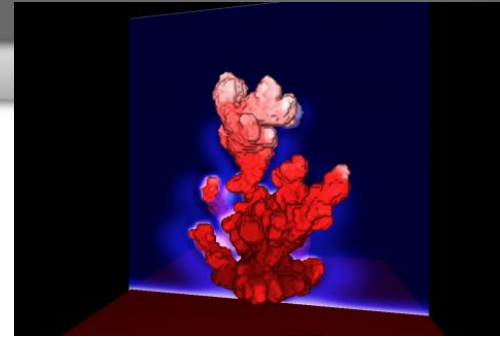
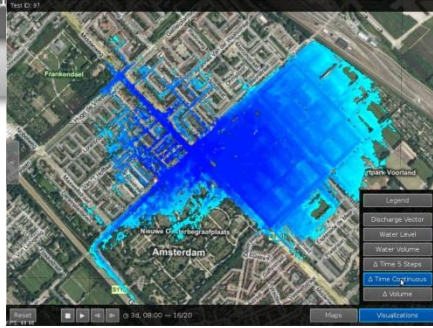
# Introduction to visualization

**Robert G. Belleman, PhD**

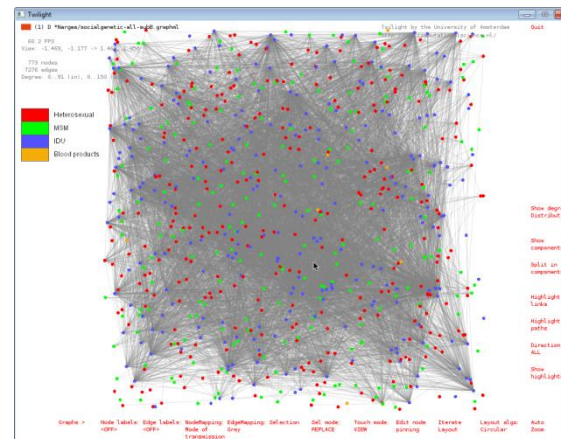
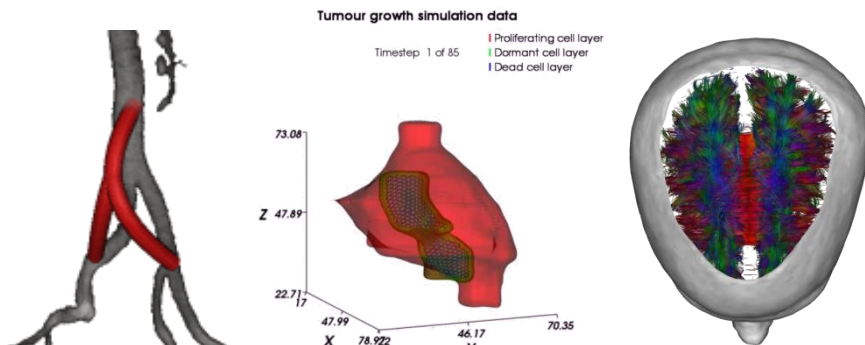
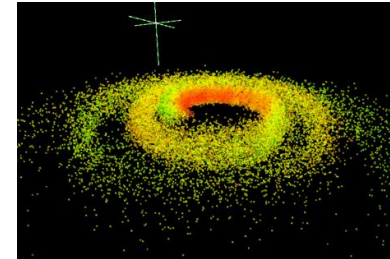
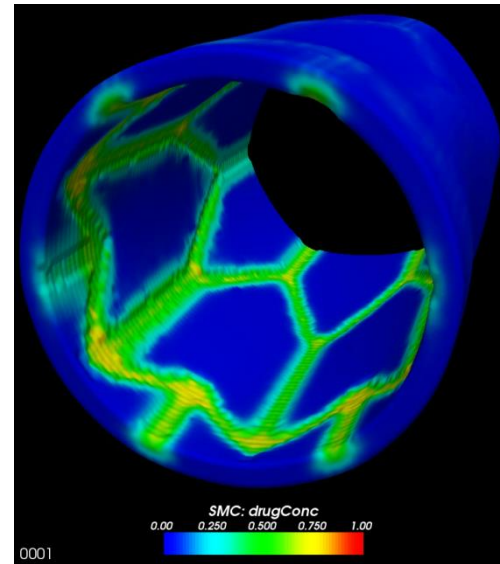
Informatics Institute

University of Amsterdam

Email: [R.G.Belleman@uva.nl](mailto:R.G.Belleman@uva.nl)



- **Scientific Visualization and Virtual Reality team**
  - part of *Computational Science* at UvA/IvI
  - close collaboration with SARA
- Research theme: **interactive visual exploration**
  - Software solutions and architectures, Problem Solving Environments, Interactive graphics devices
- Application areas: computational science
  - (astro)physics, medicine, biology, finance, architecture, computer science, ...



X	Y	X	Y	X	Y	X	Y
10,00	8,04	10,00	9,14	10,00	7,46	8,00	6,58
8,00	6,95	8,00	8,14	8,00	6,77	8,00	5,76
13,00	7,58	13,00	8,74	13,00	12,74	8,00	7,71
9,00	8,81	9,00	8,77	9,00	7,11	8,00	8,84
11,00	8,33	11,00	9,26	11,00	7,81	8,00	8,47
14,00	9,96	14,00	8,10	14,00	8,84	8,00	7,04
6,00	7,24	6,00	6,13	6,00	6,08	8,00	5,25
4,00	4,26	4,00	3,10	4,00	5,39	19,00	12,50
12,00	10,84	12,00	9,11	12,00	8,15	8,00	5,56
7,00	4,82	7,00	7,26	7,00	6,42	8,00	7,91
5,00	5,68	5,00	4,74	5,00	5,73	8,00	6,89

A

B

C

D

X	Y	X	Y	X	Y	X	Y
10,00	8,04	10,00	9,14	10,00	7,46	8,00	6,58
8,00	6,95	8,00	8,14	8,00	6,77	8,00	5,76
13,00	7,58	13,00	8,74	13,00	12,74	8,00	7,71
9,00	8,81	9,00	8,77	9,00	7,11	8,00	8,84
11,00	8,33	11,00	9,26	11,00	7,81	8,00	8,47
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7,00	4,82	7,00	7,26	7,00	6,42	8,00	7,91
5,00	5,68	5,00	4,74	5,00	5,73	8,00	6,89

A

B

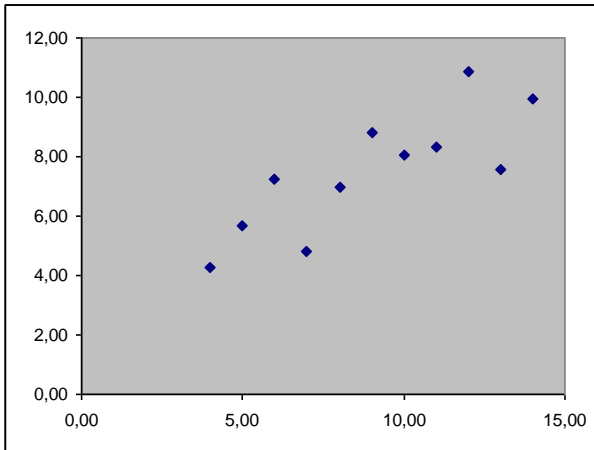
C

D

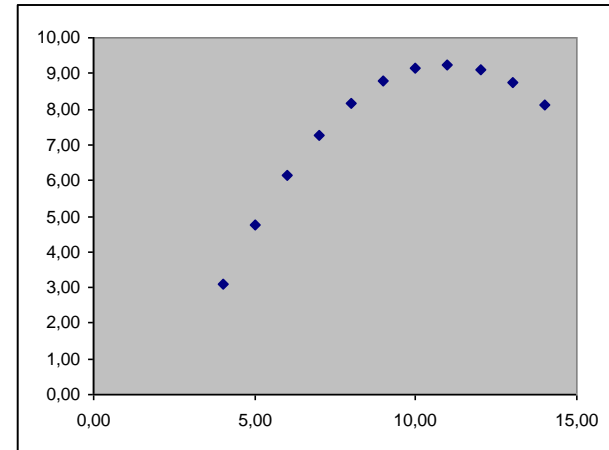
$$\mu_x = 9.00, \sigma_x = 3.32$$

$$\mu_y = 7.50, \sigma_y = 2.03$$

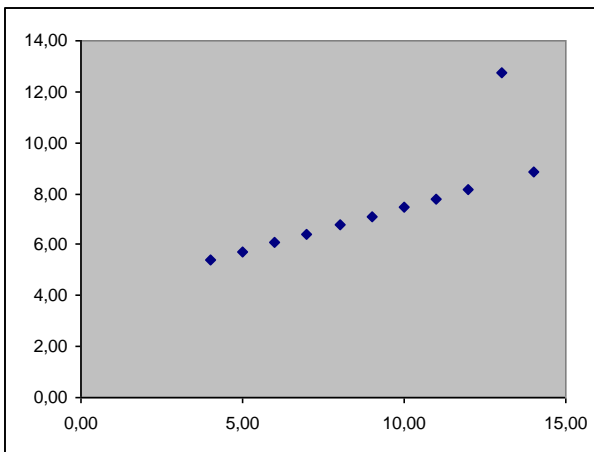
$$\text{linear regression: } y = \frac{1}{2}x + 3$$



