

# CCMC-LIU-AMNH PARTNERSHIP: ADVANCED VISUALIZATION

Alexander Bock  
Scientific Visualization Group  
Linköping University  
Sweden



# WHO AM I

- 4<sup>th</sup> year PhD student in Scientific Visualization
- Collaborating with CCMC since 2012



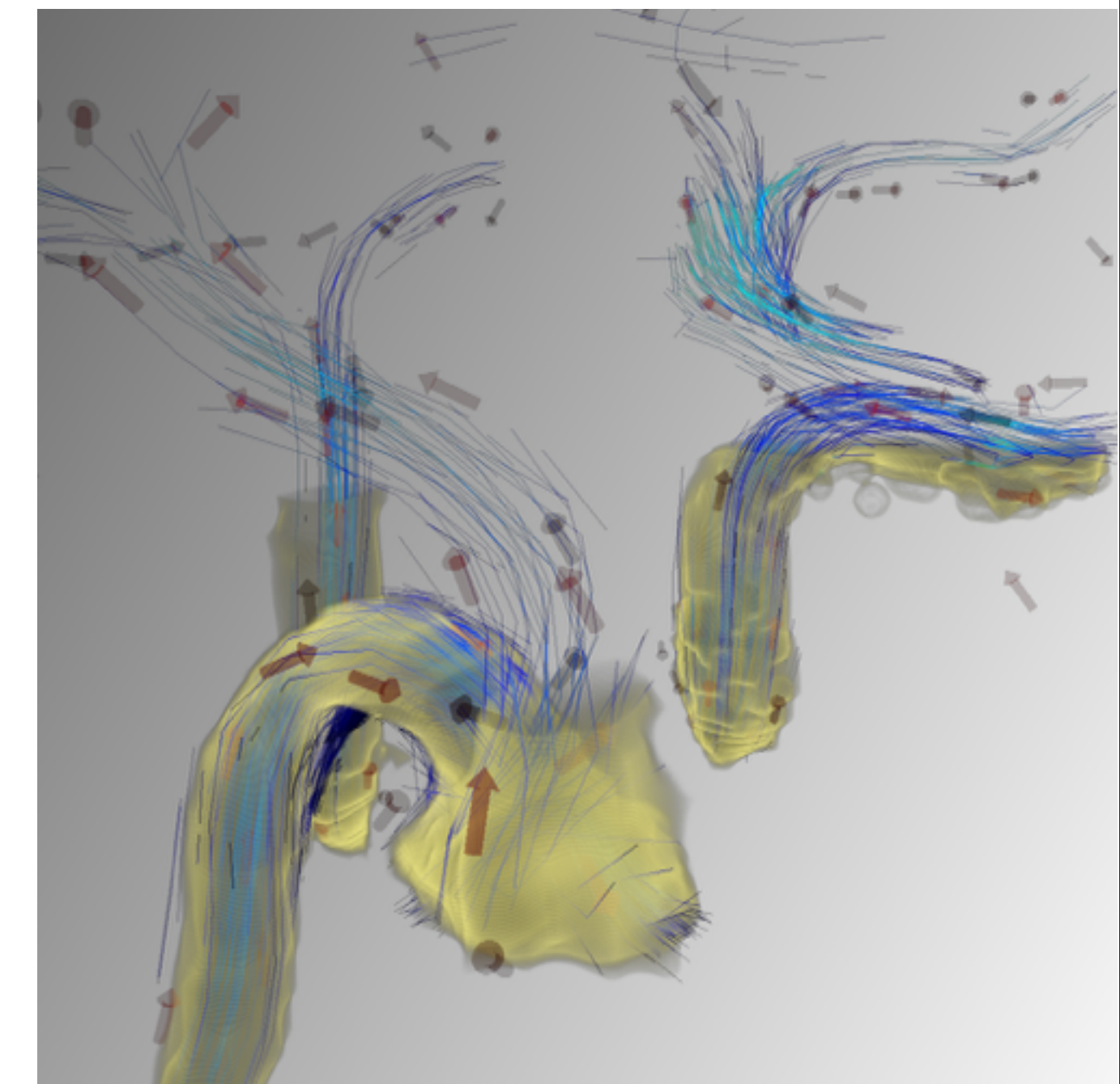
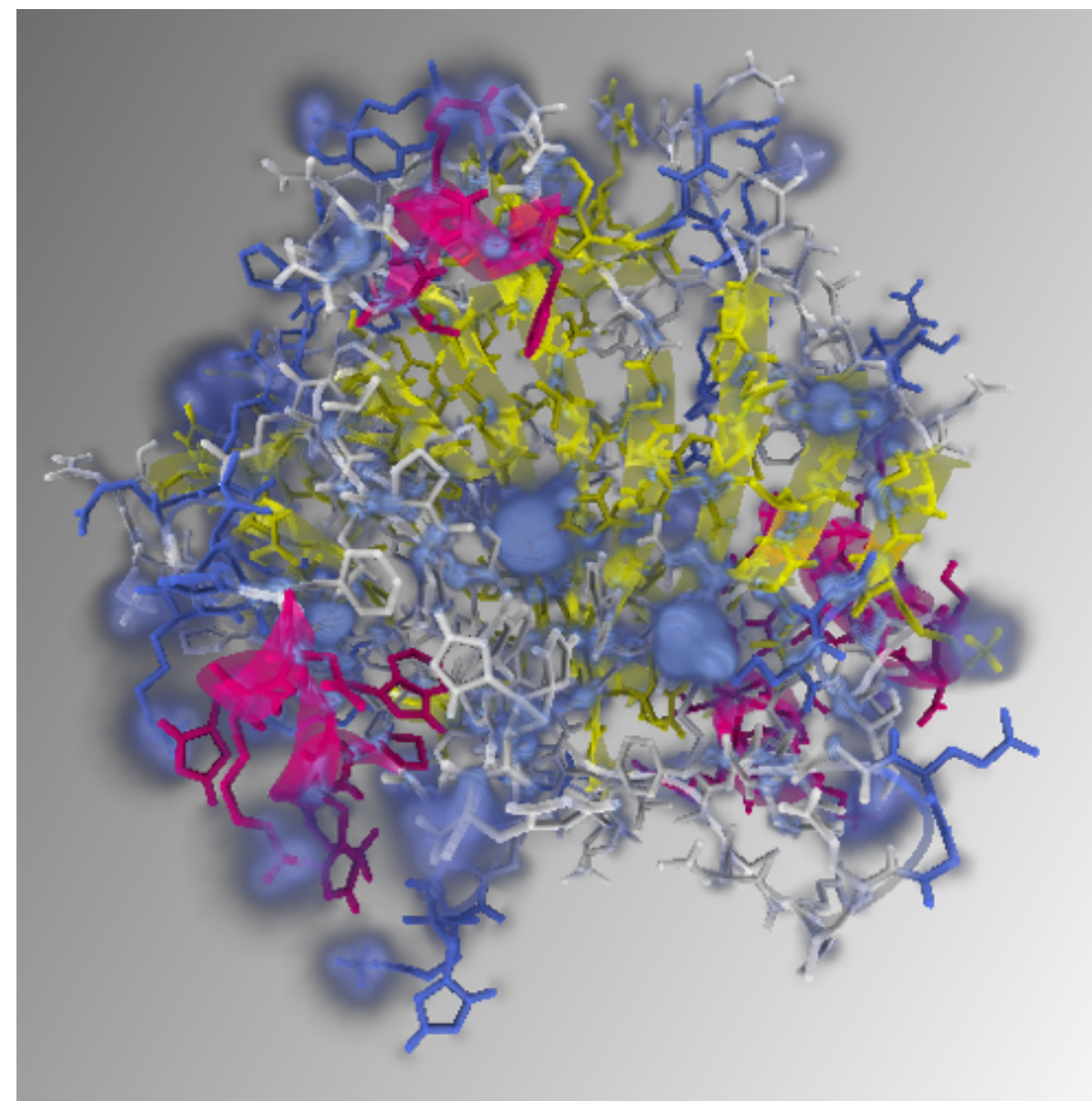
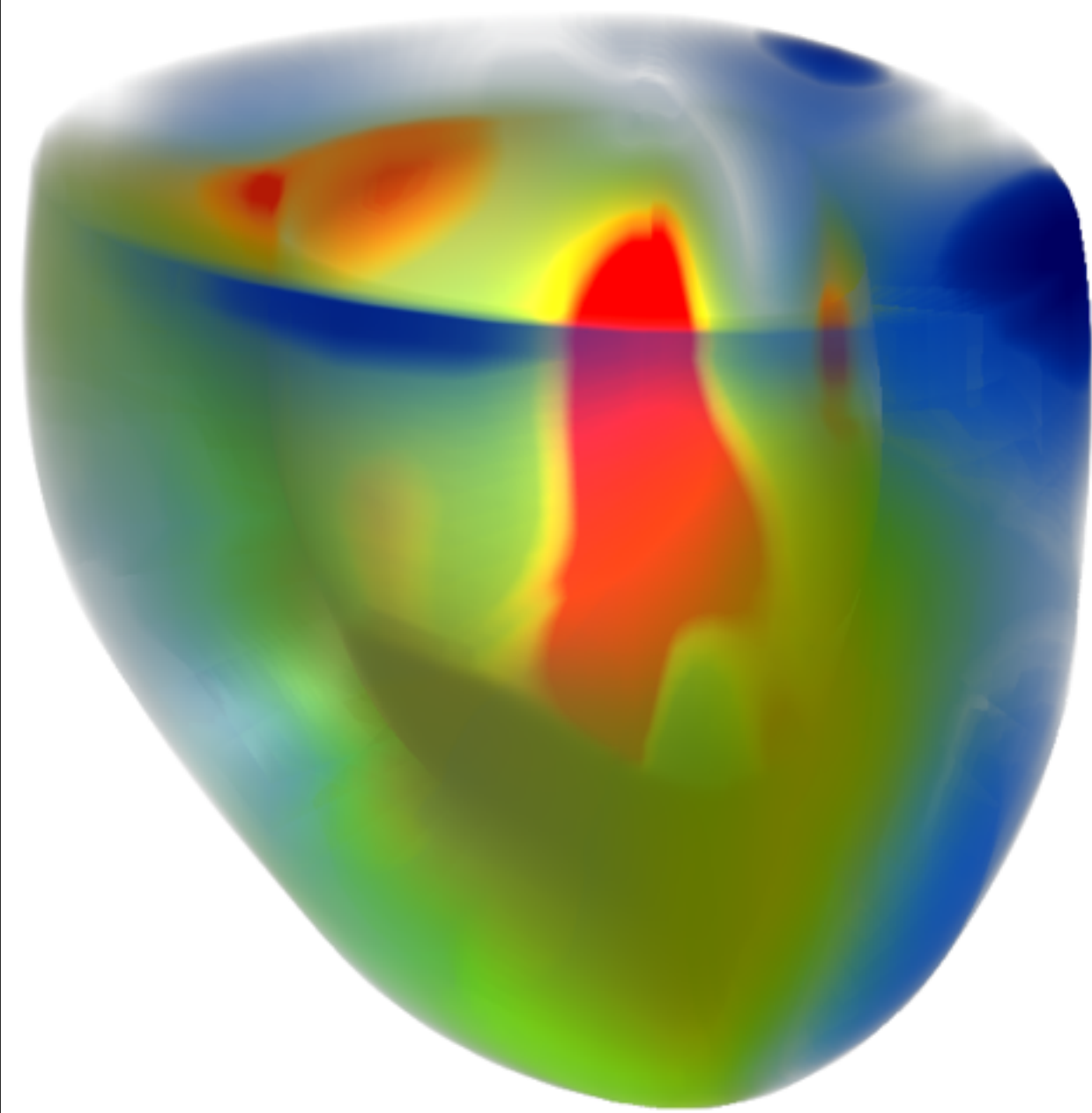


# WHAT IS SCIENTIFIC VISUALIZATION?

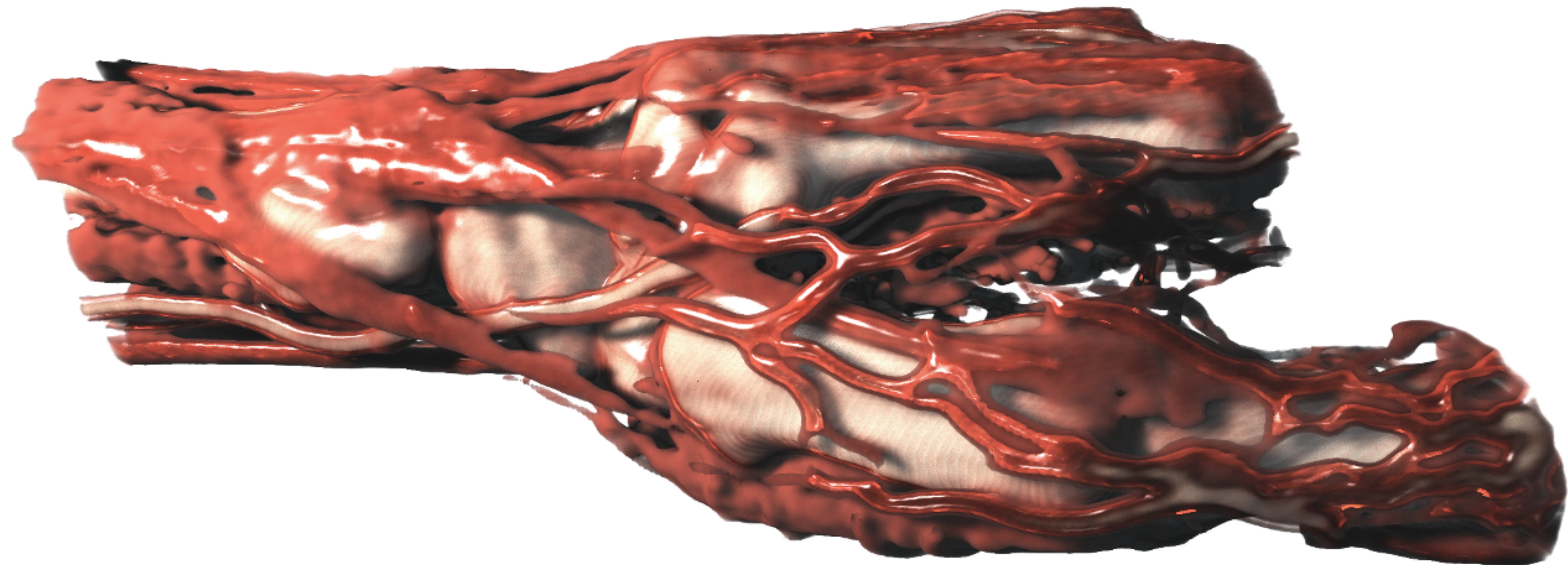
- “The purpose [...] is to graphically illustrate scientific data to enable scientists to understand, illustrate, and glean insight from their data.” (*wikipedia.org*)

# WHAT IS SCIENTIFIC VISUALIZATION?

- “The purpose [...] is to graphically illustrate scientific data to enable scientists to understand, illustrate, and glean insight from their data.” (*wikipedia.org*)

