Chapter 11

Visualization of Large-Scale Distributed Data

Jason Leigh
University of Illinois at Chicago, USA

Andrew Johnson
University of Illinois at Chicago, USA

Luc Renambot
University of Illinois at Chicago, USA

Venkatram Vishwanath
University of Illinois at Chicago, USA & Argonne National Laboratory, USA

Tom Peterka
Argonne National Laboratory, USA

Nicholas Schwarz
Northwestern University, USA

ABSTRACT

An effective visualization is best achieved through the creation of a proper representation of data and the interactive manipulation and querying of the visualization. Large-scale data visualization is particularly challenging because the size of the data is several orders of magnitude larger than what can be managed on an average desktop computer. Large-scale data visualization therefore requires the use of distributed computing. By leveraging the widespread expansion of the Internet and other national and international high-speed network infrastructure such as the National LambdaRail, Internet-2, and the Global Lambda Integrated Facility, data and service providers began to migrate toward a model of widespread distribution of resources. This chapter introduces different instantiations of the visualization pipeline and the historic motivation for their creation. The authors examine individual components of the pipeline in detail to understand the technical challenges that must be solved in order to ensure continued scalability. They discuss distributed data management issues that are specifically relevant to large-scale visualization. They also introduce key data rendering techniques and explain through case studies approaches for scaling them by leveraging distributed computing. Lastly they describe advanced display technologies that are now considered the "lenses" for examining large-scale data.

DOI: 10.4018/978-1-61520-971-2.ch011

INTRODUCTION

The primary goal of visualization is insight. An effective visualization is best achieved through the creation of a proper representation of data and the interactive manipulation and querying of the visualization. Large-scale data visualization is particularly challenging because the size of the data is several orders of magnitude larger than what can be managed on an average desktop computer. Data sizes range from terabytes to petabytes (and soon exabytes) rather than a few megabytes to gigabytes. Large-scale data can also be of much greater dimensionality, and there is often a need to correlate it with other types of similarly large and complex data. Furthermore the need to query data at the level of individual data samples is superseded by the need to search for larger trends in the data. Lastly, while interactive manipulation of a derived visualization is important, it is much more difficult to achieve because each new visualization requires either re-traversing the entire dataset, or compromising by only viewing a small subset of the whole. Large-scale data visualization therefore requires the use of distributed computing.

The individual components of a data visualization pipeline can be abstracted as:

Data Retrieval → Filter / Mine → Render → Display

The degree to which these individual components are distributed or collocated has historically been driven by the cost to deploy and maintain infrastructure and services. Early in the history of scientific computing, networking bandwidth was expensive and therefore scarce. Consequently early visualization pipelines tended to minimize the movement of data over networks in favor of collocating data storage with data processing. However, as the amount and variety of data continued to grow at an exponential pace, it became too costly to maintain full replicas of the data for each individual that needed to use it. Instead, by leveraging the widespread expansion of the Internet and other national and international high-speed network infrastructure such as the National LambdaRail[1], Internet-2[2], and the Global Lambda Integrated Facility[3], data and service providers began to migrate toward a model of widespread distribution of resources.

In this chapter we will first introduce the various instantiations of the visualization pipeline and the historic motivation for their creation. We will then examine individual components of the pipeline in detail to understand the technical challenges that must be solved in order to ensure continued scalability. We will discuss distributed data management issues that are specifically relevant to large-scale visualization. We will also introduce key data rendering techniques and explain through case studies approaches for scaling them by leveraging distributed computing. Lastly we will describe advanced display technologies that are now considered the "lenses" for examining large-scale data.

THE LARGE-SCALE DATA VISUALIZATION PIPELINE

Collocated Data, Filtering, Rendering and Display Resources

Most visualization software packages have a pipeline architecture where raw data comes in at one end of the pipeline from disk or the network, moves through a sequence of filters that process the data on the CPU and generate computer graphics primitives (e.g. lines, triangles, splats, pixels) which are rendered on the GPU, and displayed on a monitor at the other end of the pipeline. Some filters deal with accessing data or generating data. Other filters convert data from one form to another. Finally there are filters that deal with the creation of computer graphics. Each filter has an explicit input and output format allowing