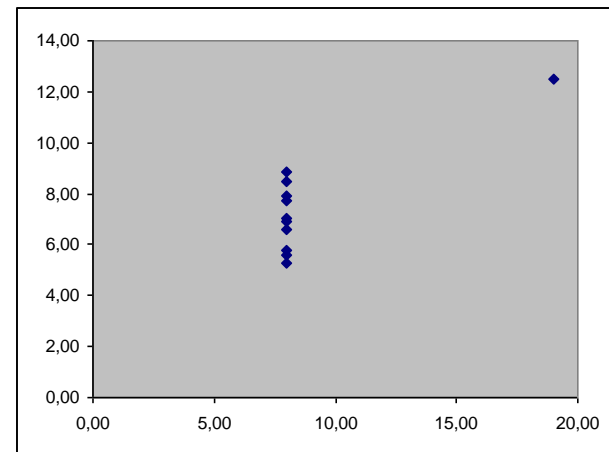
A



B



C



D

# Visualization taxonomy

- Scientific visualization (“scivis” or “datavis”)
  - Data with an implicit or explicit geometric structure
    - Measurements, results from simulations or experiments
- Information visualization (“infovis” or “infographics”)
  - Data with an abstract structure
    - Relations, graphs and networks
- Visual analytics
  - Interactive environments for the detection of the expected and discovery of the unexpected



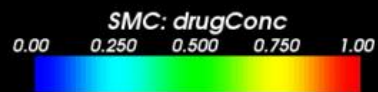
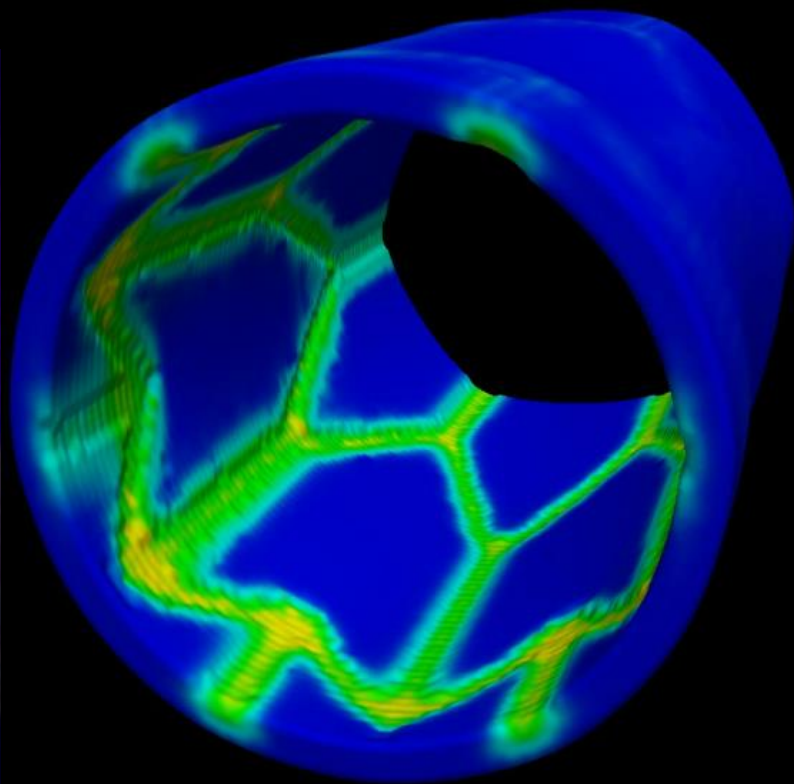
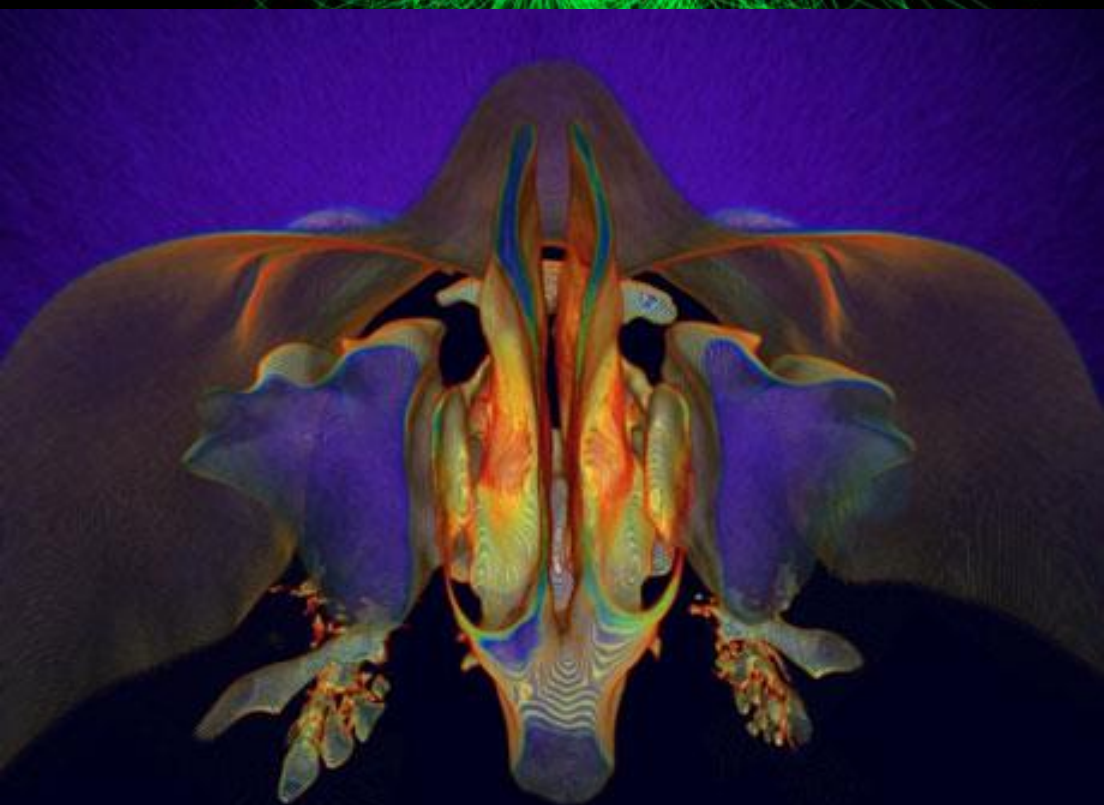
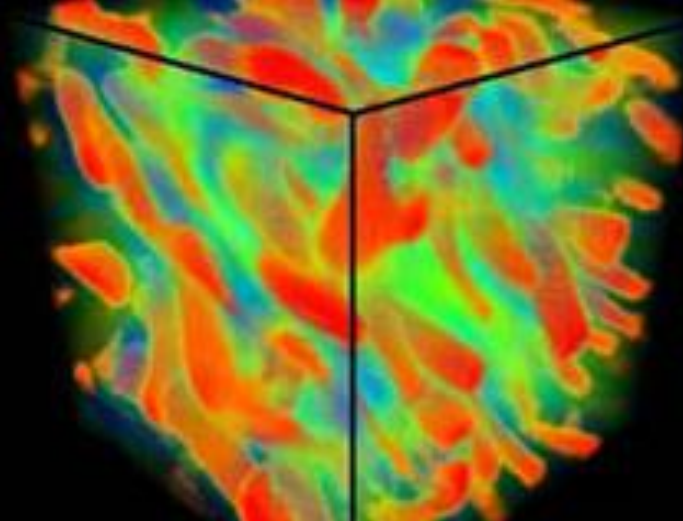
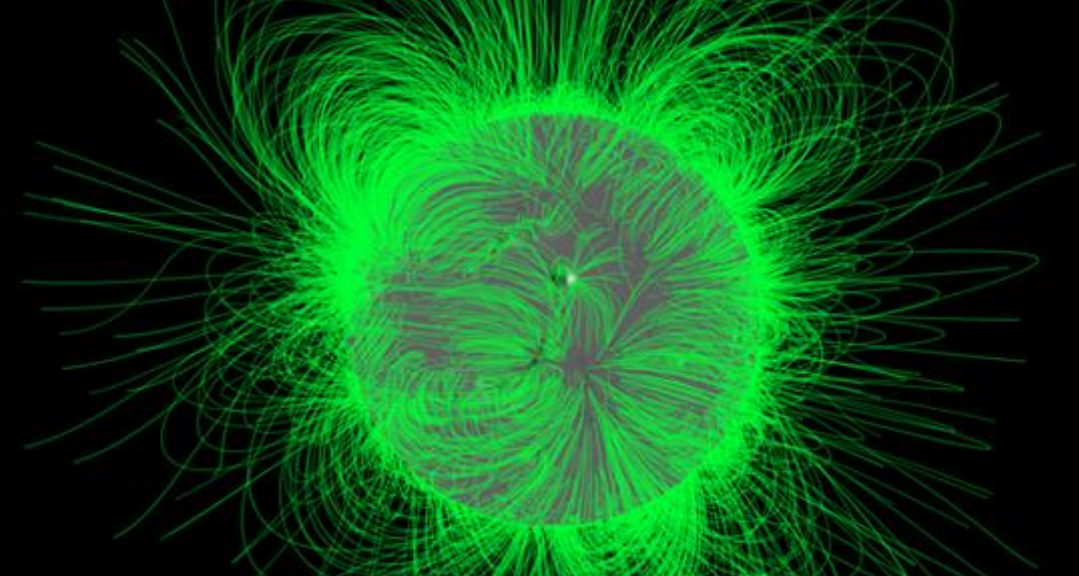
# Scientific visualization

- Scientific visualization deals with all aspects that are connected with the visual representation of data sets from scientific experiments or simulations to achieve a deeper understanding or a simpler representation of complex phenomena.