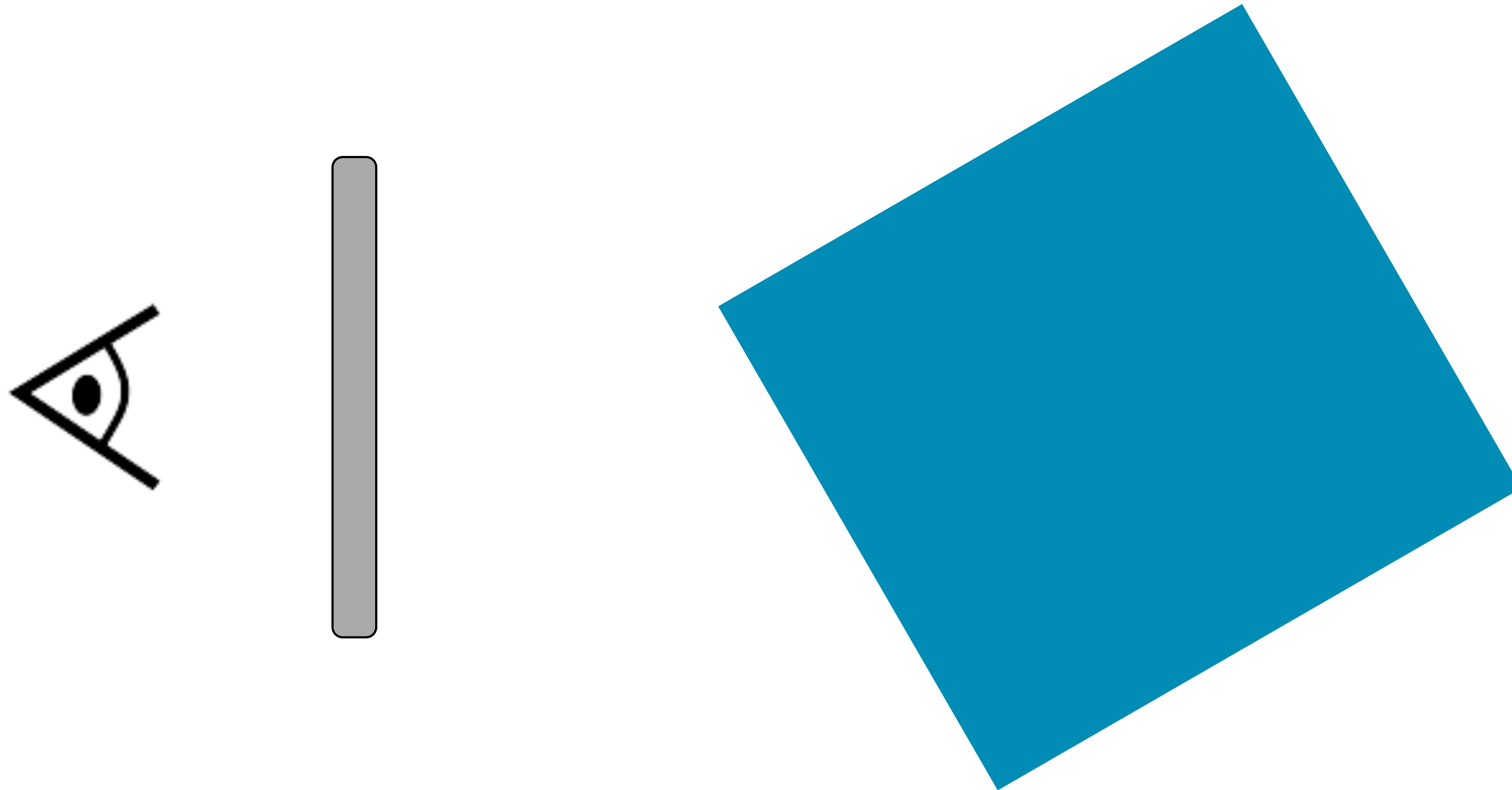






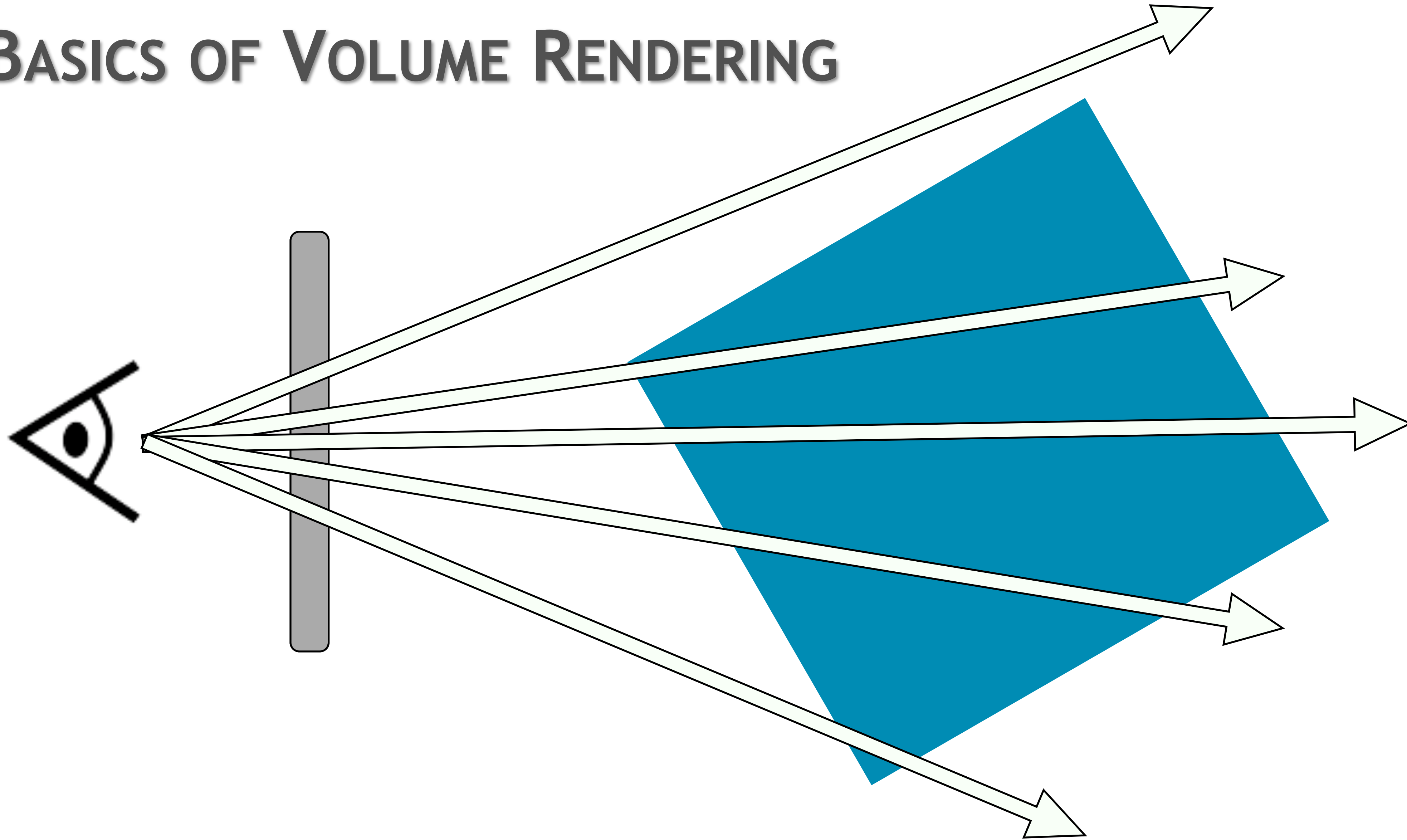


# BASICS OF VOLUME RENDERING



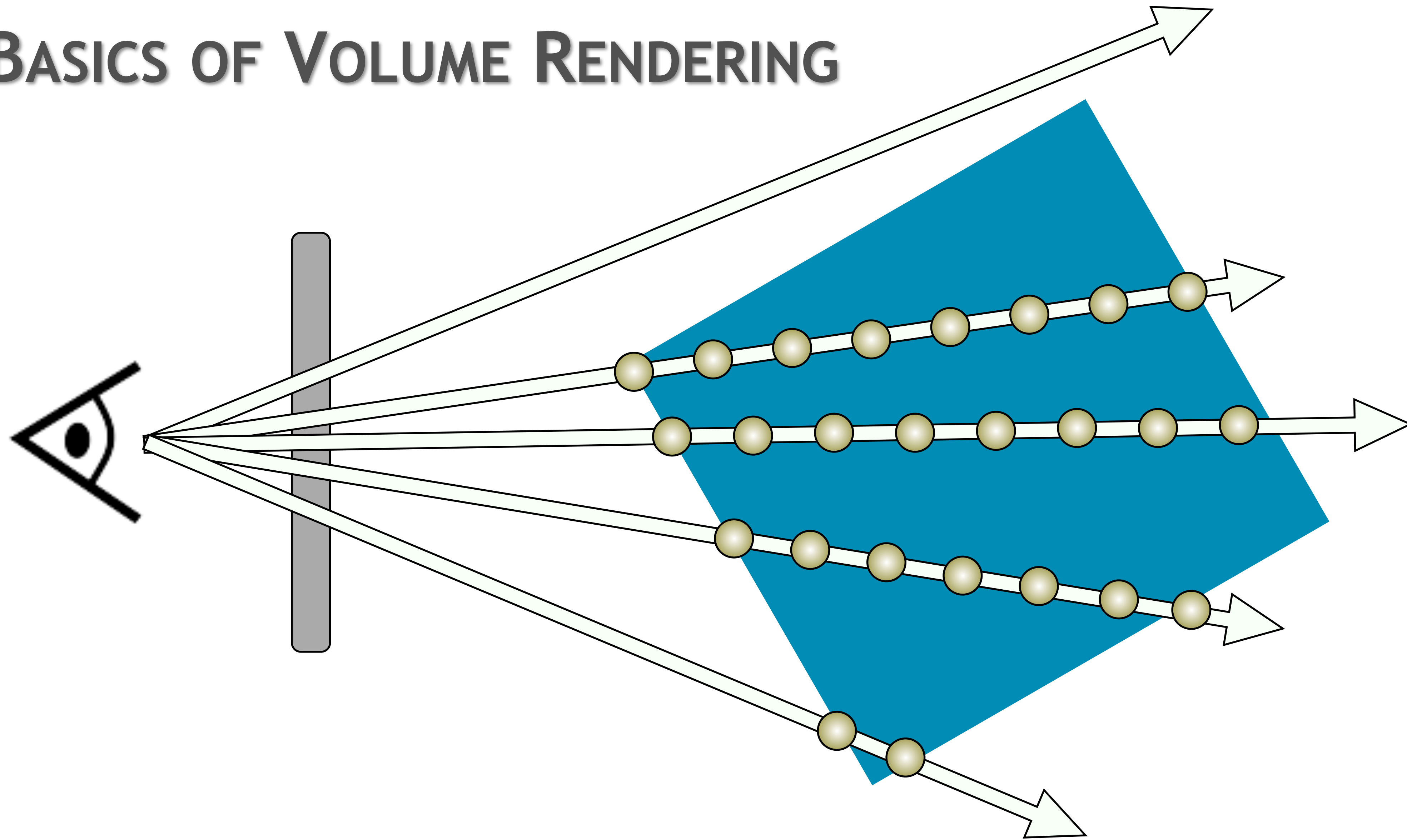


# BASICS OF VOLUME RENDERING



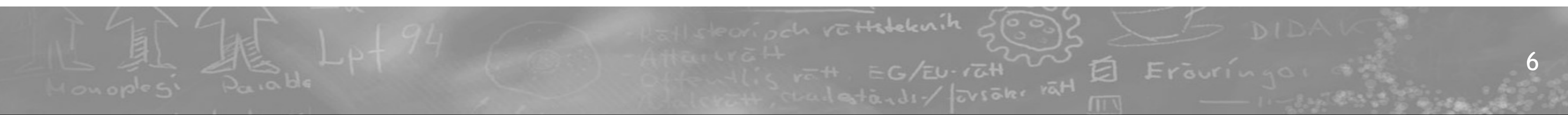


# BASICS OF VOLUME RENDERING





# WHAT HAS BEEN...





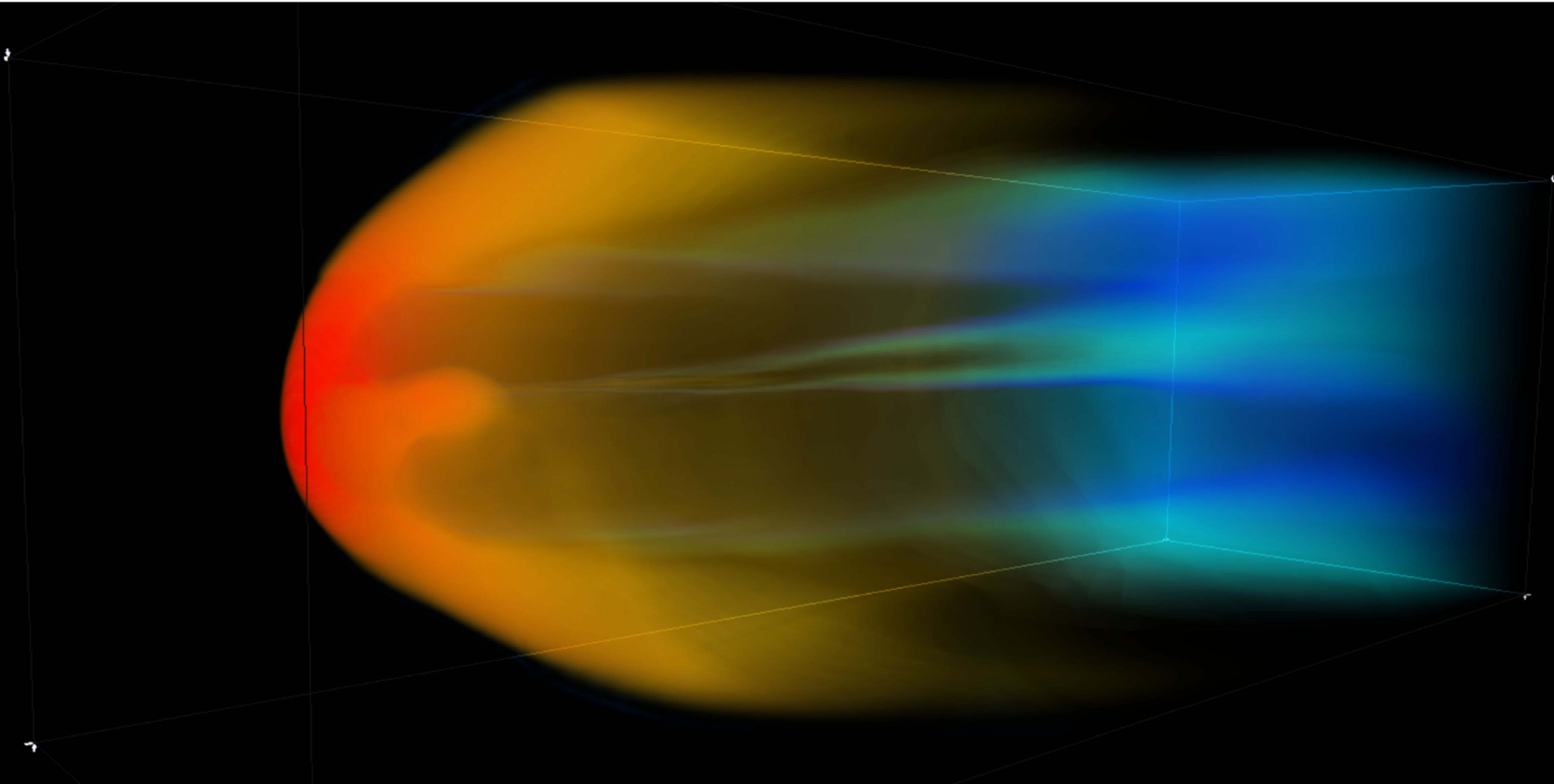
# MARTIN TÖRNROS



## *Interactive Visualization of Space Weather Data*

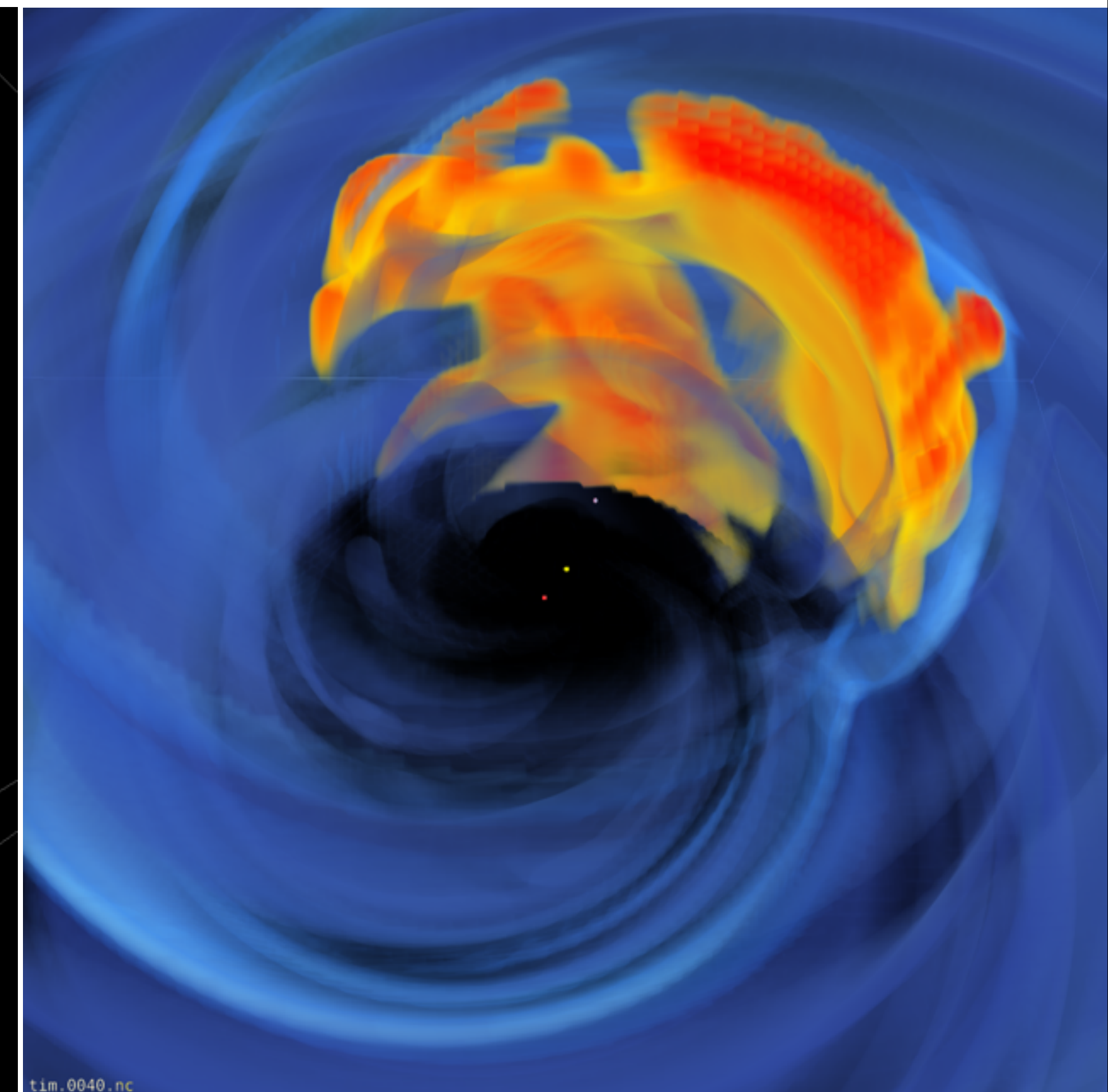
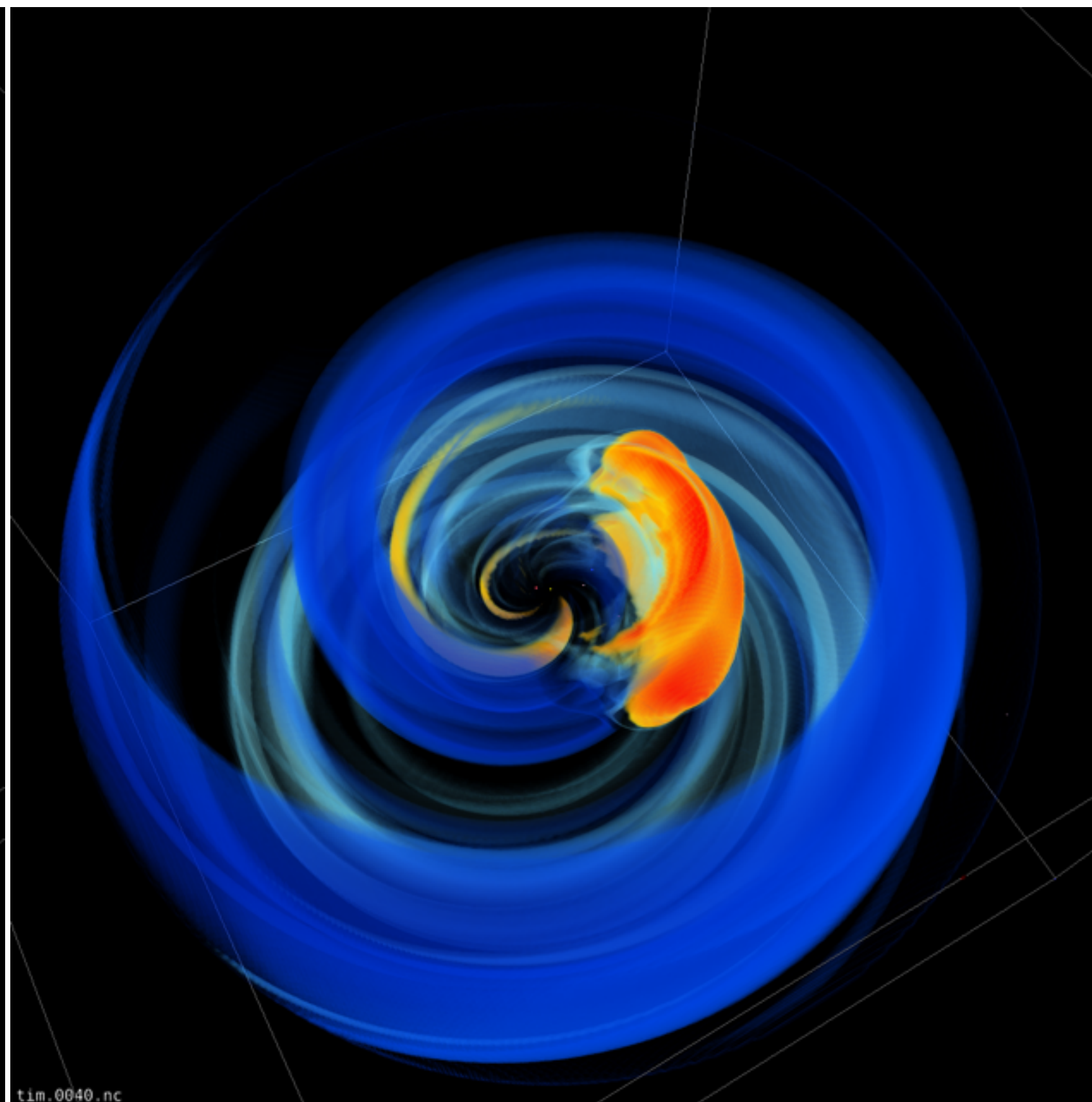
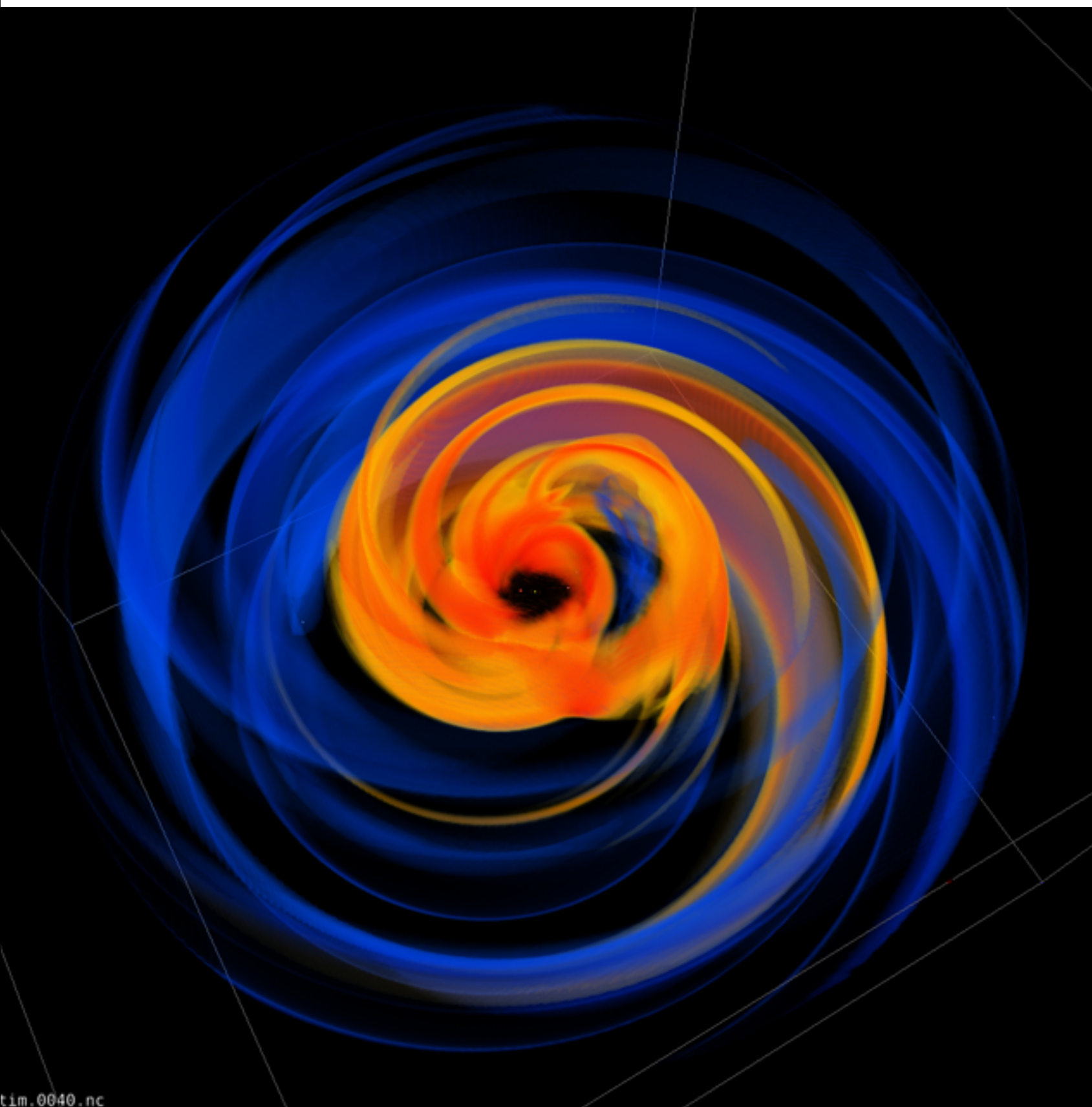