Martin Rotard, Daniel Weiskopf, and Thomas Ertl, *Curriculum for a Course on Scientific Visualization*, Eurographics / ACM SIGGRAPH Workshop on Computer Graphics Education (2004)







0001

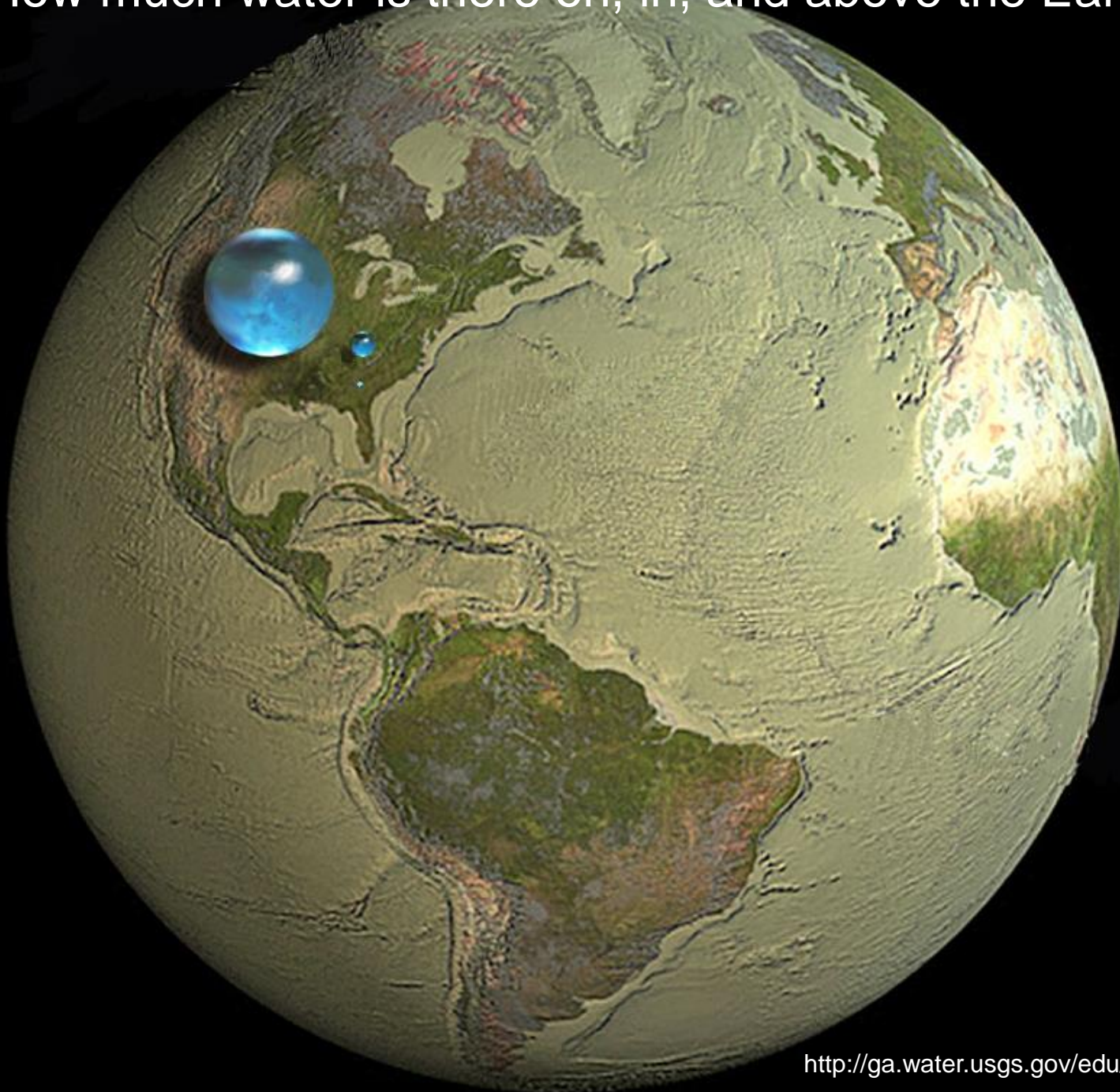
# Information visualization

- In information visualization, the graphical models may represent abstract concepts and relationships that do not necessarily have a counterpart in the physical world.

Maria Cristina Ferreira de Oliveira, Haim Levkowitz, [[doi.ieeecomputersociety.org/10.1109/TVCG.2003.1207445](https://doi.ieeecomputersociety.org/10.1109/TVCG.2003.1207445)  
From Visual Data Exploration to Visual Data Mining: A Survey], IEEE Transactions on Visualization and Computer Graphics, vol. 9, no. 3, pp. 378-394, July-September, 2003.

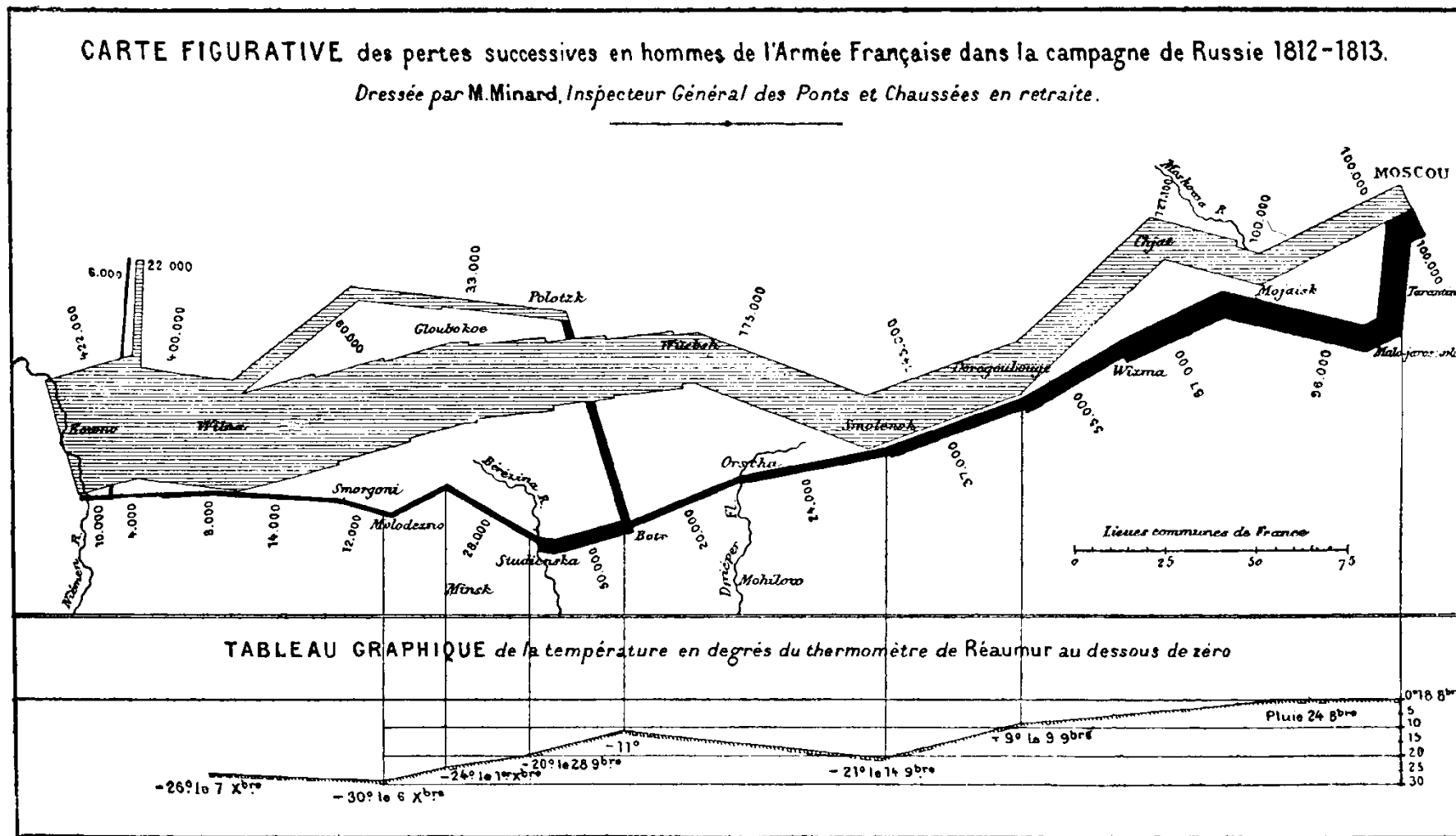


How much water is there on, in, and above the Earth?



# Information visualization

Charles Minard, 1869



Xbre = December

9bre = November

8bre = October

# Software: Tableau



## Napoleon's March to Moscow (and back)

Like 4

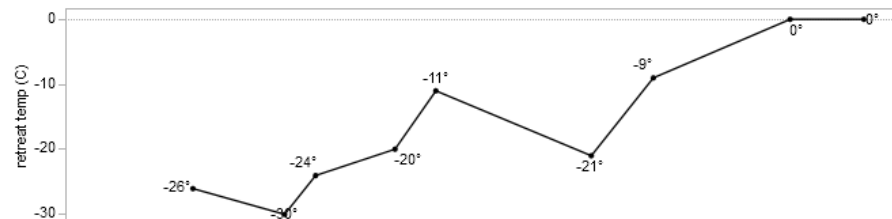
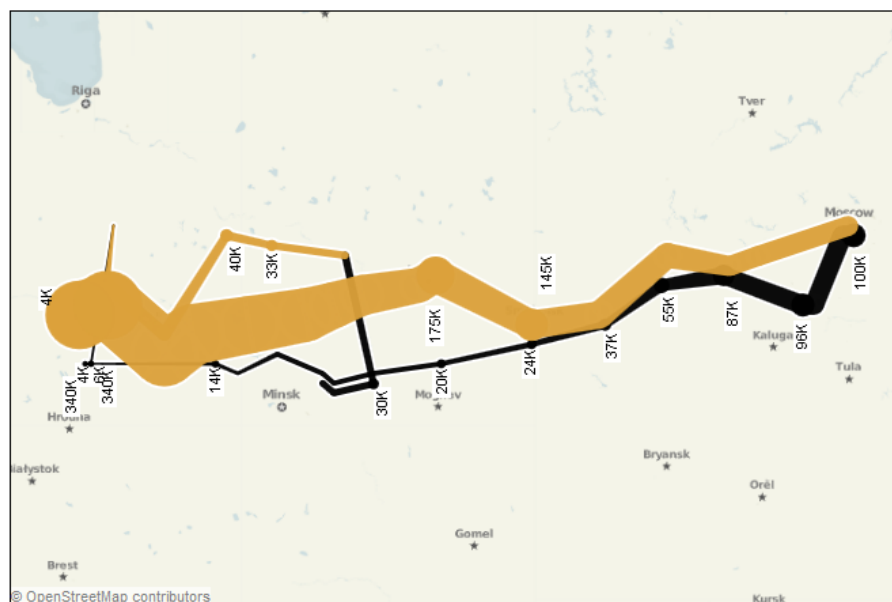
Tweet 10

by amorrison@table... - Jun. 23rd 2010

Some call this viz – created by Charles Minard in 1869 – the best ever because it displays so many different kinds of information so clearly. Kim Rees of [Information Aesthetics](#) recreated this viz and used it as a measuring stick in her review of social visualization tools. We like the review and we love the viz. While not original, it has a certain je ne sais qua.

## Napoleon's March 1812

The losses of French army during the Russian campaign, 1812-1813.



Share

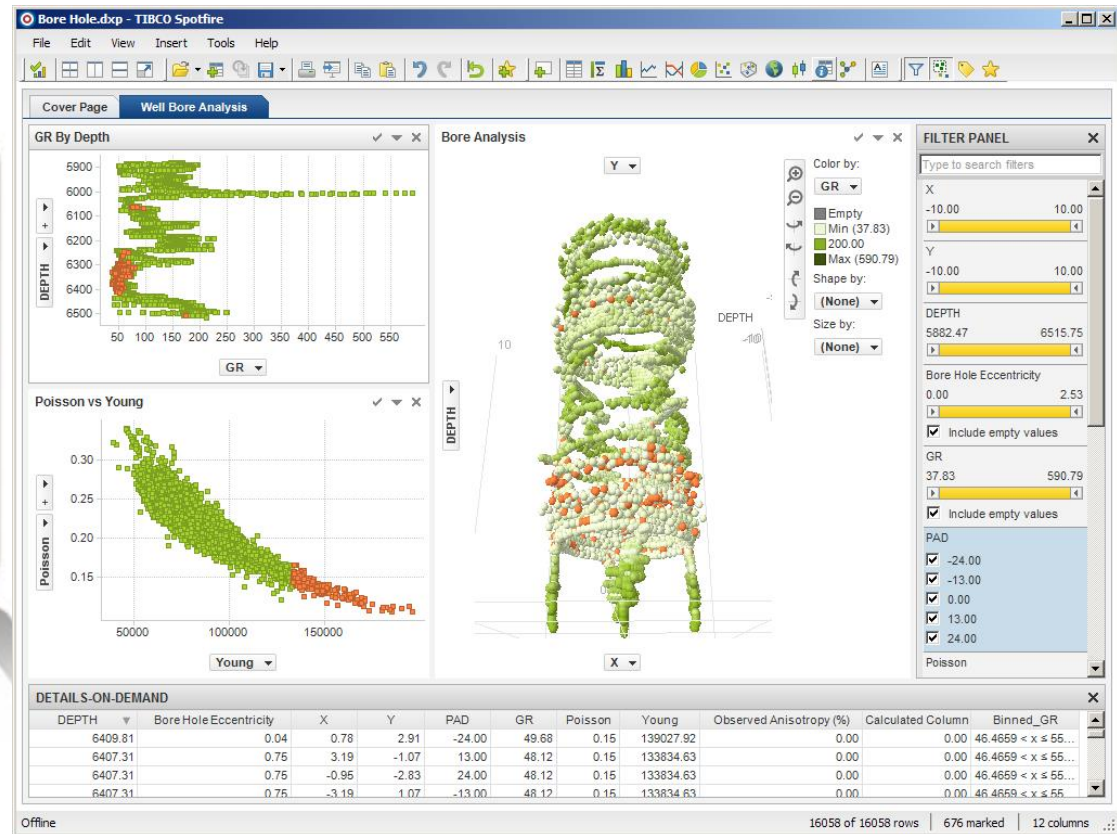
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+tableau

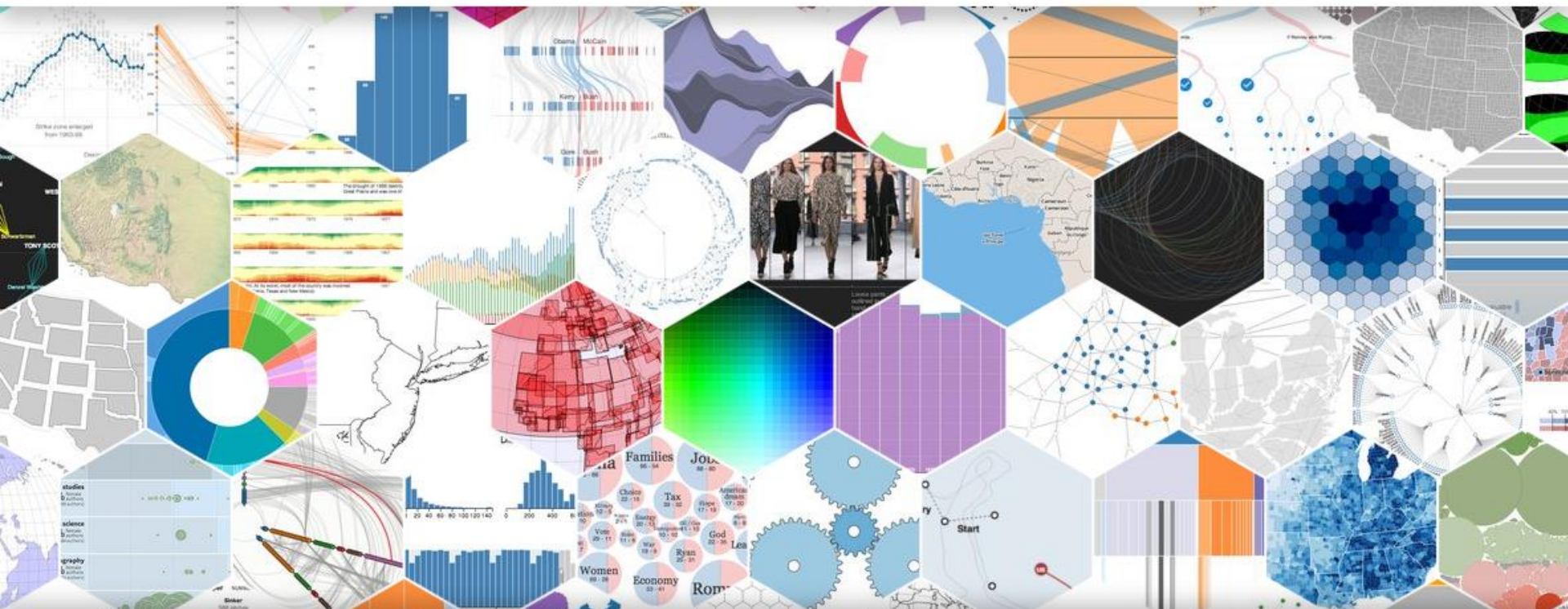


# Software: Spotfire

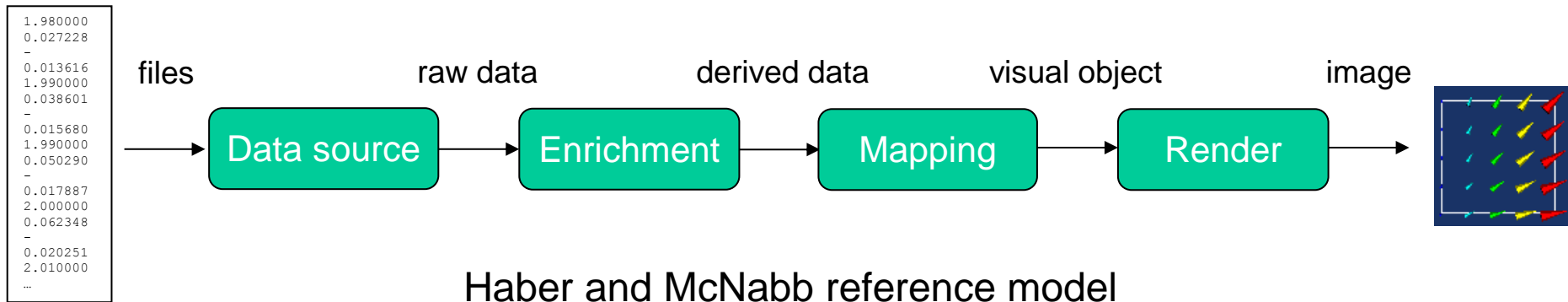




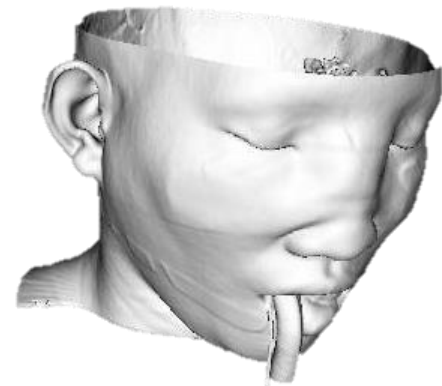
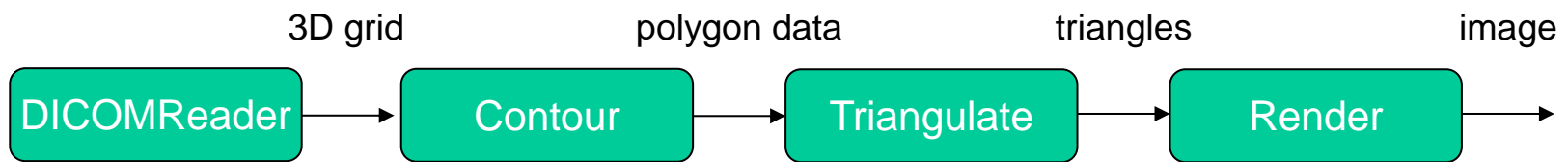
# DIY Software: D3.js