# INTERACTIVE VISUALIZATION OF SPACE WEATHER DATA



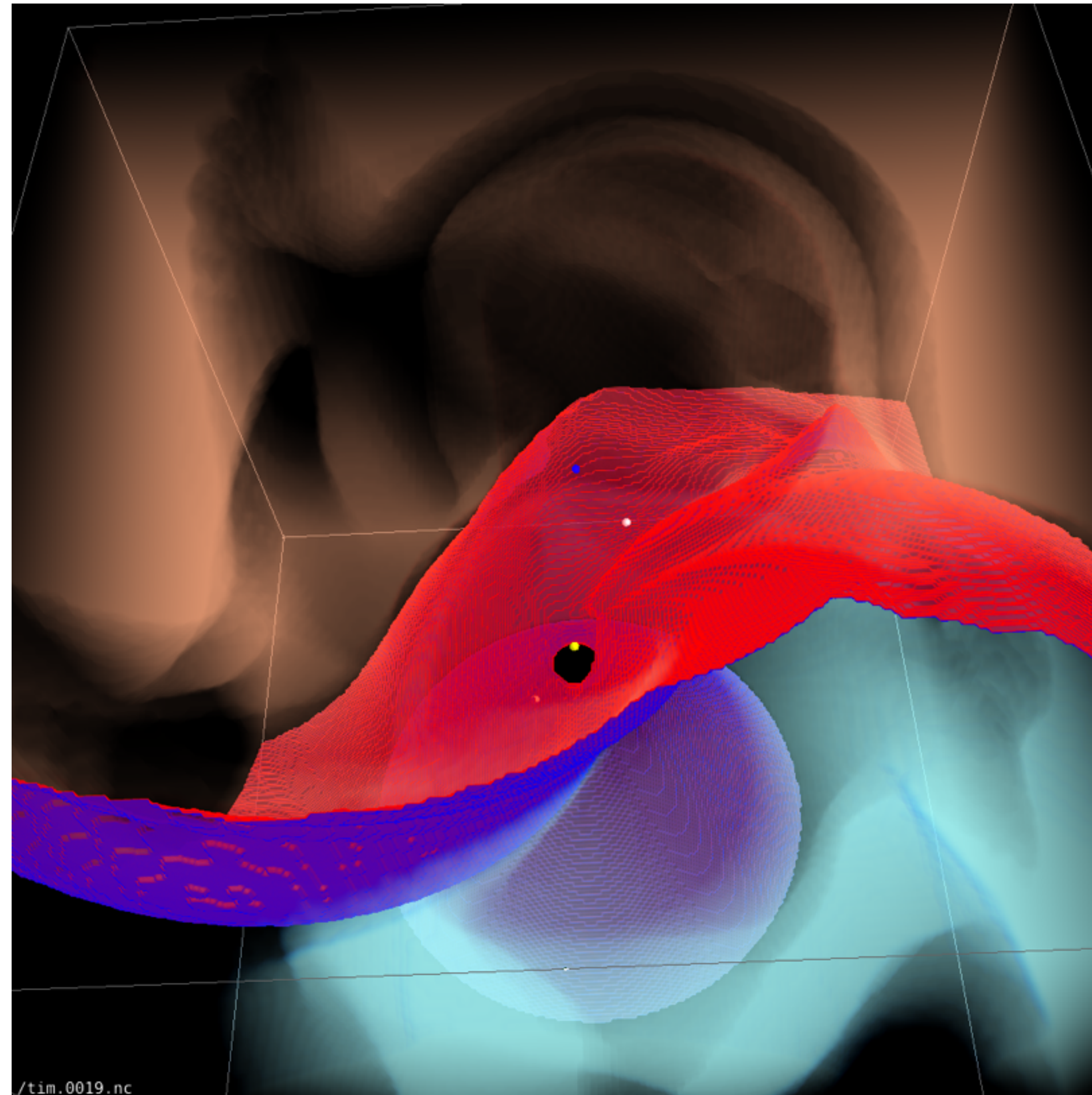


# INTERACTIVE VISUALIZATION OF SPACE WEATHER DATA





# INTERACTIVE VISUALIZATION OF SPACE WEATHER DATA





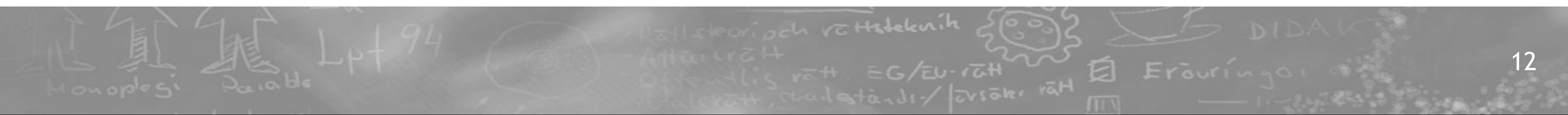
# VICTOR SAND



## *Dynamic Visualization of Space Weather Data*



# INTERACTIVITY





# INTERACTIVITY

- Volume (512 x 512 x 512 voxels \* 1 byte/voxel  $\approx$  128MiB)



# INTERACTIVITY

- Volume (512 x 512 x 512 voxels \* 1 byte/voxel  $\approx$  128MiB)
- 60 volumes per second  
 $\Rightarrow$  7.6 GiB / s



# INTERACTIVITY

- Volume ( $512 \times 512 \times 512$  voxels \* 1 byte/voxel  $\approx$  128MiB)
- 60 volumes per second  
 $\Rightarrow$  7.6 GiB / s
- PCIe 2.0 x16: 8 GiB/s

# INTERACTIVITY

- Volume (512 x 512 x 512 voxels \* 1 byte/voxel  $\approx$  128MiB)
- 60 volumes per second  
 $\Rightarrow$  7.6 GiB / s
- PCIe 2.0 x16: 8 GiB/s
- PCIe 3.0 x16: 15.75 GiB/s



# INTERACTIVITY

- Volume (512 x 512 x 512 voxels \* 1 byte/voxel  $\approx$  128MiB)
- 60 volumes per second  
 $\Rightarrow$  7.6 GiB / s
- PCIe 2.0 x16: 8 GiB/s
- PCIe 3.0 x16: 15.75 GiB/s
- SATA revision 3.0 = 600 MiB/s

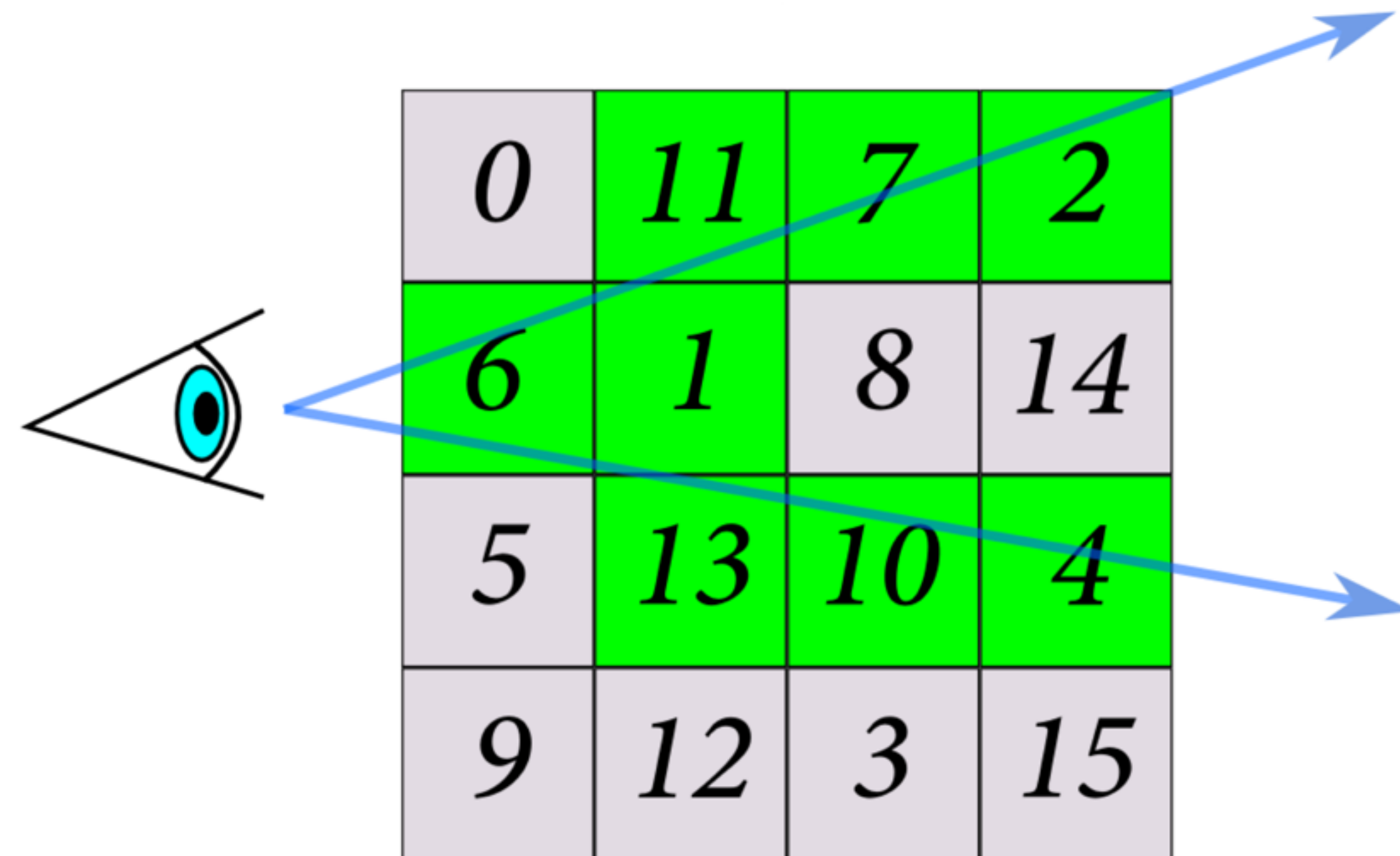
# INTERACTIVITY

- Volume (512 x 512 x 512 voxels \* 1 byte/voxel  $\approx$  128MiB)
- 60 volumes per second  
 $\Rightarrow$  7.6 GiB / s
- PCIe 2.0 x16: 8 GiB/s
- PCIe 3.0 x16: 15.75 GiB/s
- SATA revision 3.0 = 600 MiB/s

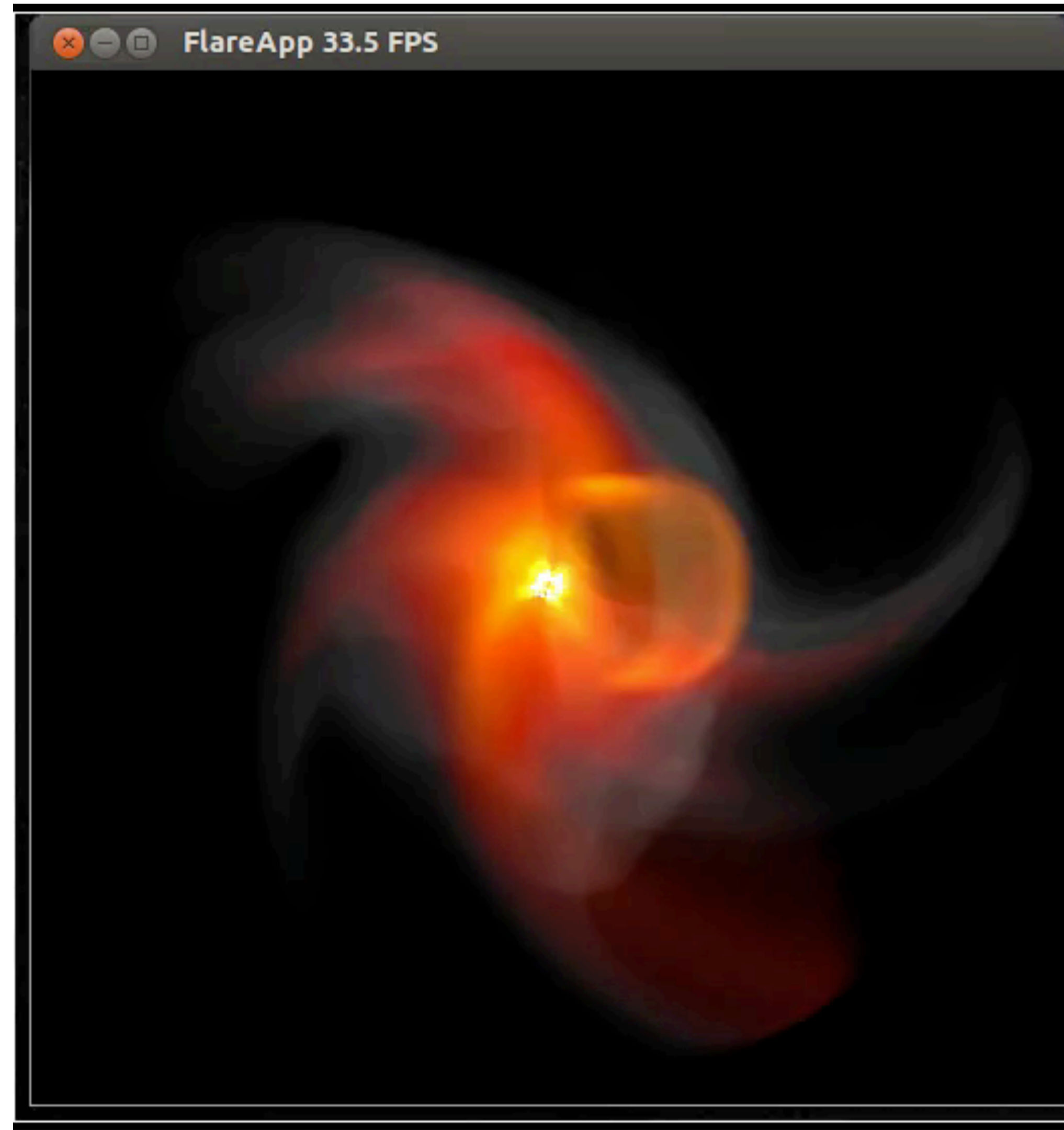
$\Rightarrow$  Upload parts of the image that have changed, cache the rest