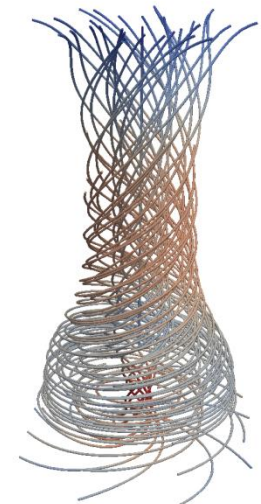
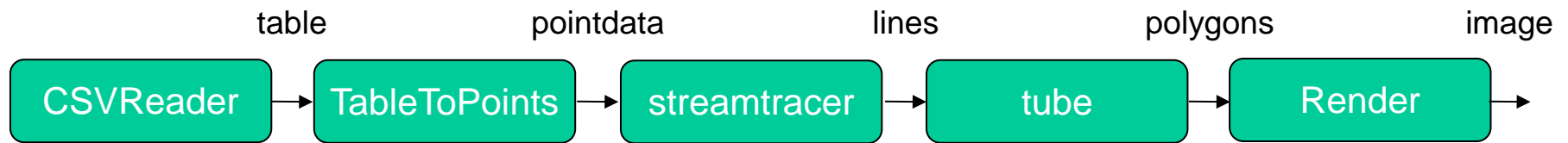
# The scientific visualization pipeline



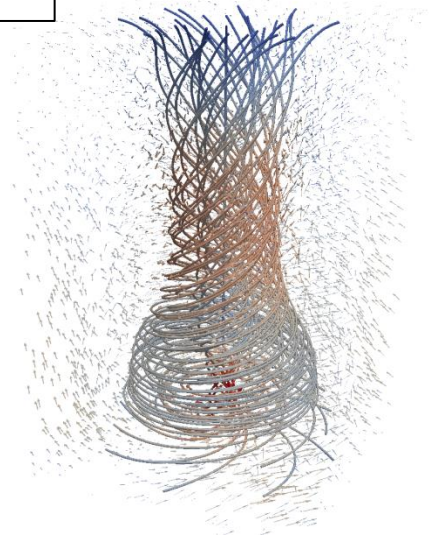
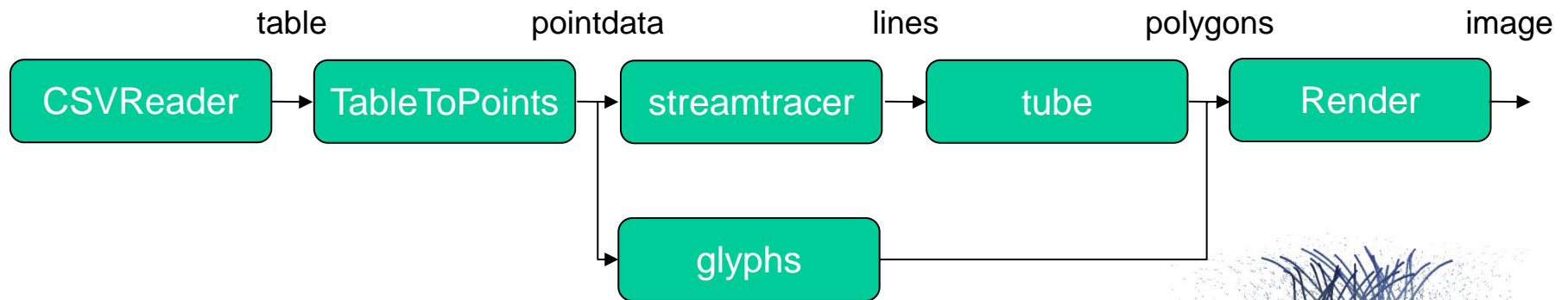
# Example: extracting a contour from medical data



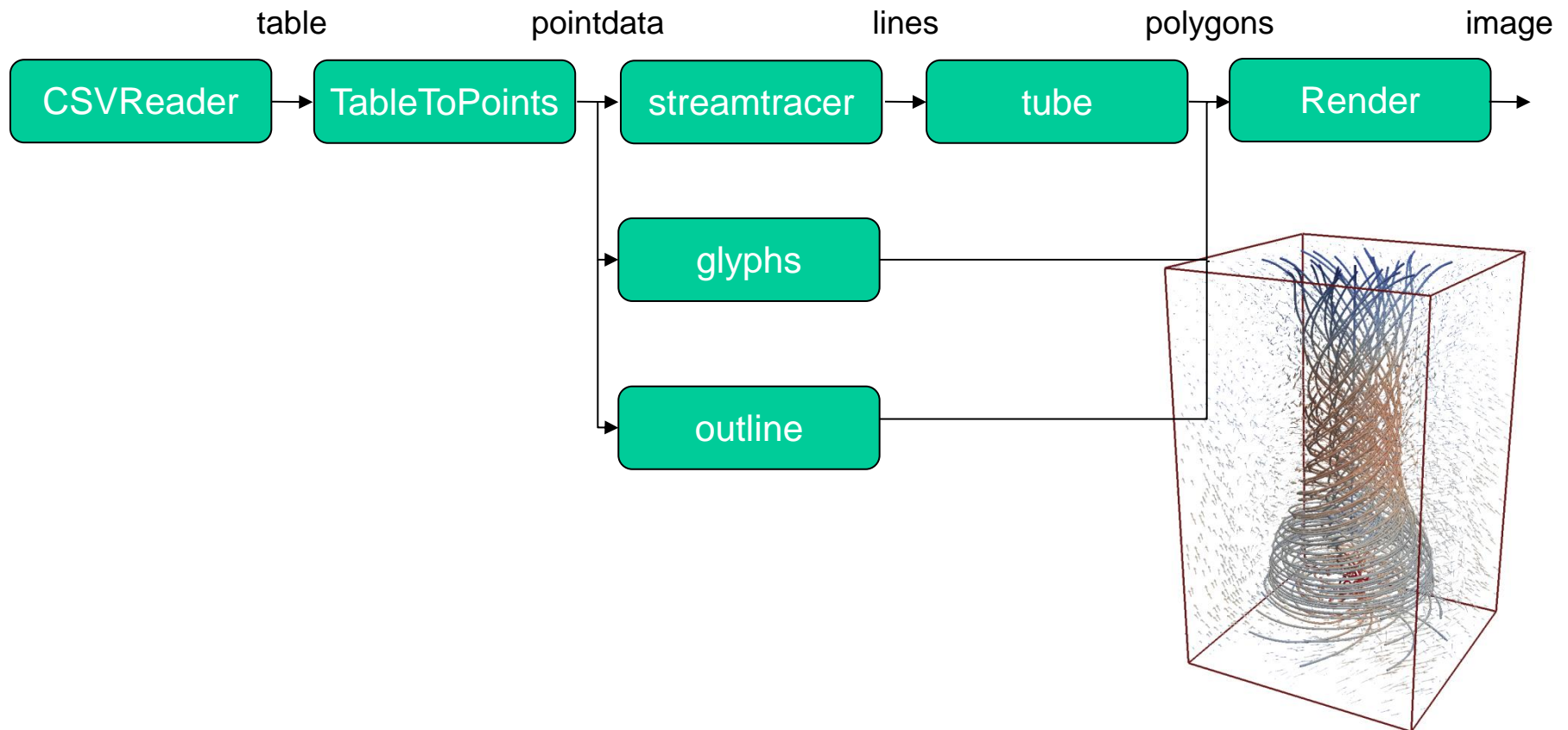
# Example: visualizing flow data with streamlines



# Example: visualizing flow data with streamlines

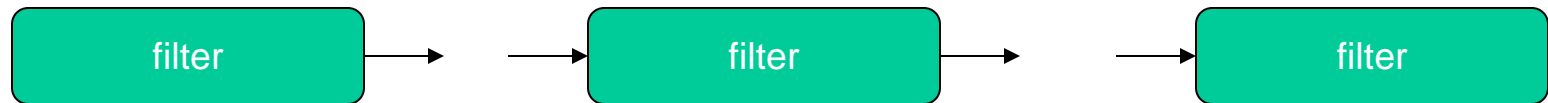


# Example: visualizing flow data with streamlines



# Pipeline creation

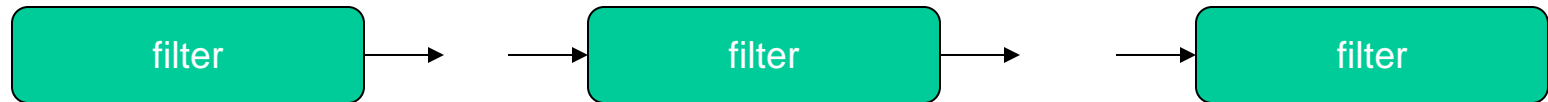
- Filters are connected together to form a “visualization pipeline” or “dataflow network”
- The input port of a filter may only be connected to the output port(s) of (an)other filter(s) if the port types are “similar”





# Pipeline behaviour

- Filters in a pipeline only execute when necessary
  - When data at the input has changed, or a parameter
- Data flows downstream, update checks go upstream