# DYNAMIC VISUALIZATION OF SPACE WEATHER DATA

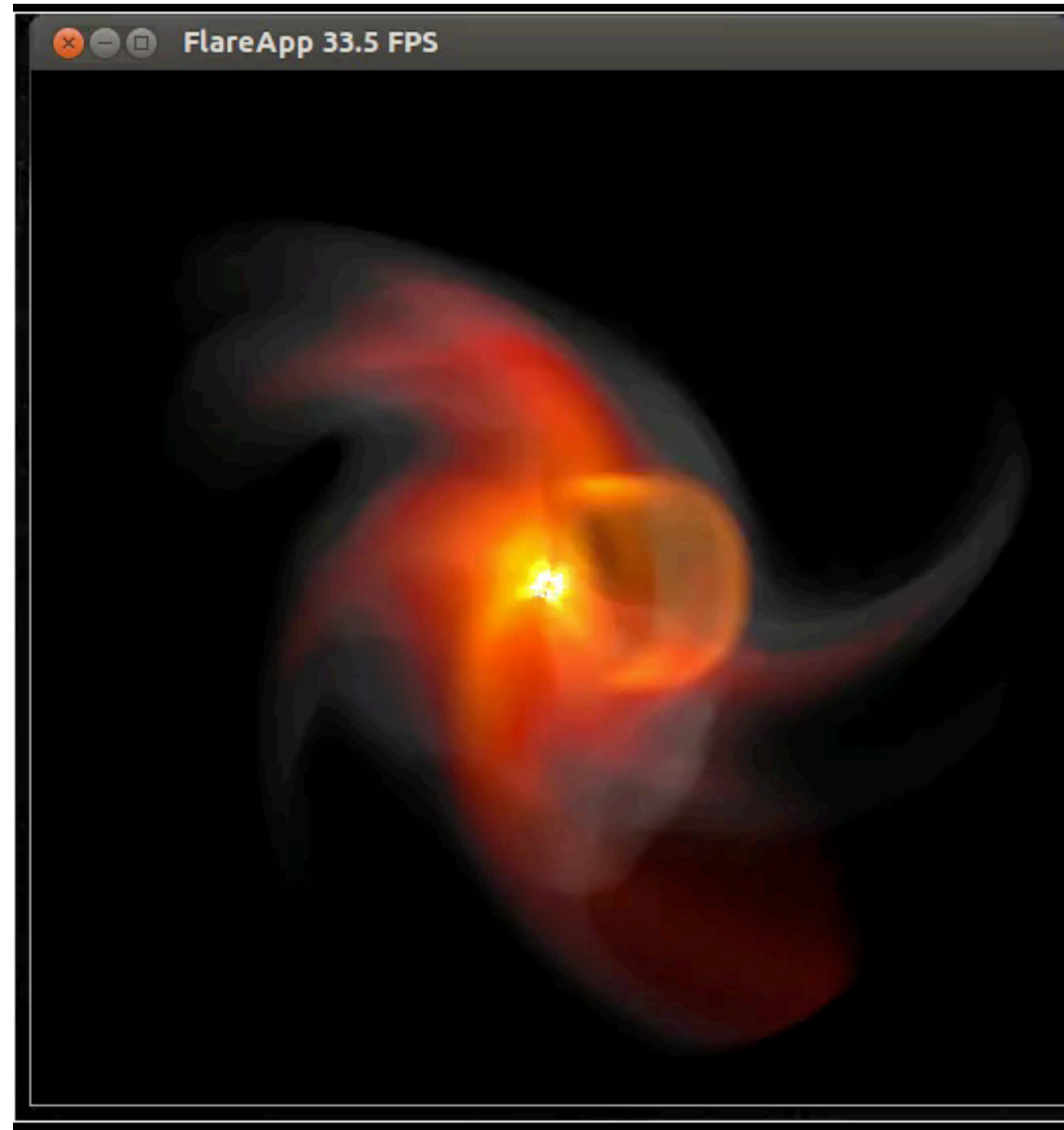


# DYNAMIC VISUALIZATION OF SPACE WEATHER DATA

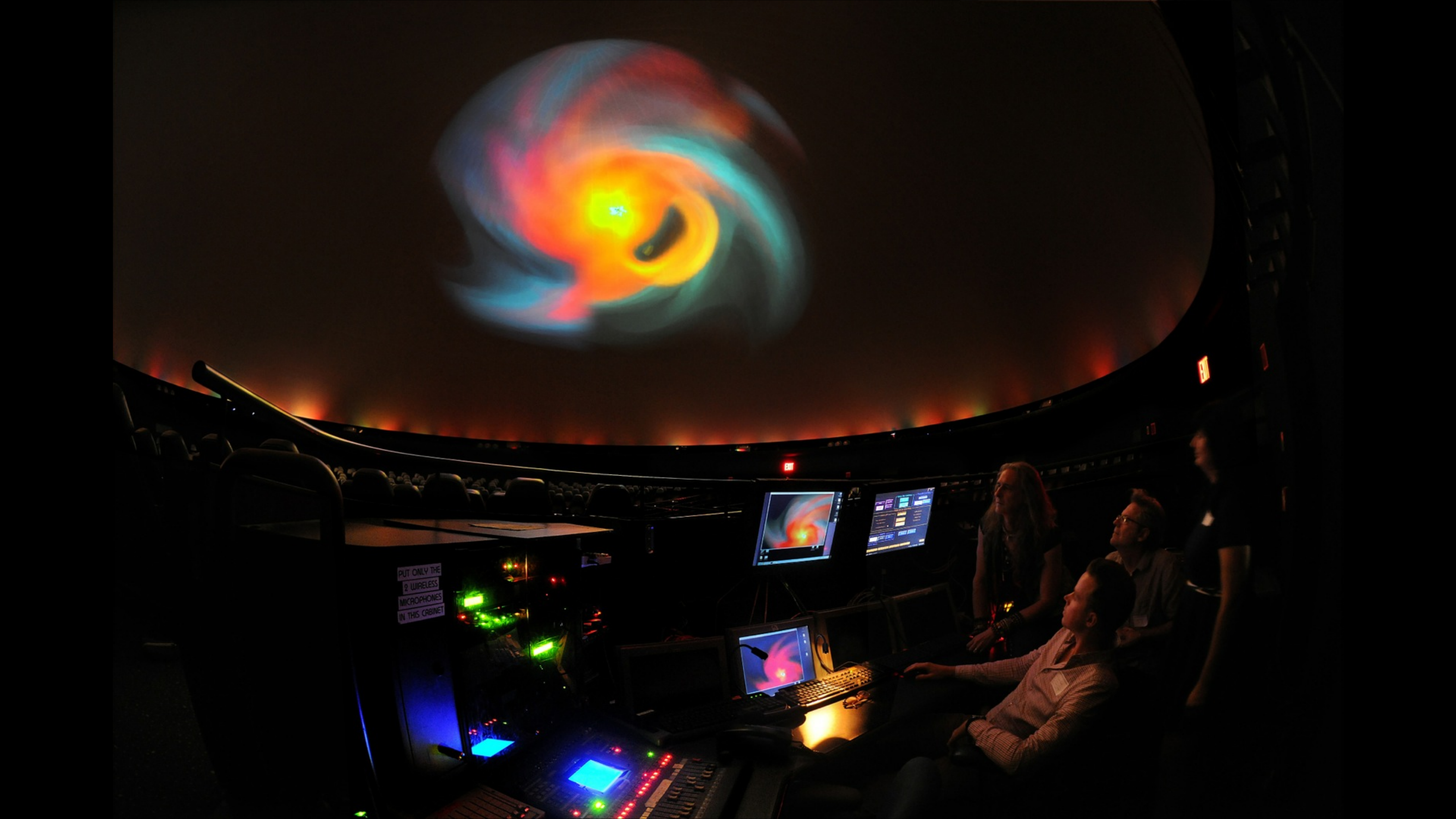




# DYNAMIC VISUALIZATION OF SPACE WEATHER DATA







PUT ONLY THE  
2 WIRELESS  
MICROPHONES  
IN THIS CABINET





**VICTOR** SAND

MJUKVARUUTVECKLARE, GOO TECHNOLOGIES

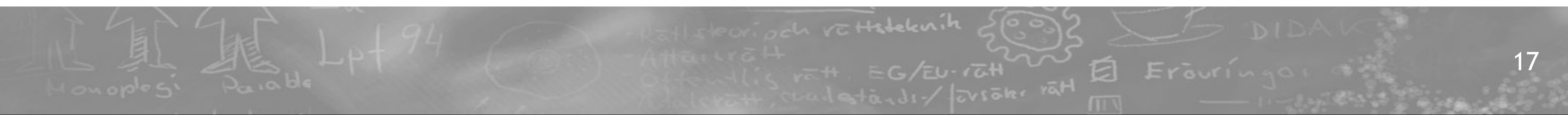


## Civilingenjör Medieteknik

from **Linköping University** **PLUS** 2 weeks ago NOT YET RATED



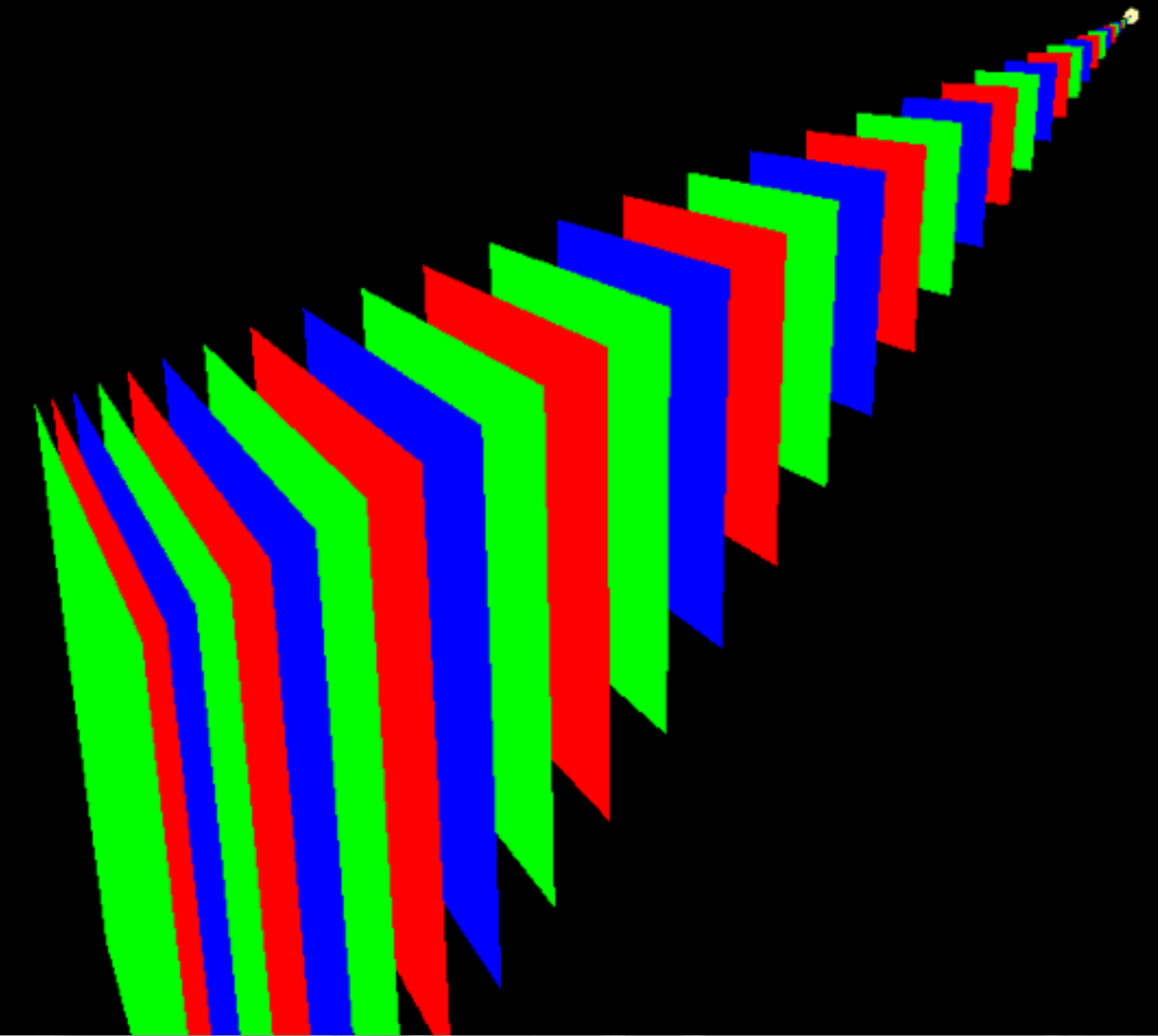
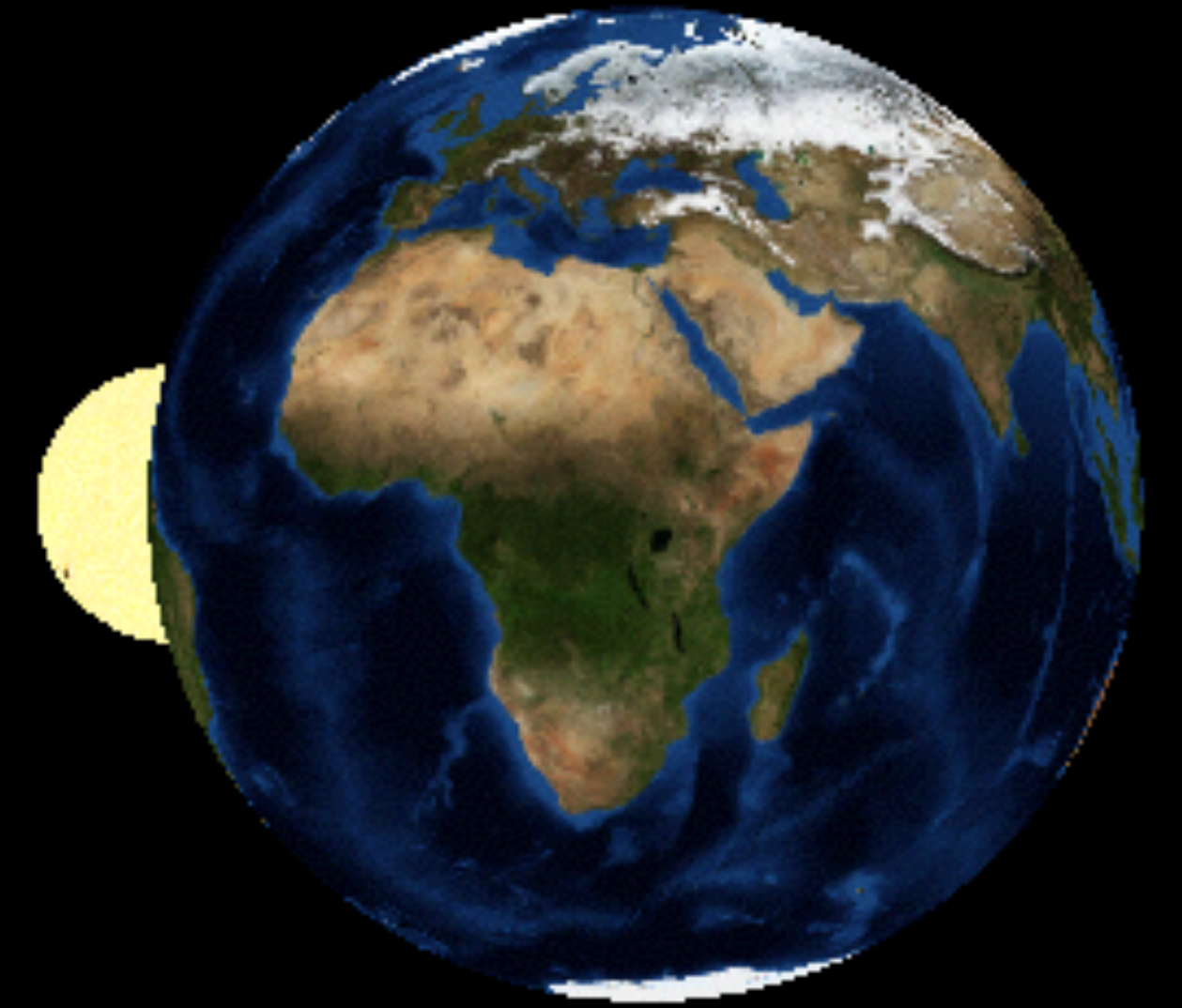
# WHAT IS...