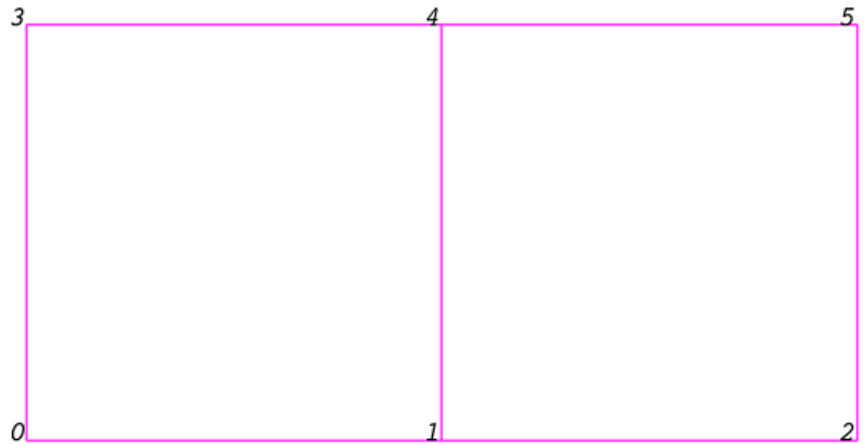


# Data model

- Data sets are represented by a *mesh* and *attributes*

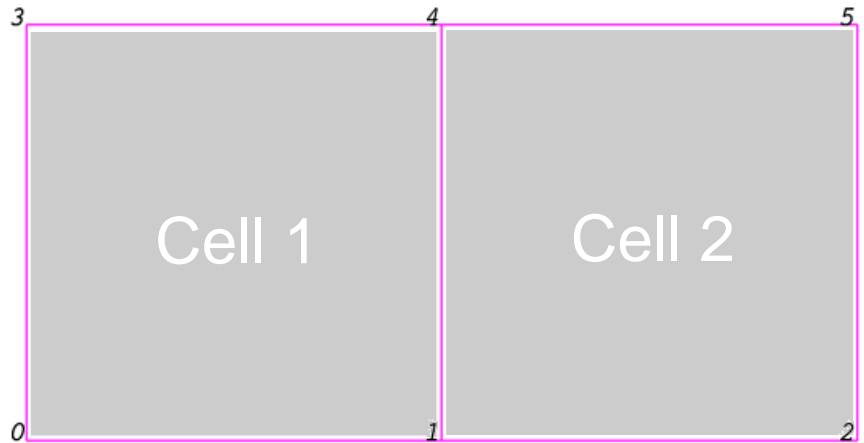
# Data model

- Data sets are represented by a *mesh* and *attributes*
- A mesh consists of interconnected vertices (topology)



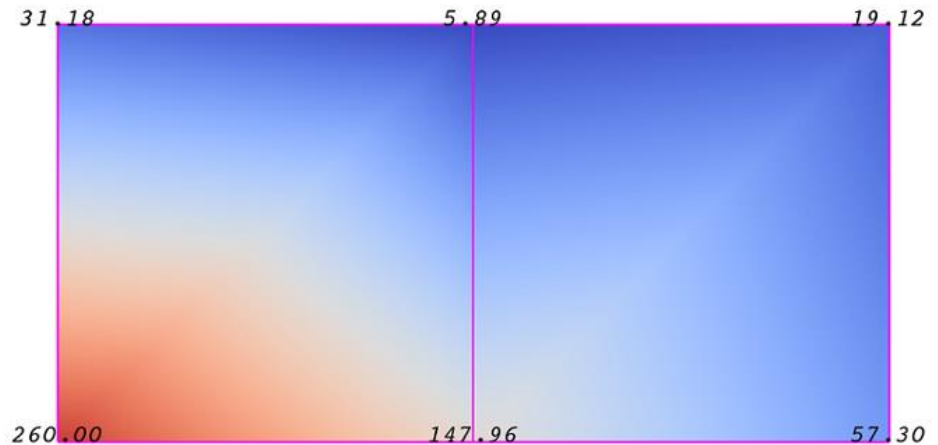
# Data model

- Data sets are represented by a *mesh* and *attributes*
- A mesh consists of interconnected vertices (topology)
- Collections of vertices form cells (regions, zones)



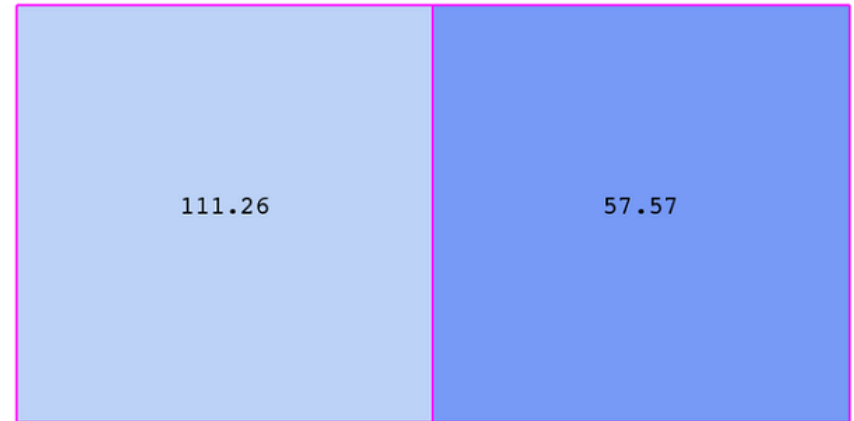
# Data model

- Data sets are represented by a *mesh* and *attributes*
- A mesh consists of interconnected vertices (topology)
- Collections of vertices form cells (regions, zones)
- Vertices can have attributes

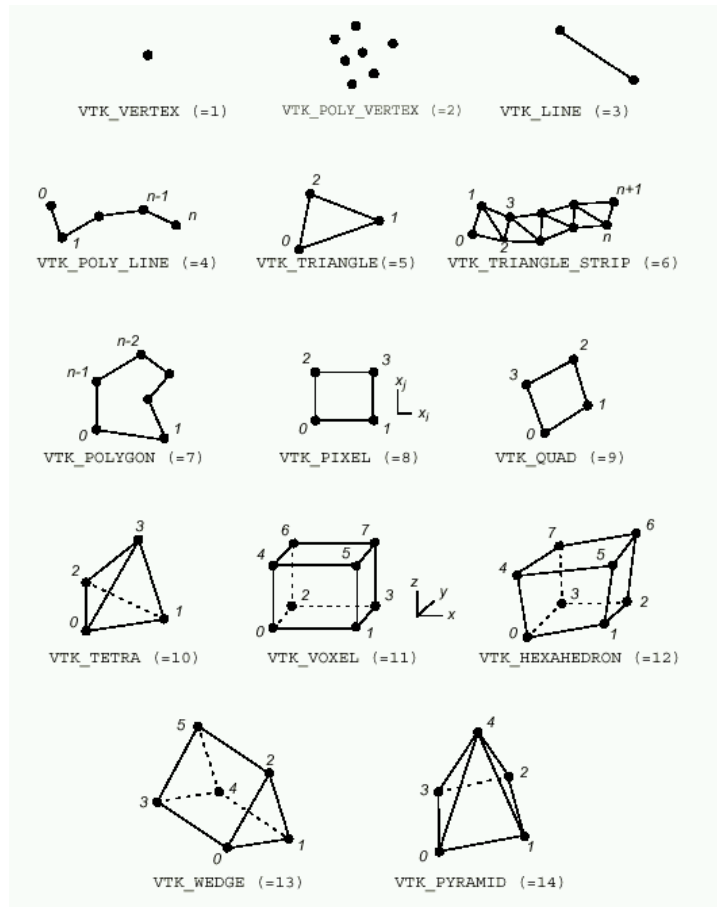


# Data model

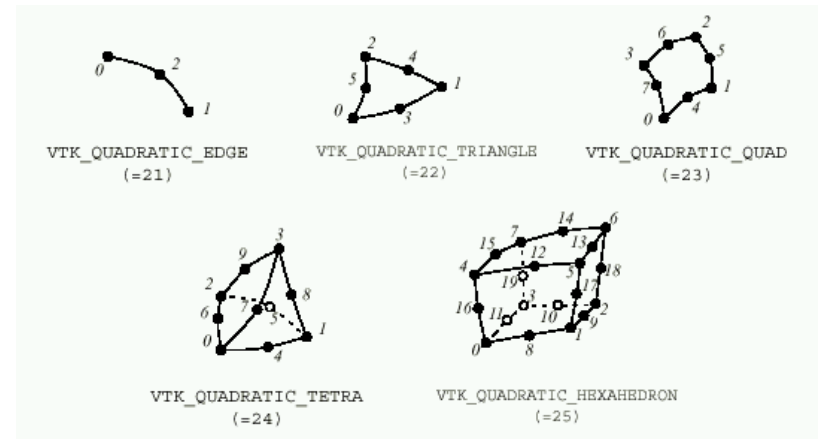
- Data sets are represented by a *mesh* and *attributes*
- A mesh consists of interconnected vertices (topology)
- Collections of vertices form cells (regions, zones)
- Vertices can have attributes
- Cells can have attributes



# Cell types



Linear cell types



Non-linear cell types

# Uniform Rectilinear Grid (image data)

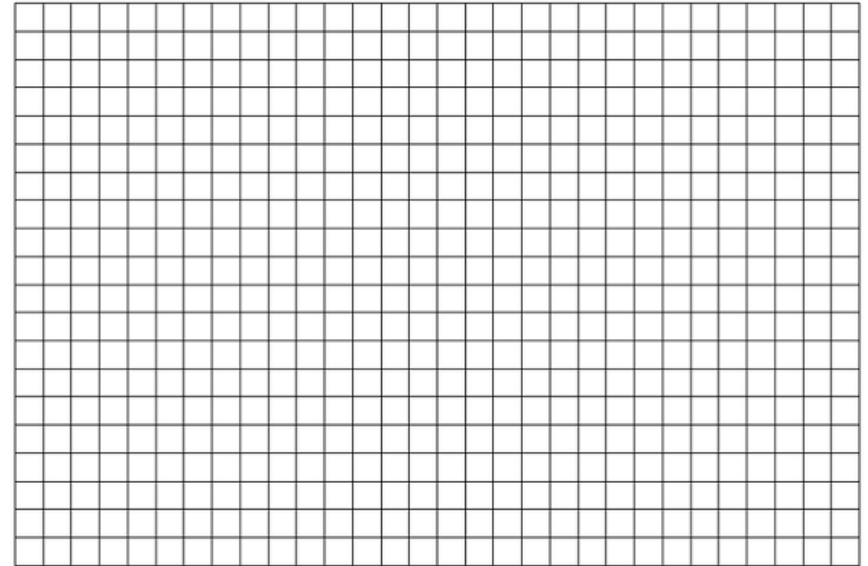
Implicit topology and point coordinates, all cells of same type.

Properties:

- Extent: min/max indices
- Origin
- Spacing

Examples:

- Images (JPEG, PNG, TIFF, etc)
- (Bio-)medical data (CT, MRI, CLSM, etc)



# Rectilinear grid

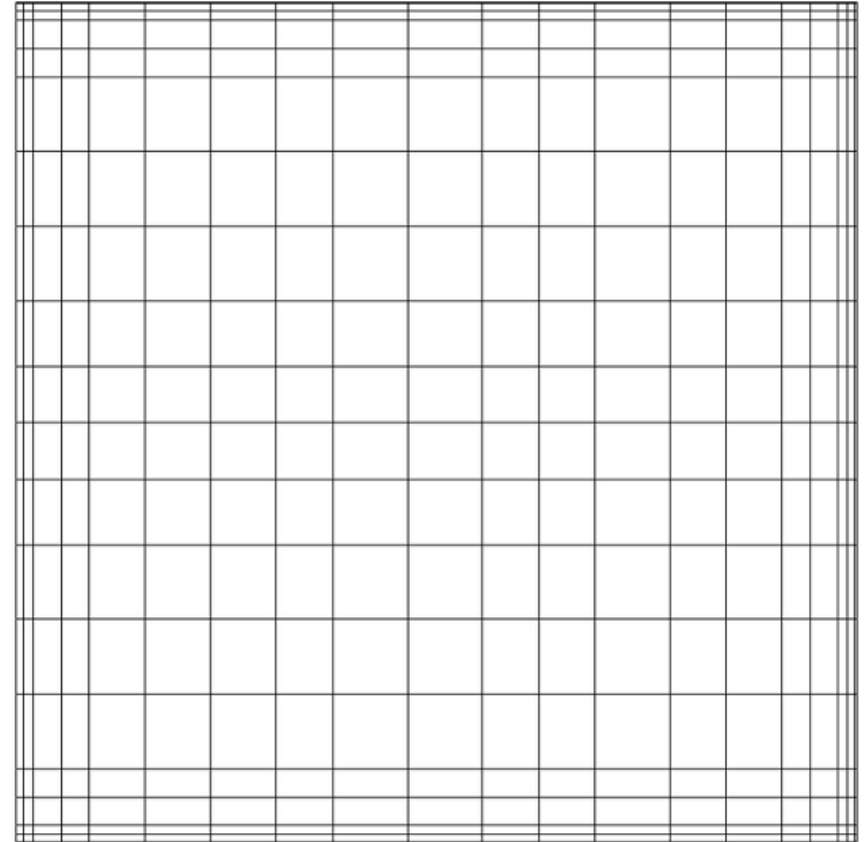
Implicit topology, semi-implicit point coordinates, all cells of same type.

Properties:

- Extent: min/max indices
- Vertex coordinates

Examples:

- Data structure in simulations with non-uniform density





# Curvilinear Grid

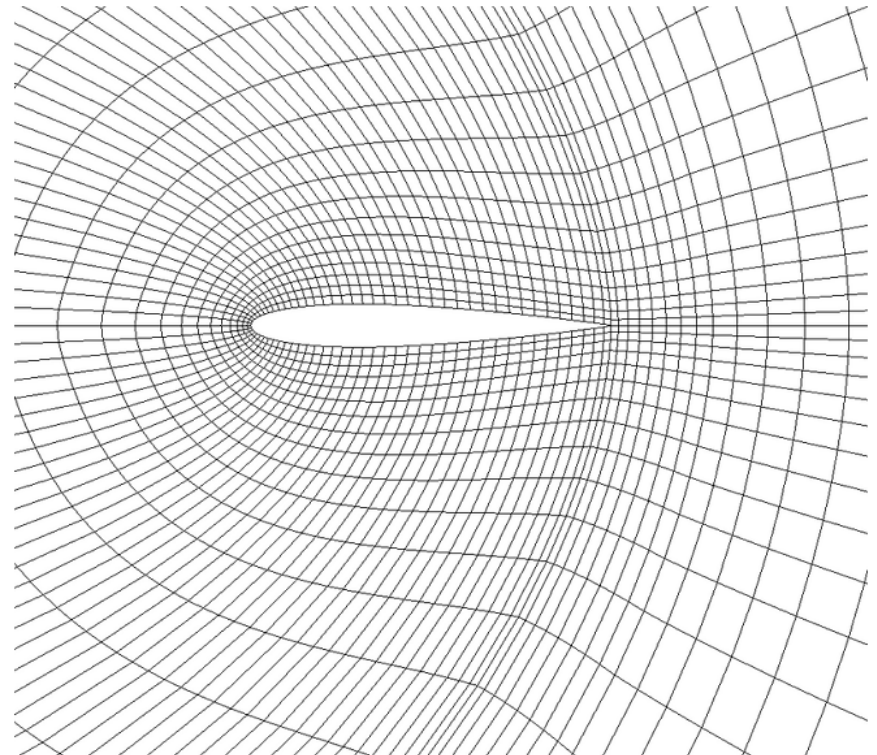
Implicit topology, explicit point coordinates, all cells of same type.

Properties:

- Extent: min/max indices
- Vertex coordinates

Examples:

- Data structure in simulations with non-uniform density on non-rectangular domain

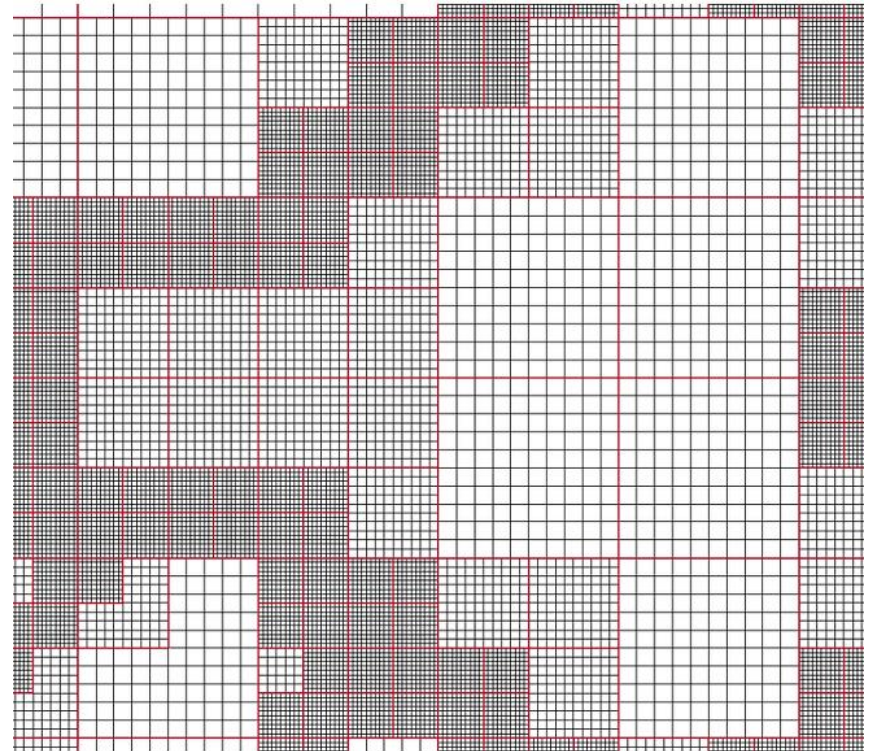


# Adaptive Mesh Refinement (AMR)

Collection of non-uniform rectilinear grids (a.k.a. Berger-Oliger mesh).

Examples:

- Data structure in simulations with irregular non-uniform density

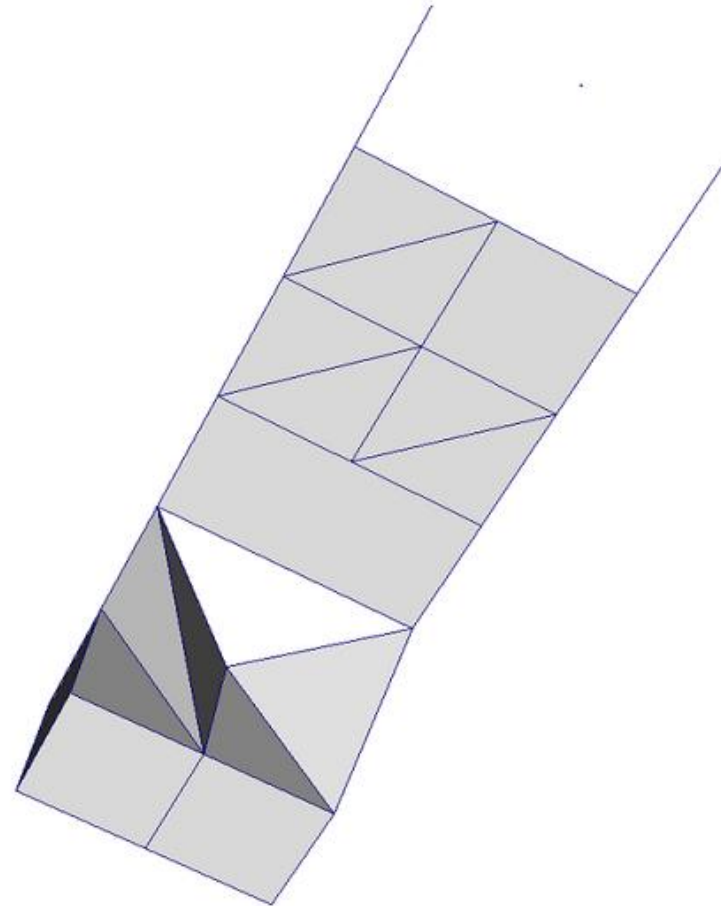


# Unstructured grid

Explicit topology, explicit point coordinates, all possible cell types.