# OPENSOURCE

- Open Source (BSD-license) software to contextualize the Universe
- Multiscale rendering ( $\approx 10^{-30}$  to  $\approx 10^{30}$  m) in a single coordinate system
- Chi-Wing Fu and Andrew J. Hanson, *A Transparently Scalable Visualization Architecture for Exploring the Universe*, TVCG 2007
- Replace  $(x,y,z) = (x',y',z',e)$  where  $\{x,y,z\}' * 10^e = \{x,y,z\}$  to reduce the problem of IEEE 754 float precision
- Order-independent transparency
- Extensibility for new rendering algorithms and modalities





# HANS-CHRISTIAN HELLTEGEN



*Multimodel-aware spatio-temporal interpolation*

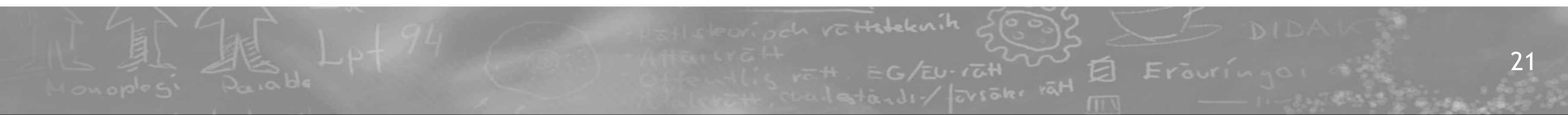


# JONAS STRANDSTEDT



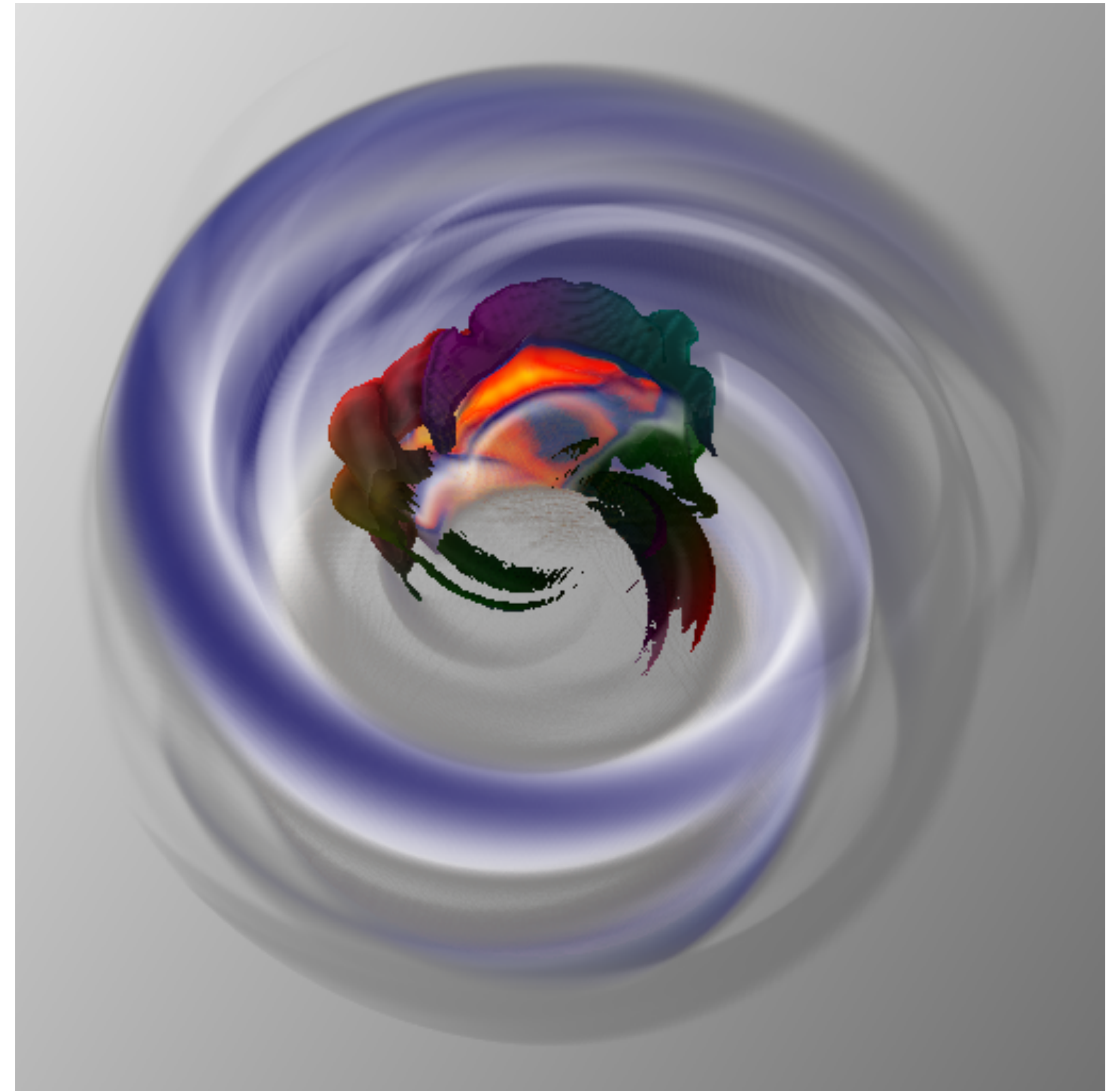
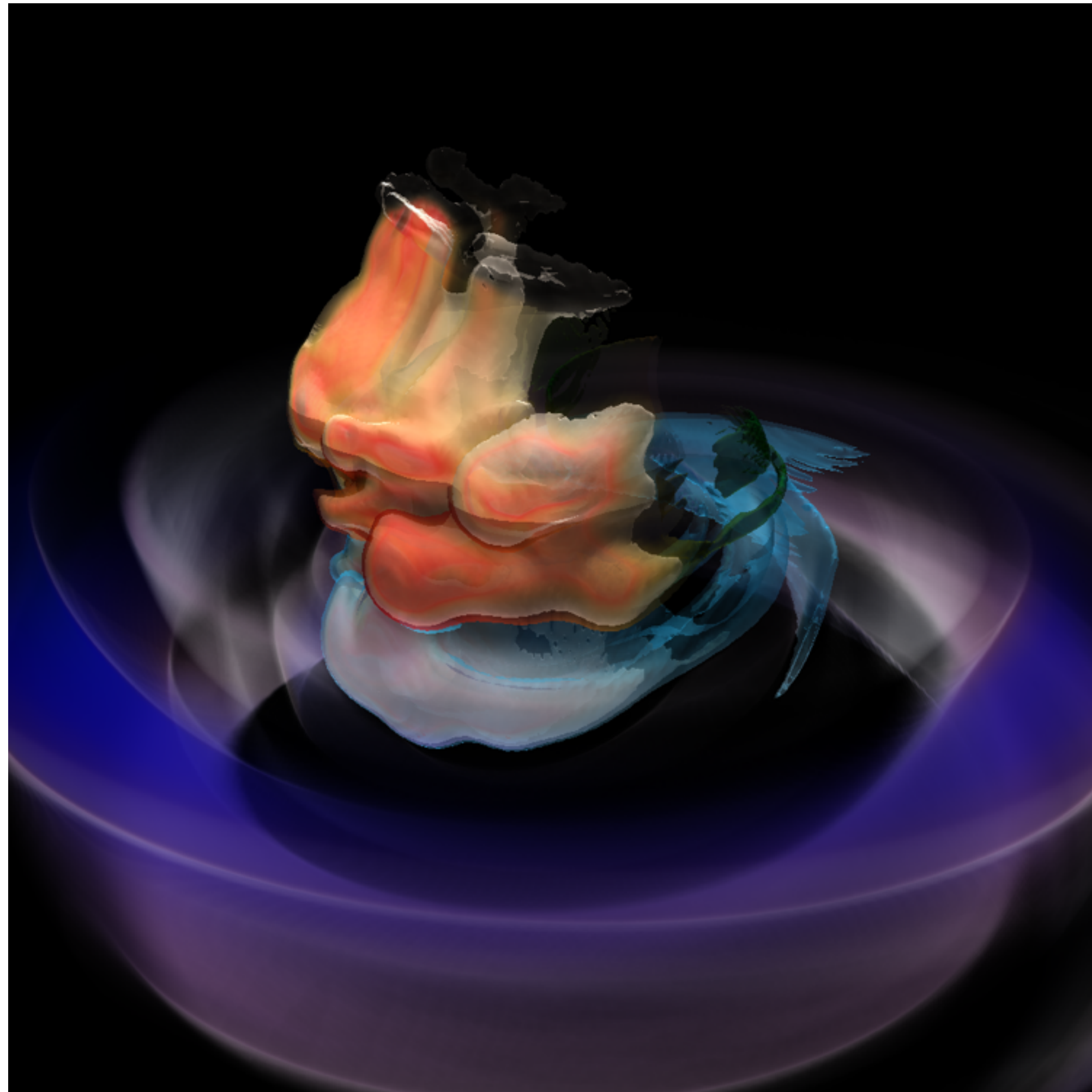
*Efficient multi-variate classification  
of Coronal Mass Ejection events in ENLIL simulations*