Examples:

- Finite Element/Volume Models
- CAD/CAM

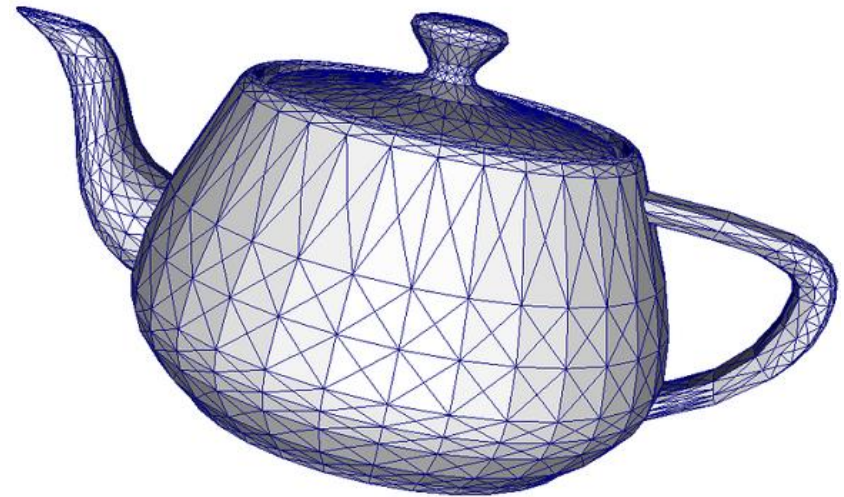


# Polygon data

Explicit topology, explicit point coordinates, restricted cell types (vertices, lines, polygons).

Examples:

- Game models (OBJ, STL, PLY)
- Molecule models (PDB)



# Software

- Often domain-specific
- Almost all based on visualization pipeline / dataflow concept

## Commercial:

- AVS (Advanced Visual Systems)
- IRIS Explorer
- Amira
- Matlab, Mathematica, IDL
- Spotfire
- ...

## Public domain:

- VTK
- ParaView
- VolView
- VisIt
- DeVIDE
- MeVisLab
- SCIRun
- Gephi
- Cytoscape
- R
- ...

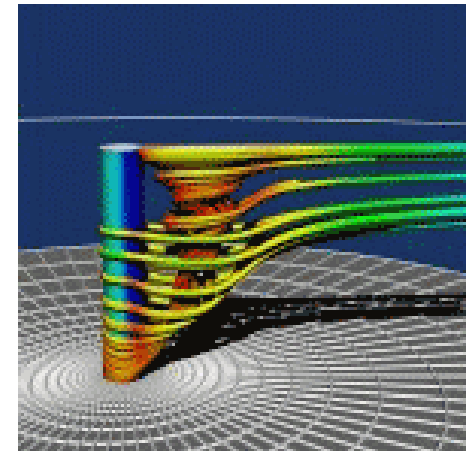
# The Visualization Toolkit (VTK)

VTK is:

- open source visualization library
  - C++ library with > 1500 classes
  - Language “bindings” to Java, Python, Tcl, Ruby
- works on Unix/Linux, Windows, MacOS
- object-oriented design

VTK provides:

- *Visualization* methods to turn data into geometry
- *Graphics* model to turn geometry into images (OpenGL)
- *Image processing* methods





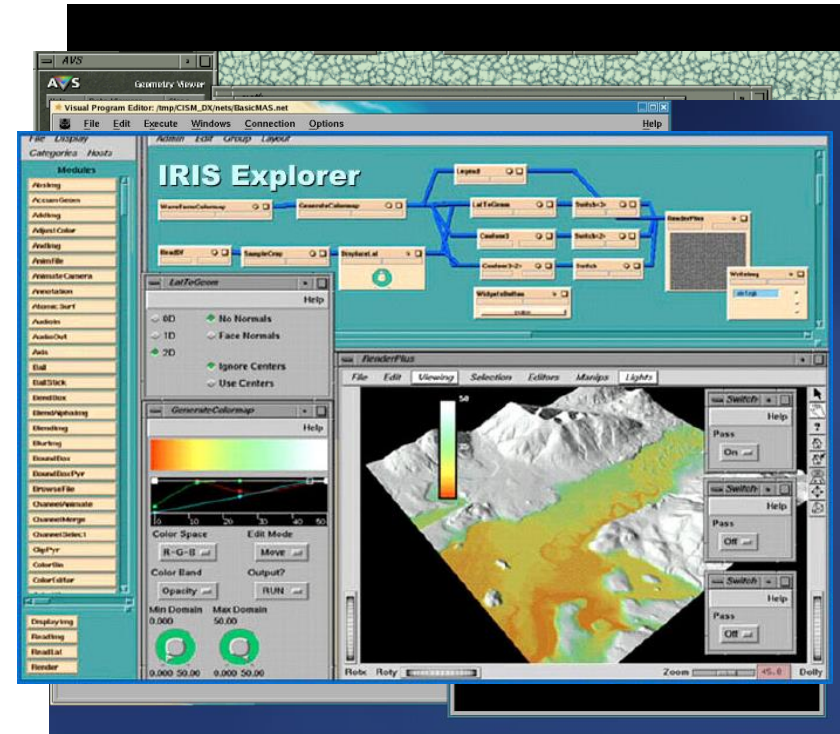
# The Visualization Toolkit (VTK)

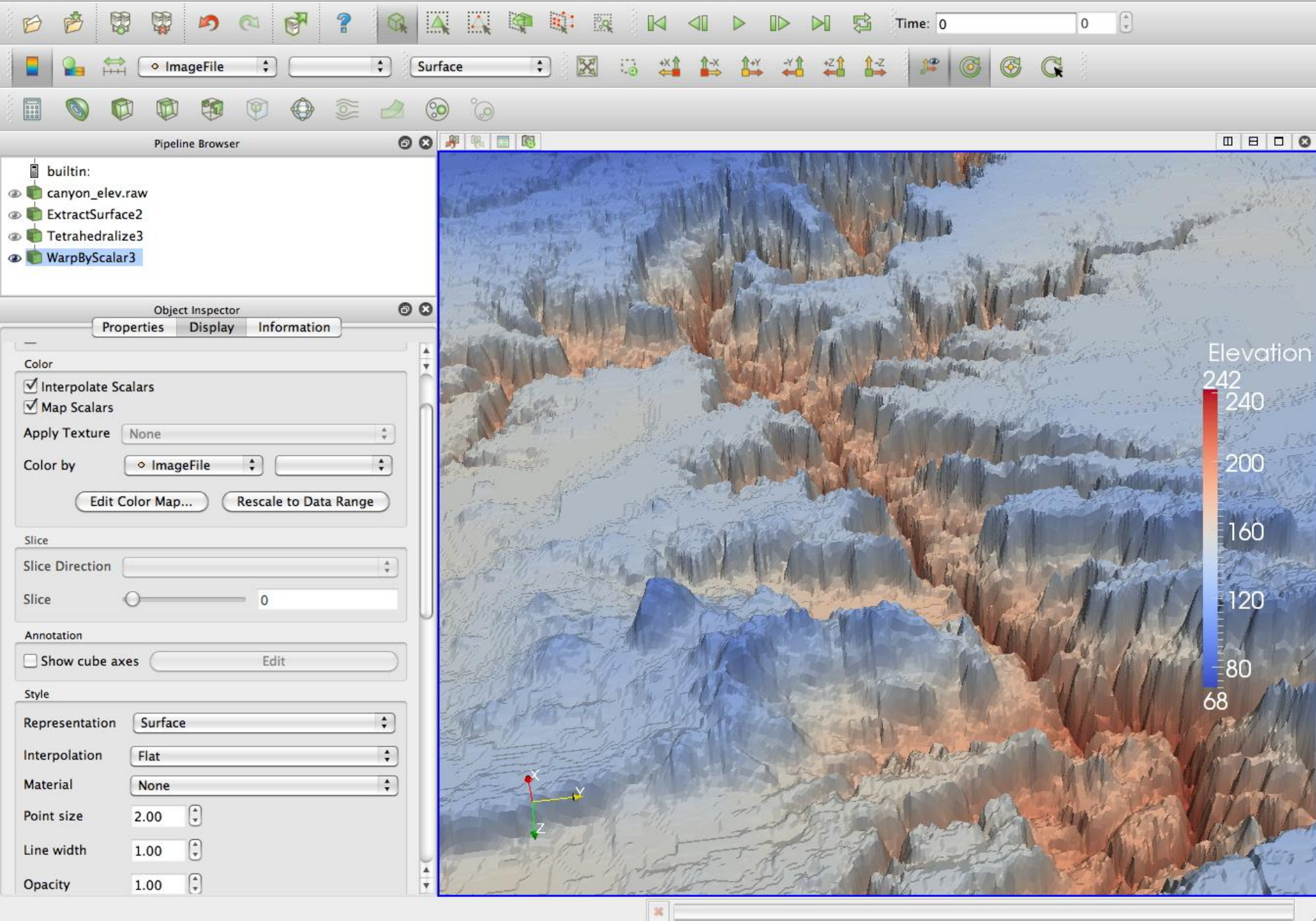
VTK is *not*:

- VTK is *not* a programming language
- VTK is *not* an application
  - No drag-and-drop “visual program editor” as with AVS, Iris Explorer, OpenDX, etc.
  - You have to *program*

More info:

- <http://www.vtk.org/>
- <http://www.paraview.org/>









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