# VOLUME FUSION

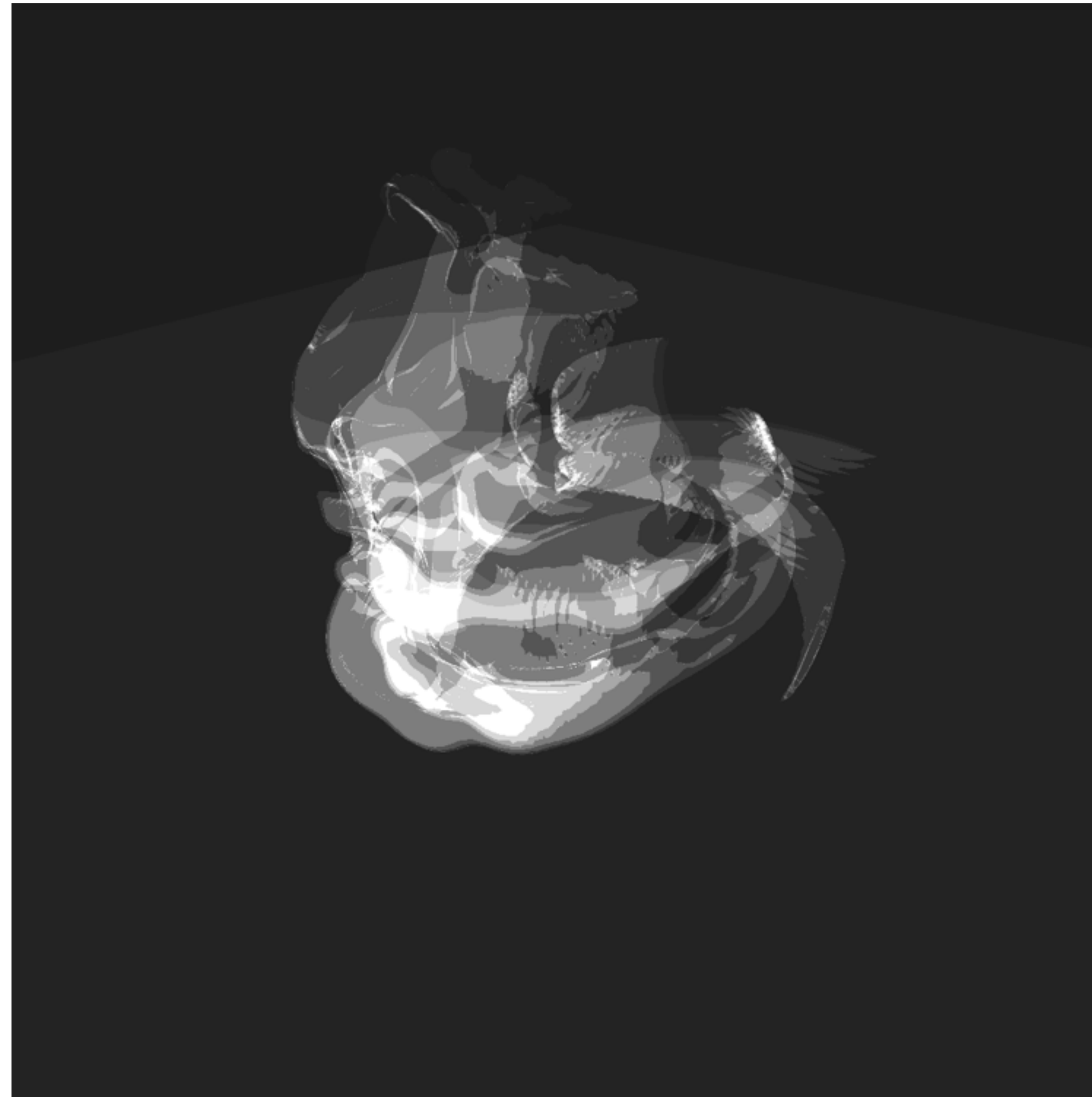




# VOLUME FUSION

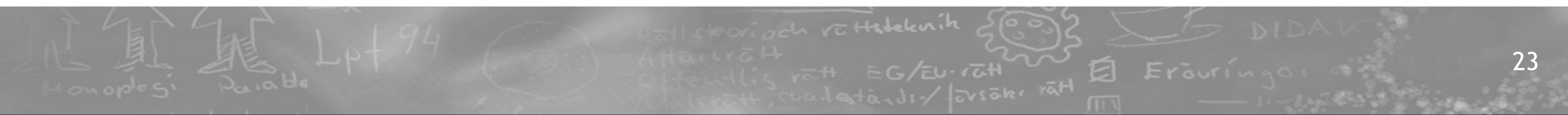


# VOLUME FUSION

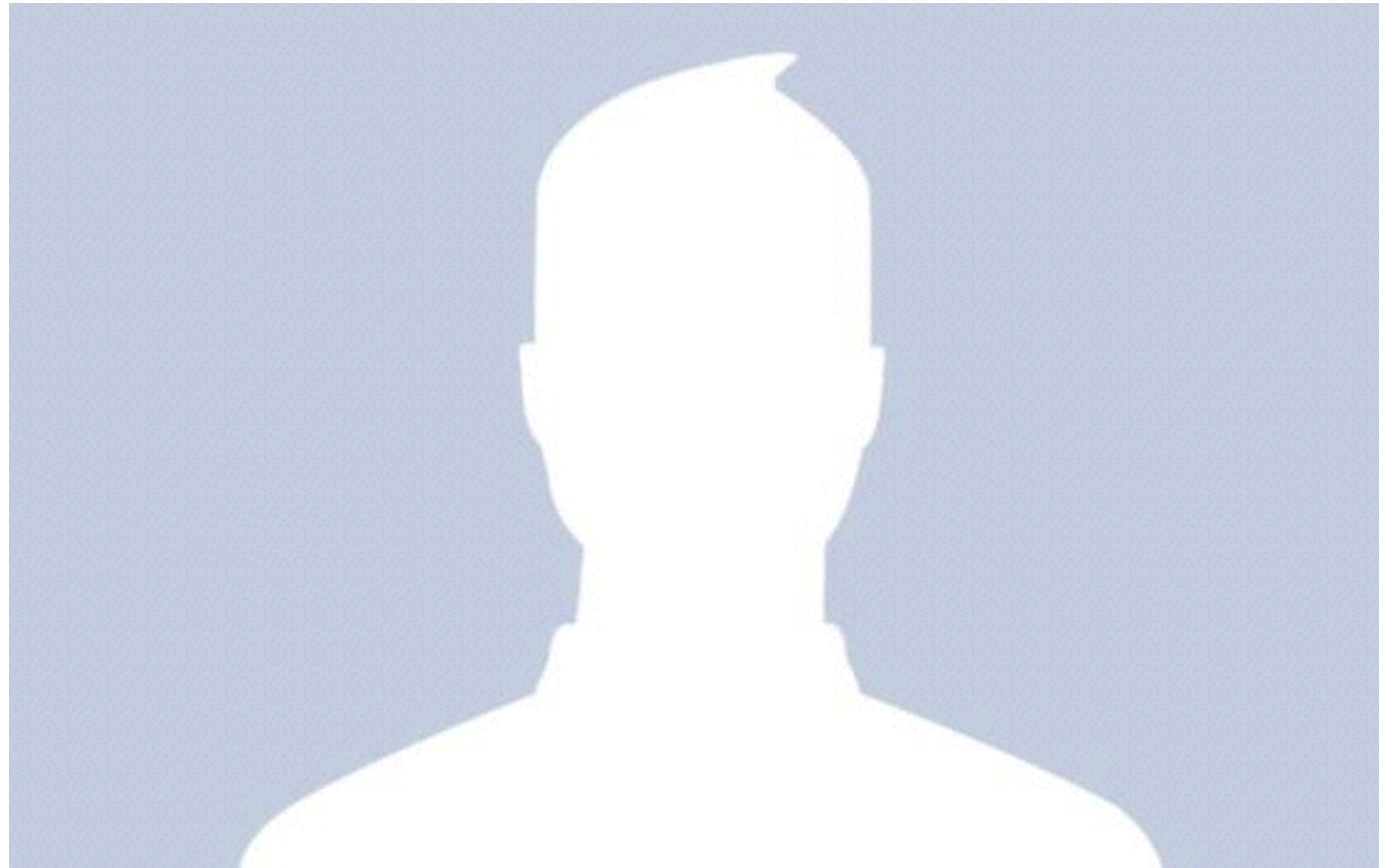




# WHAT WILL BE...

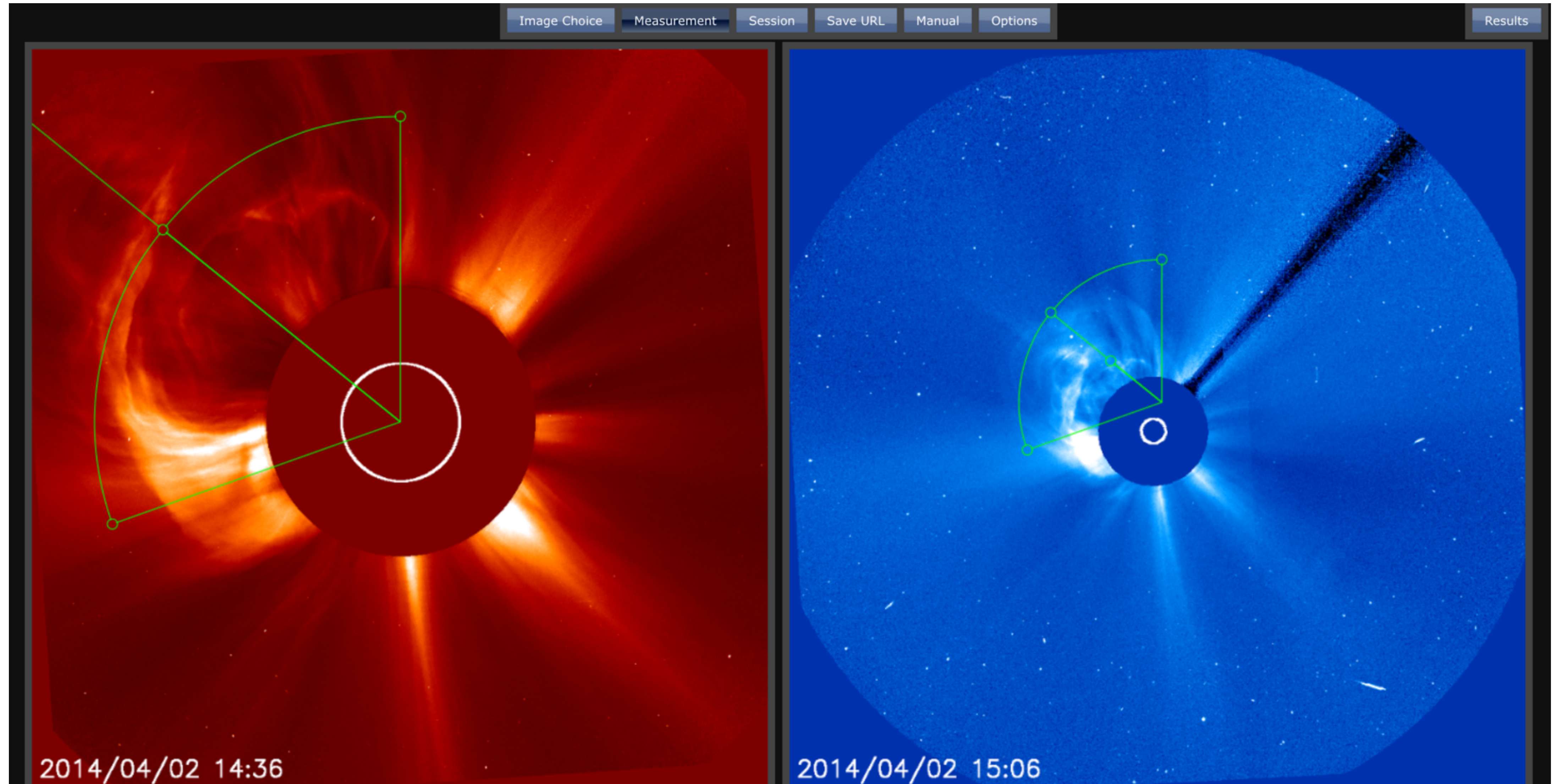


# MASTER THESES?



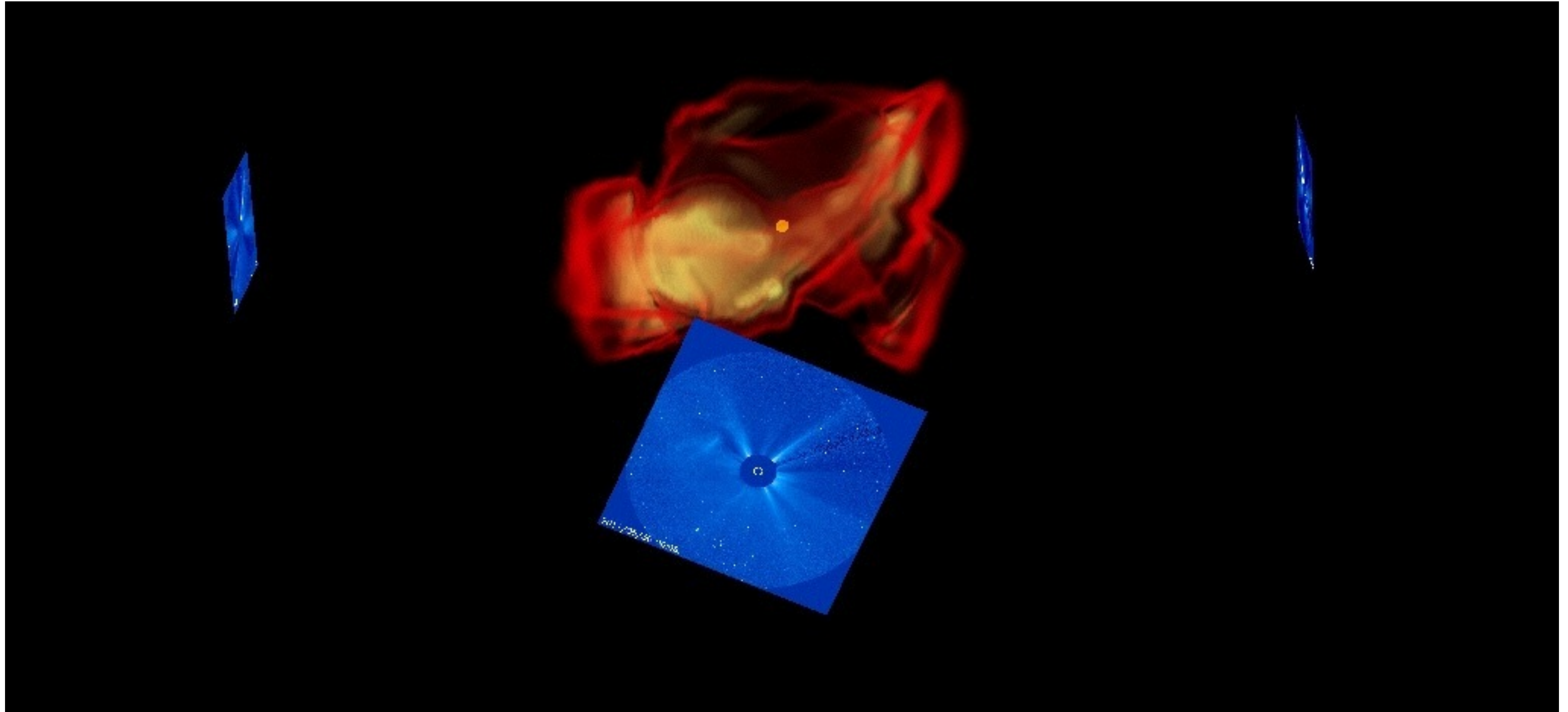


# VISUAL VERIFICATION OF SIMULATION RESULTS



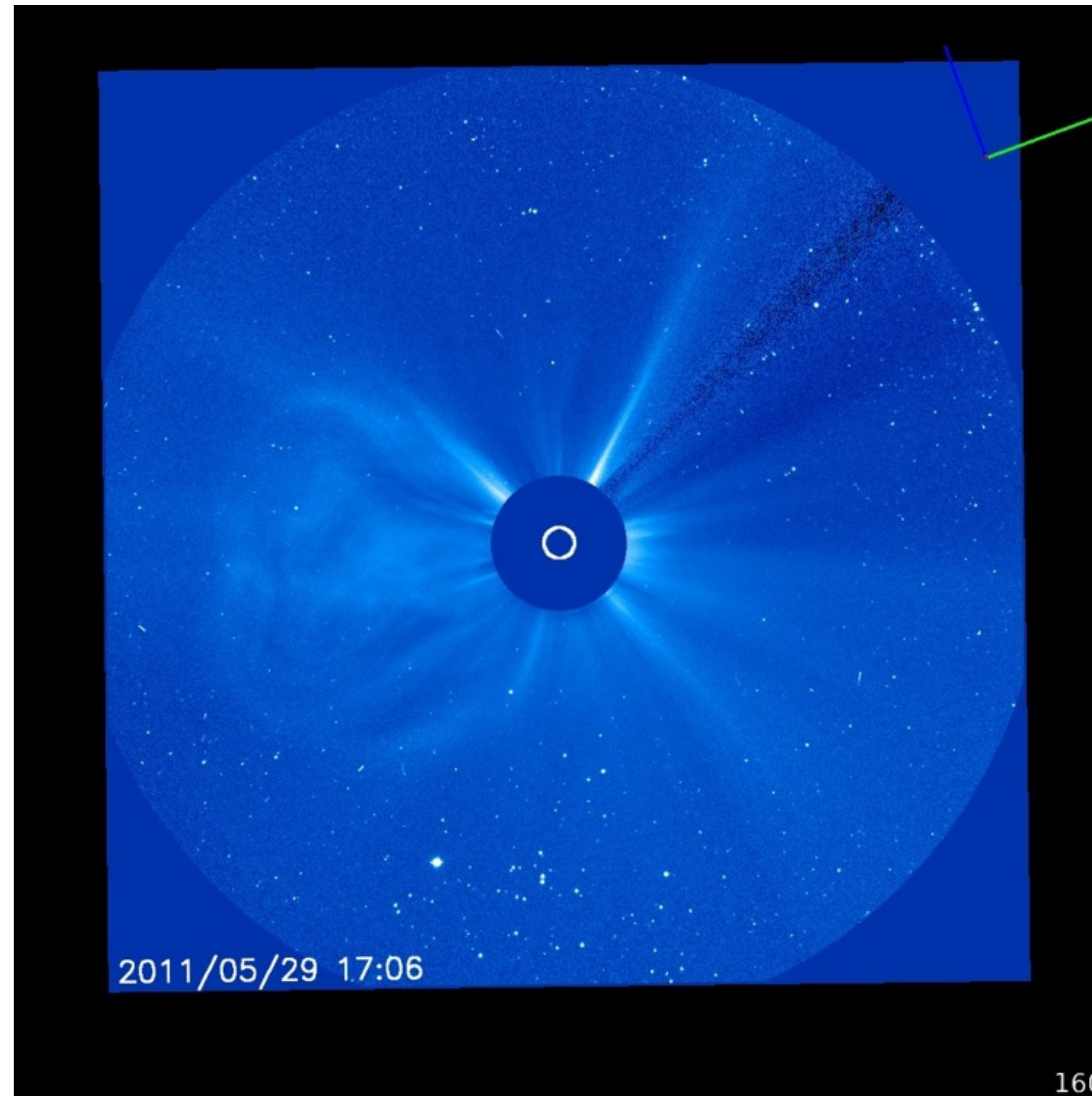


# VISUAL VERIFICATION OF SIMULATION RESULTS



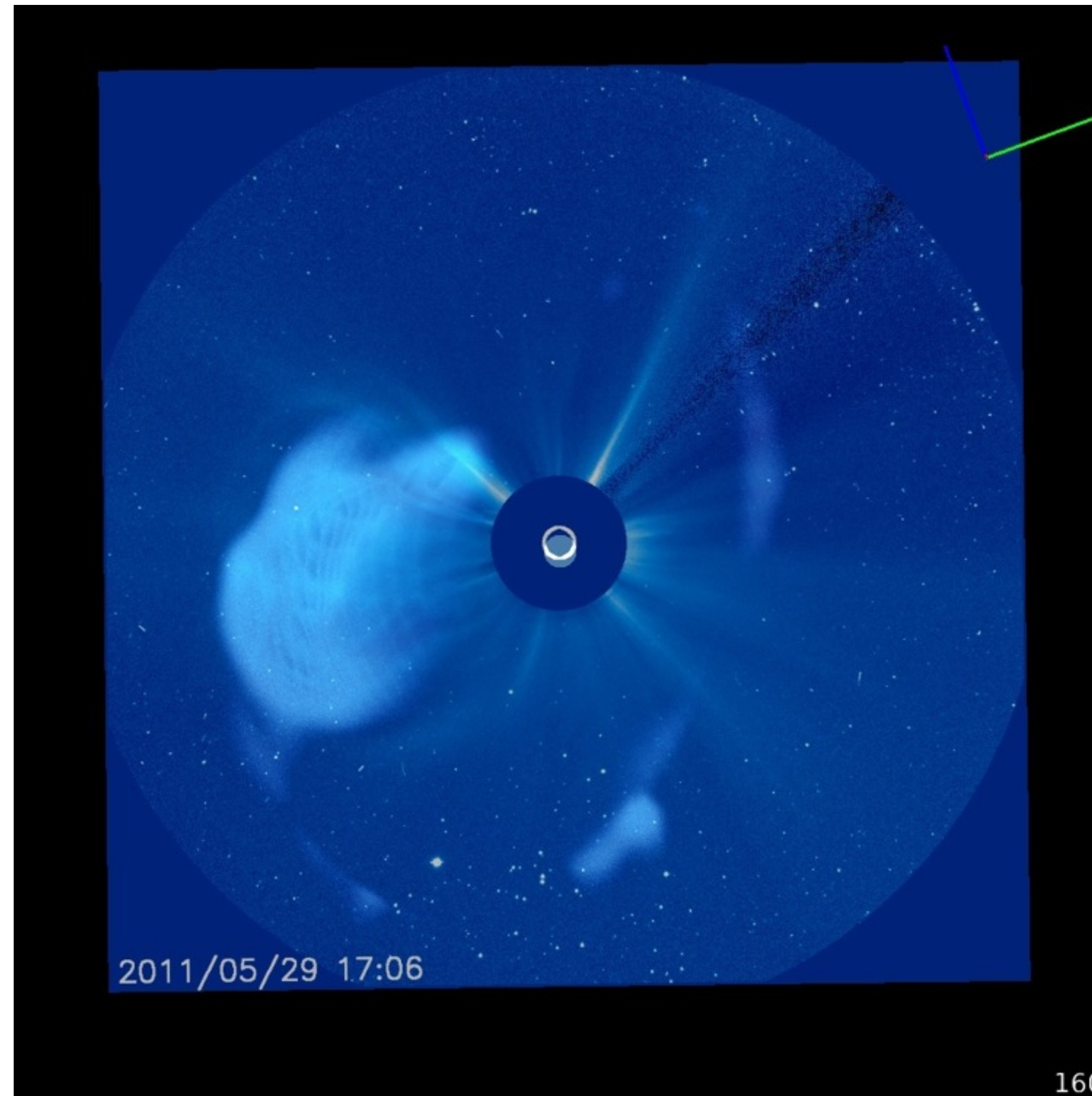


# VISUAL VERIFICATION OF SIMULATION RESULTS



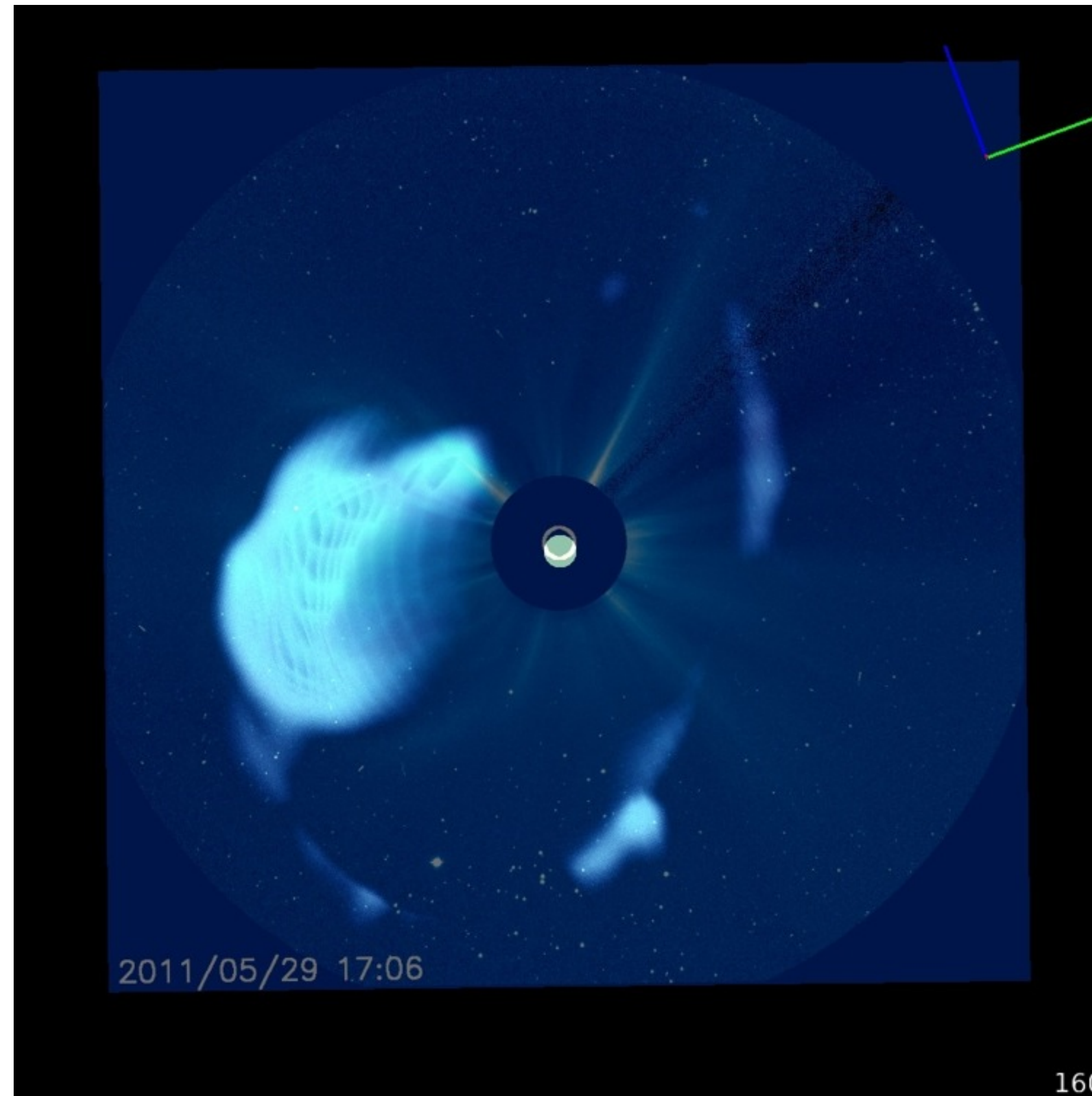


# VISUAL VERIFICATION OF SIMULATION RESULTS

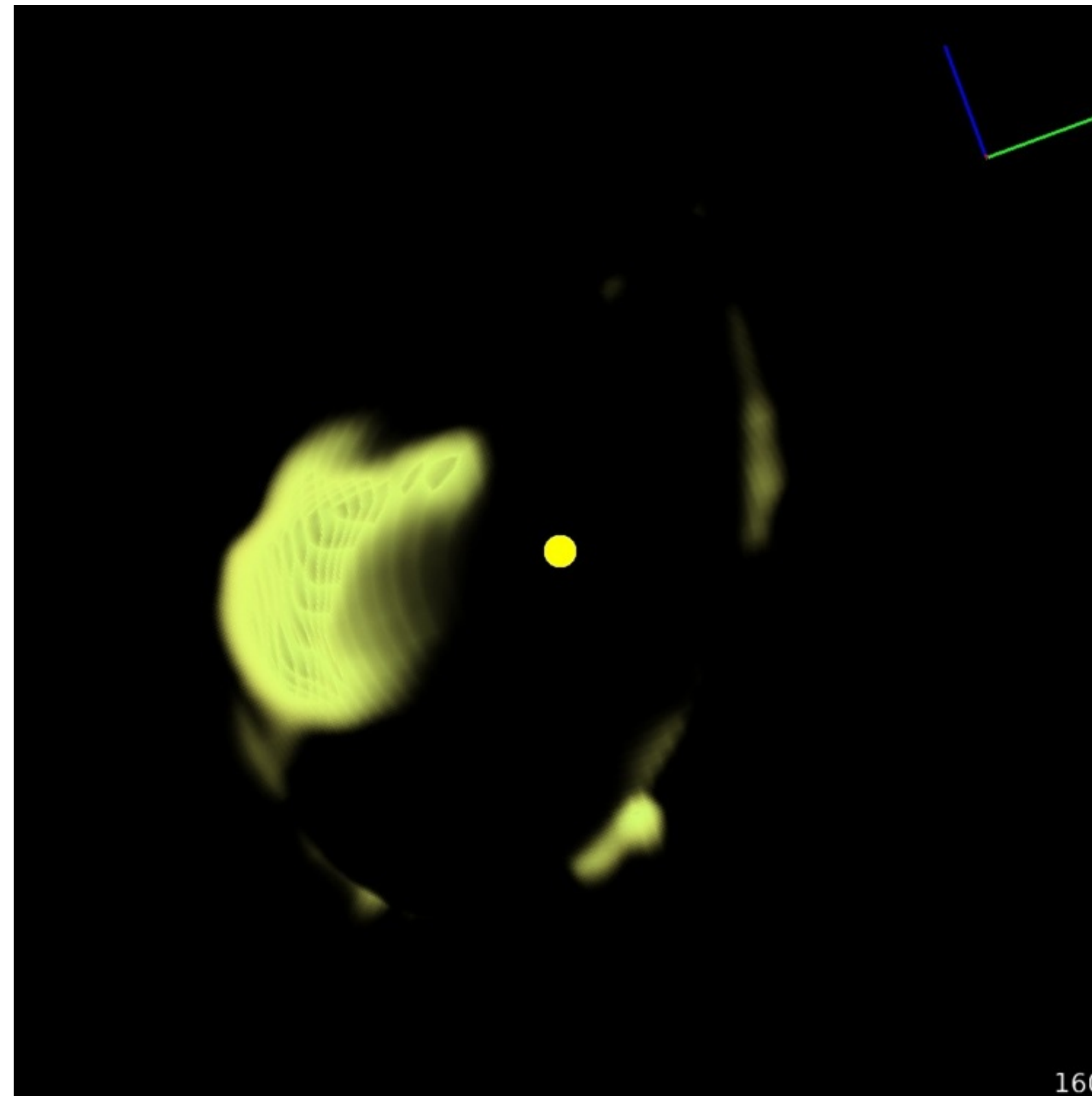




# VISUAL VERIFICATION OF SIMULATION RESULTS



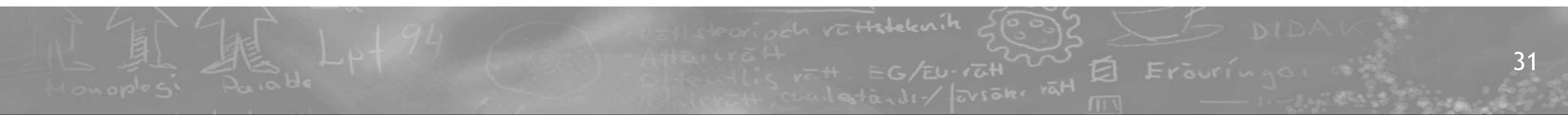
# VISUAL VERIFICATION OF SIMULATION RESULTS



160



# RAINBOW COLOR MAPS

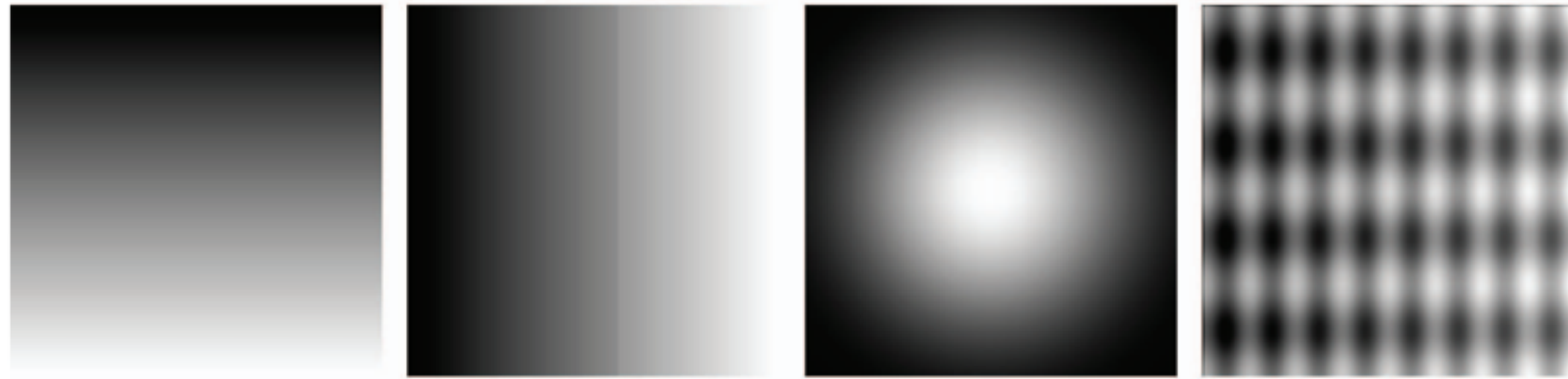


# RAINBOW COLOR MAPS

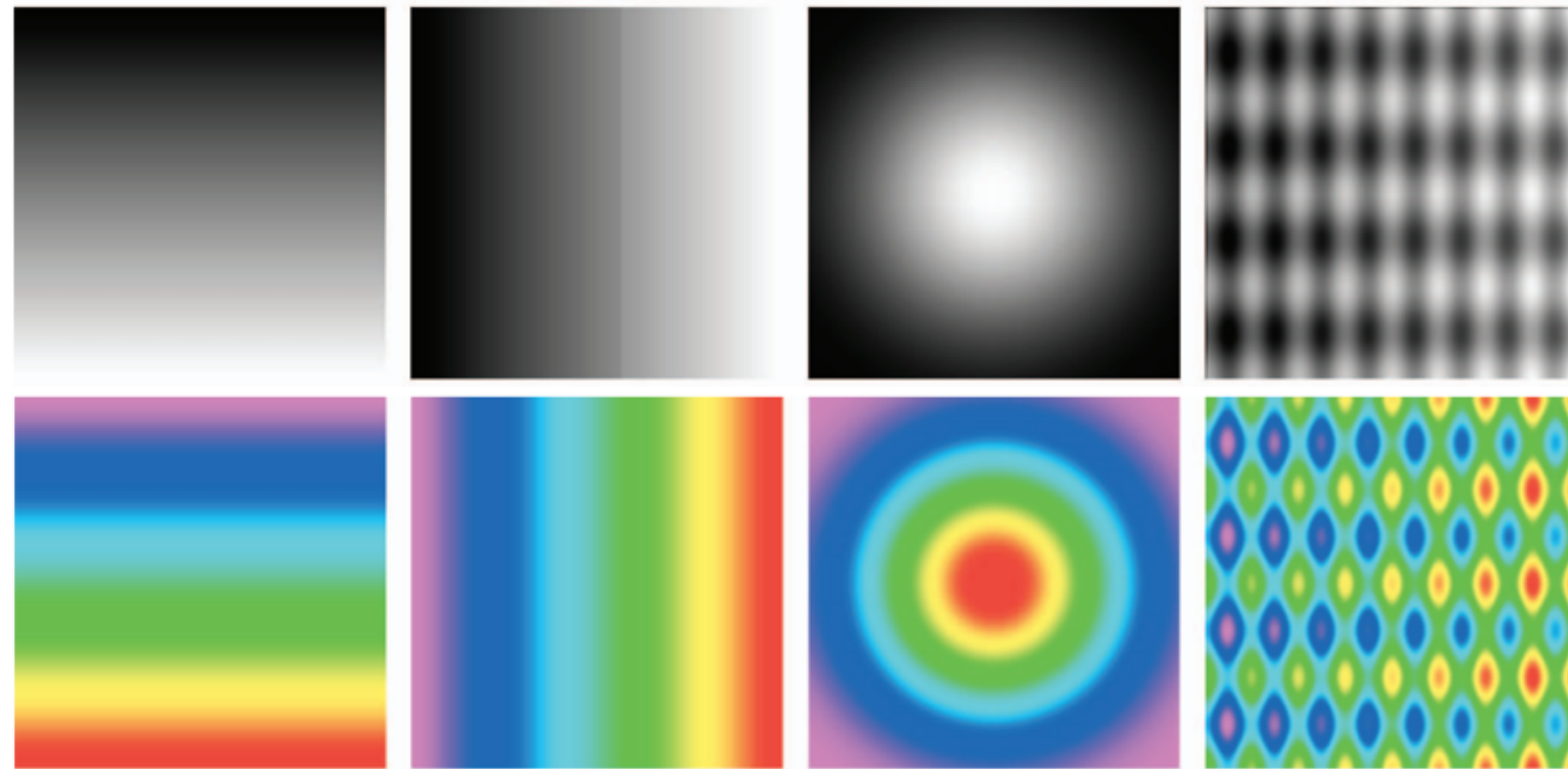
- Coline Ware, “Color sequences for univariate maps: Theory, experiments and principles”, IEEE Computer Graphics and Applications, 1988.
- B. E. Rogowitz, L. A. Treinish, and S. Bryson, “How not to lie with visualization,” Computers in Physics, vol. 10, no. 3, pp. 268–273, 1996.
- D. Borland and R. M. Taylor, “Rainbow Color Map (Still) Considered Harmful,” IEEE Computer Graphics and Applications, vol. 27, no. 2, pp. 14-17, Apr. 2007.
- <http://mycarta.wordpress.com/2012/05/12/the-rainbow-is-dead-long-live-the-rainbow>



# RAINBOW COLOR MAPS

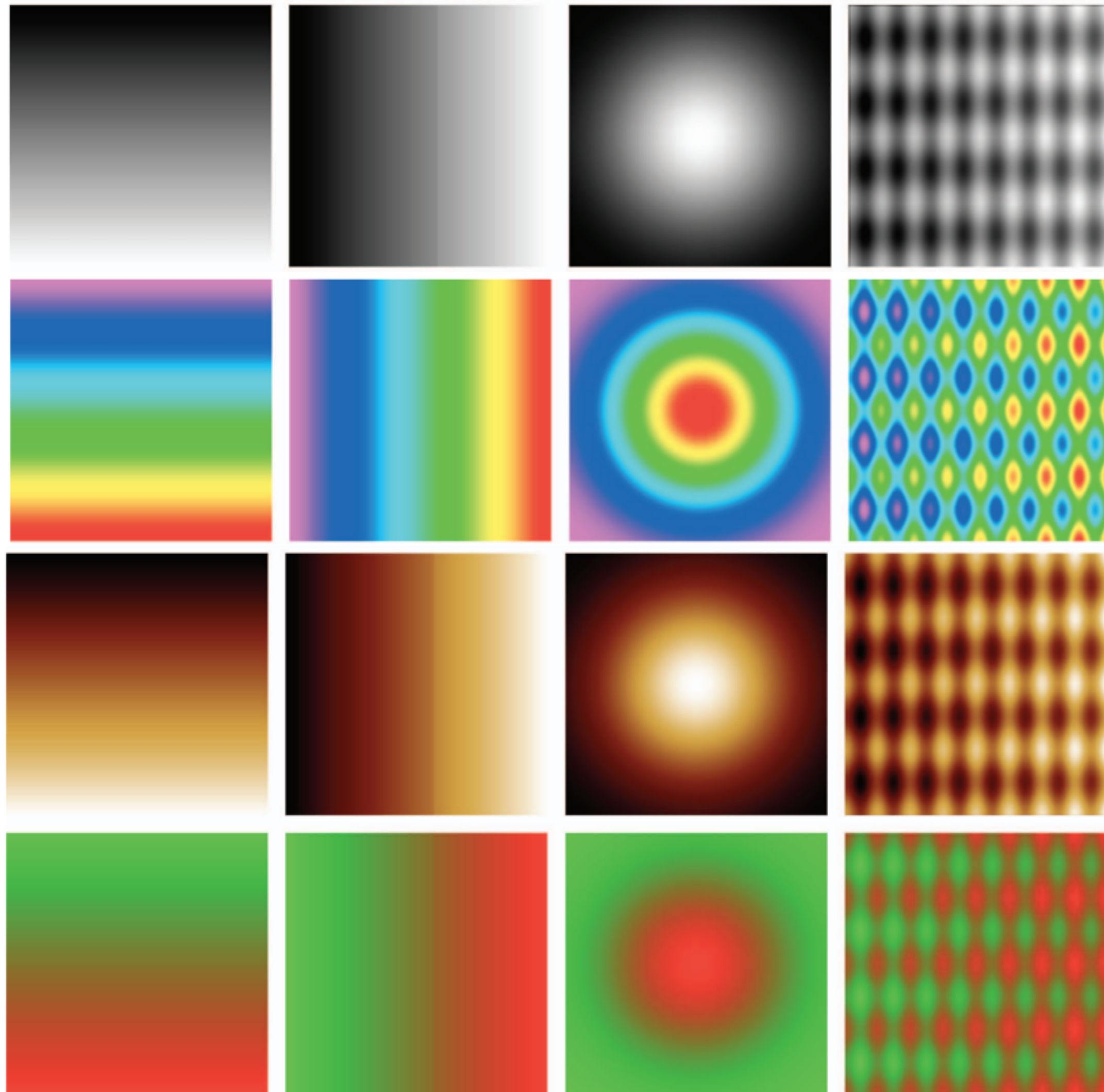


# RAINBOW COLOR MAPS



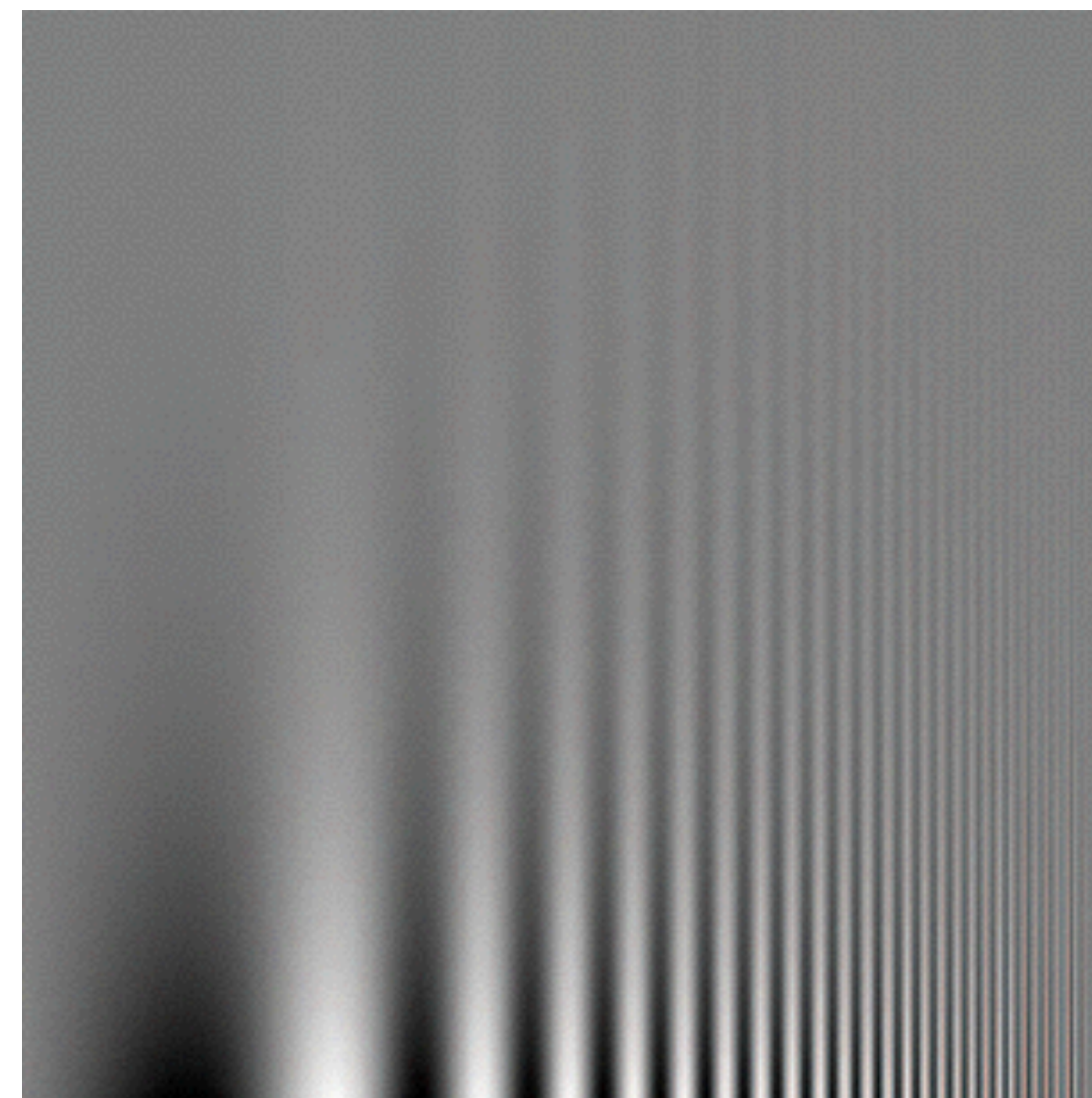
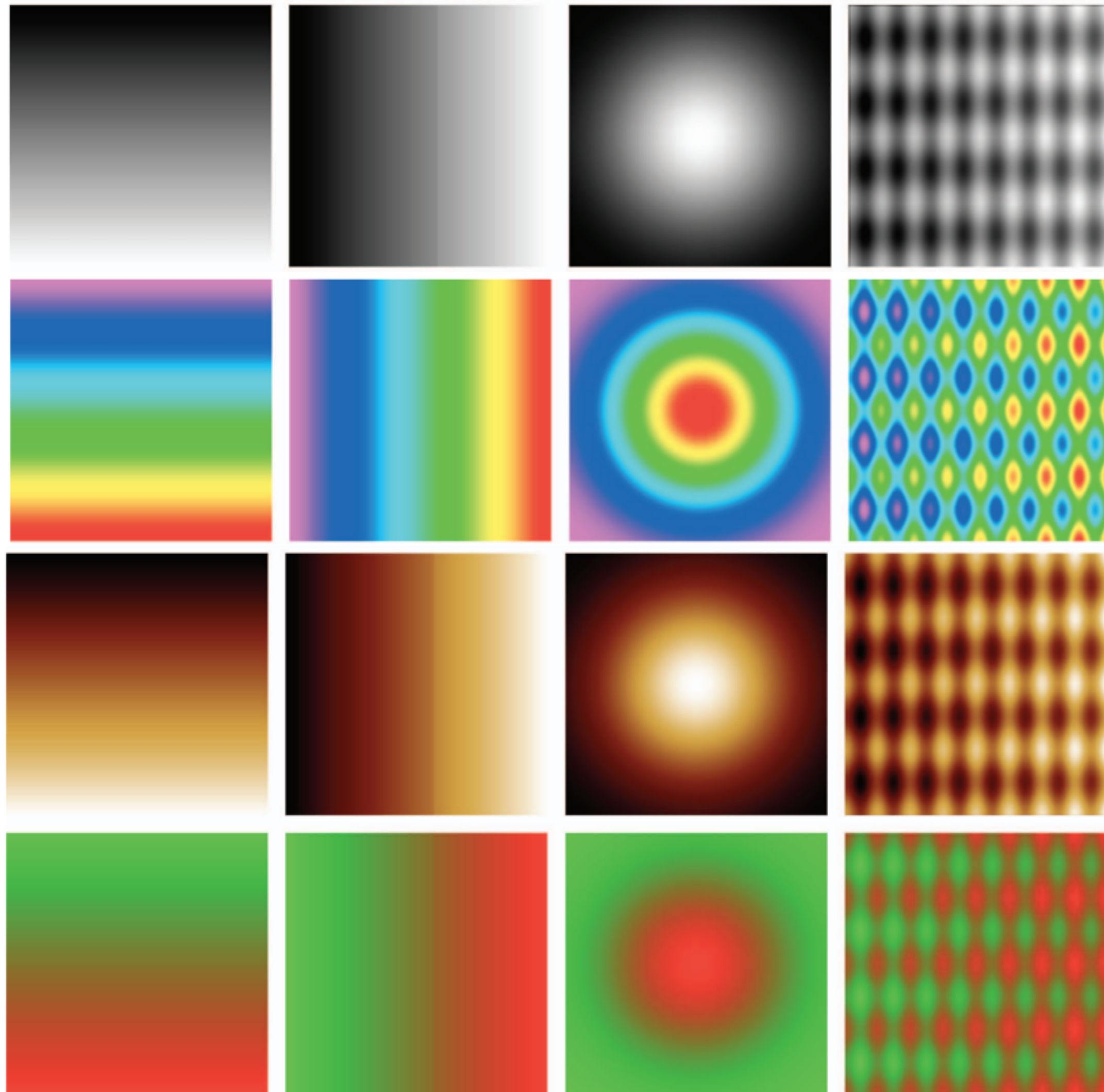


# RAINBOW COLOR MAPS



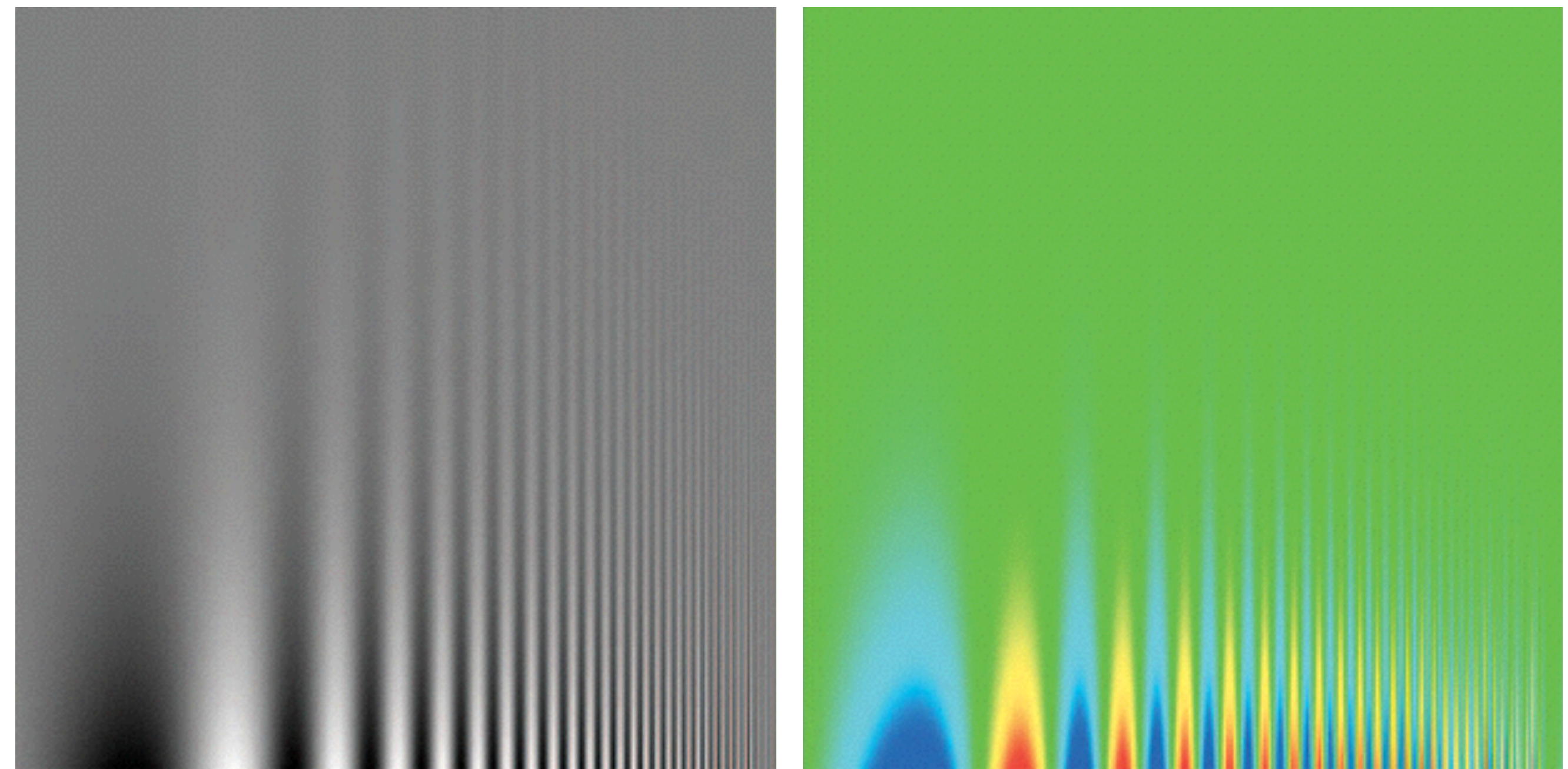
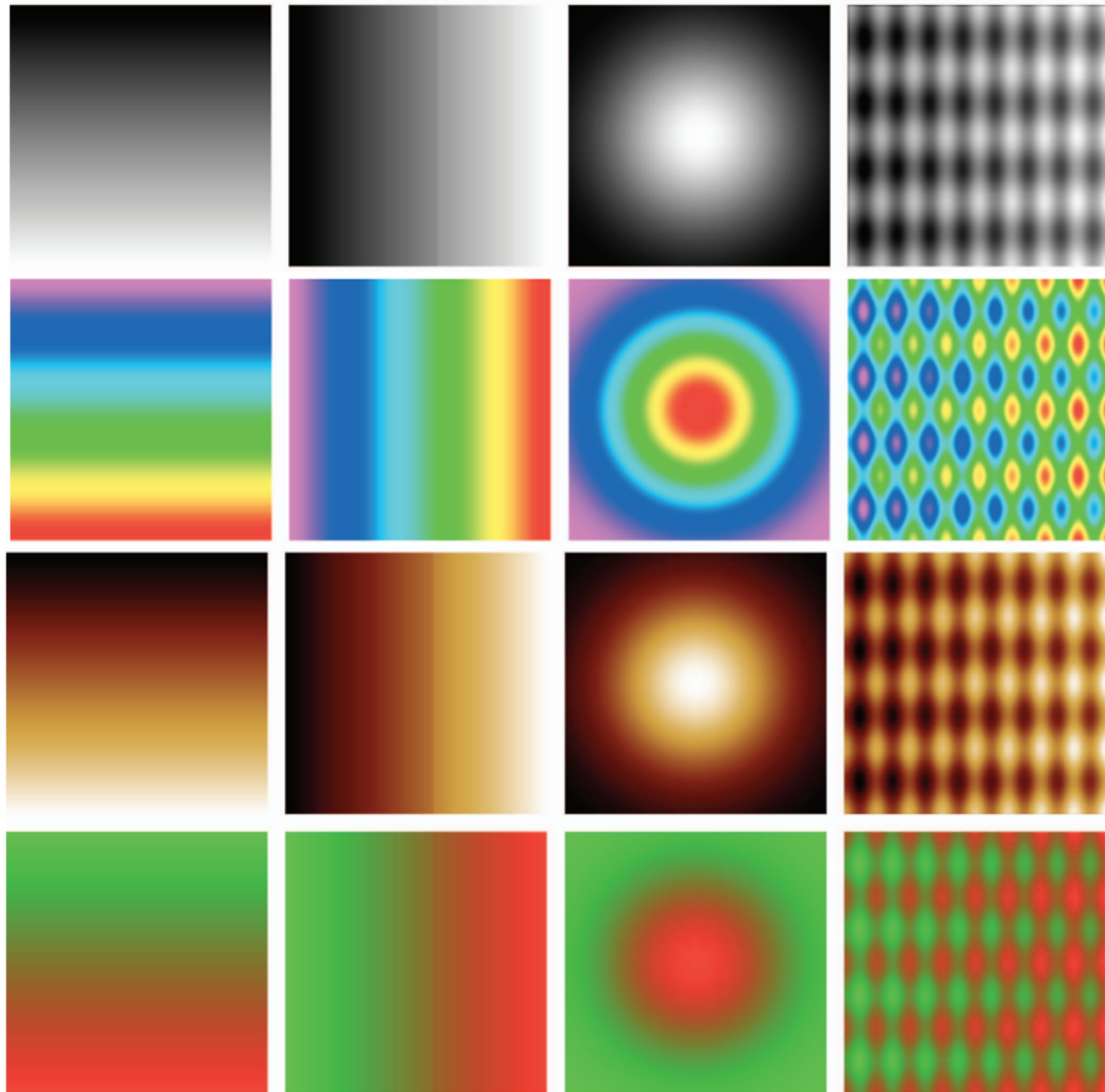


# RAINBOW COLOR MAPS





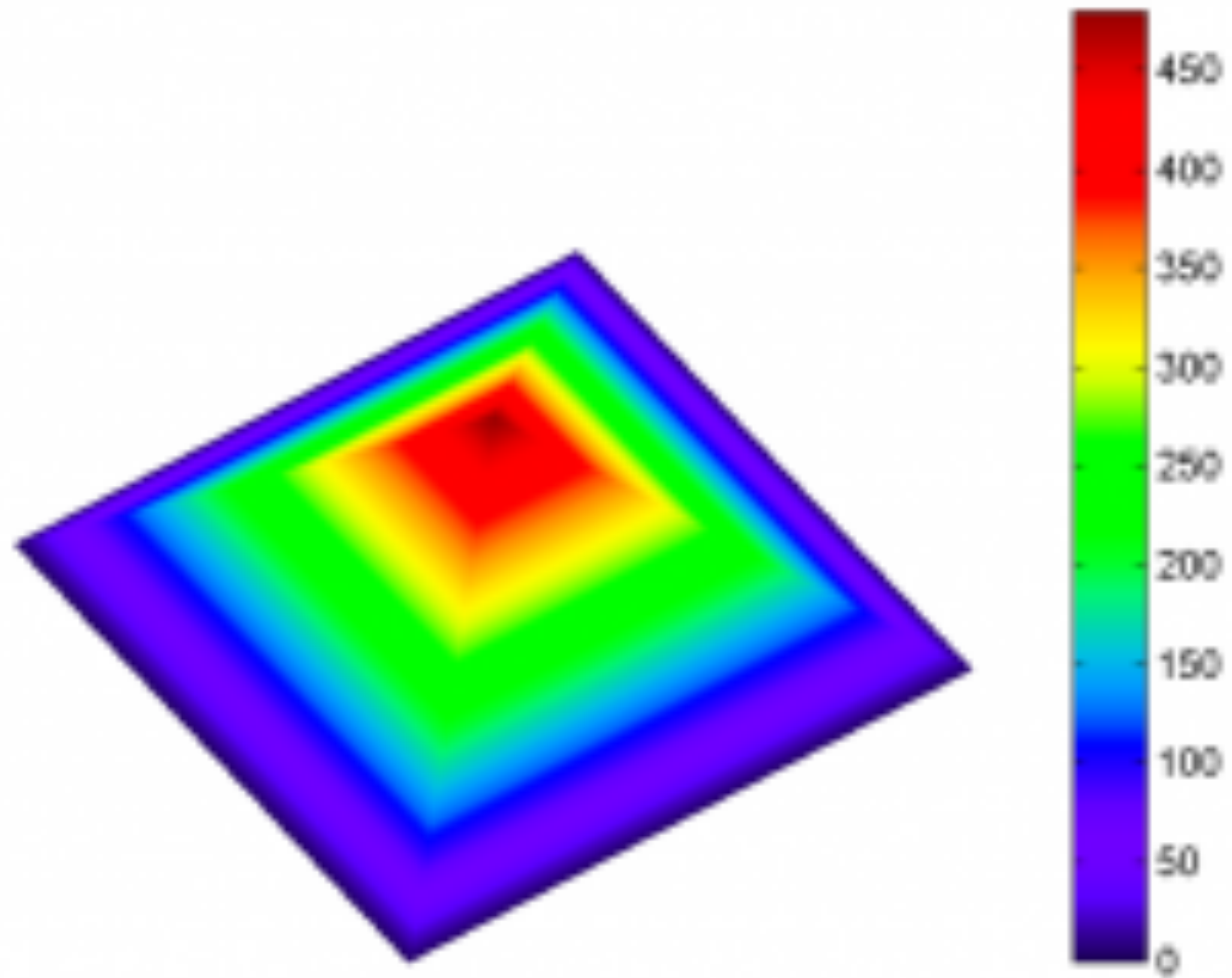
# RAINBOW COLOR MAPS



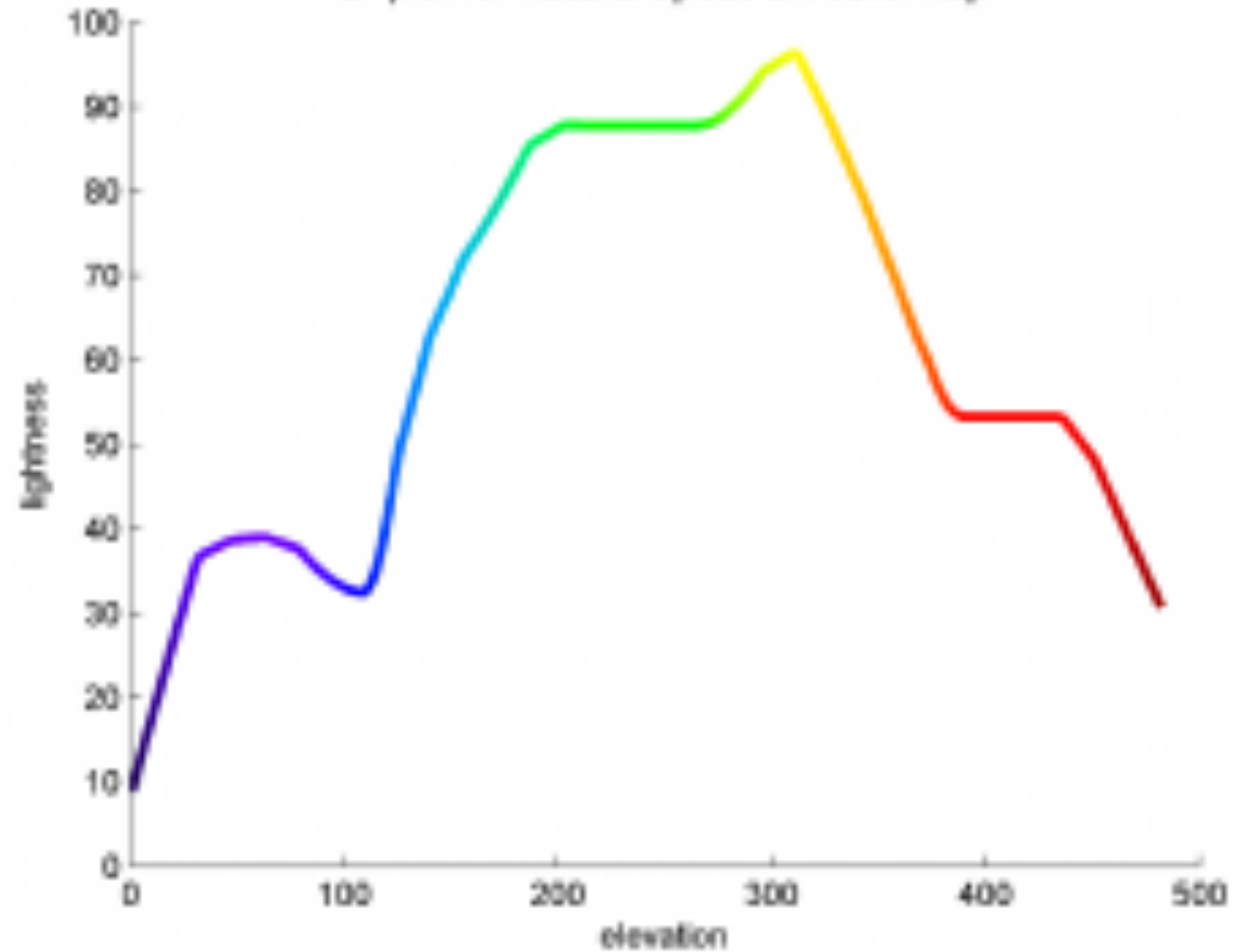


# RAINBOW COLOR MAPS

Natural spectrum



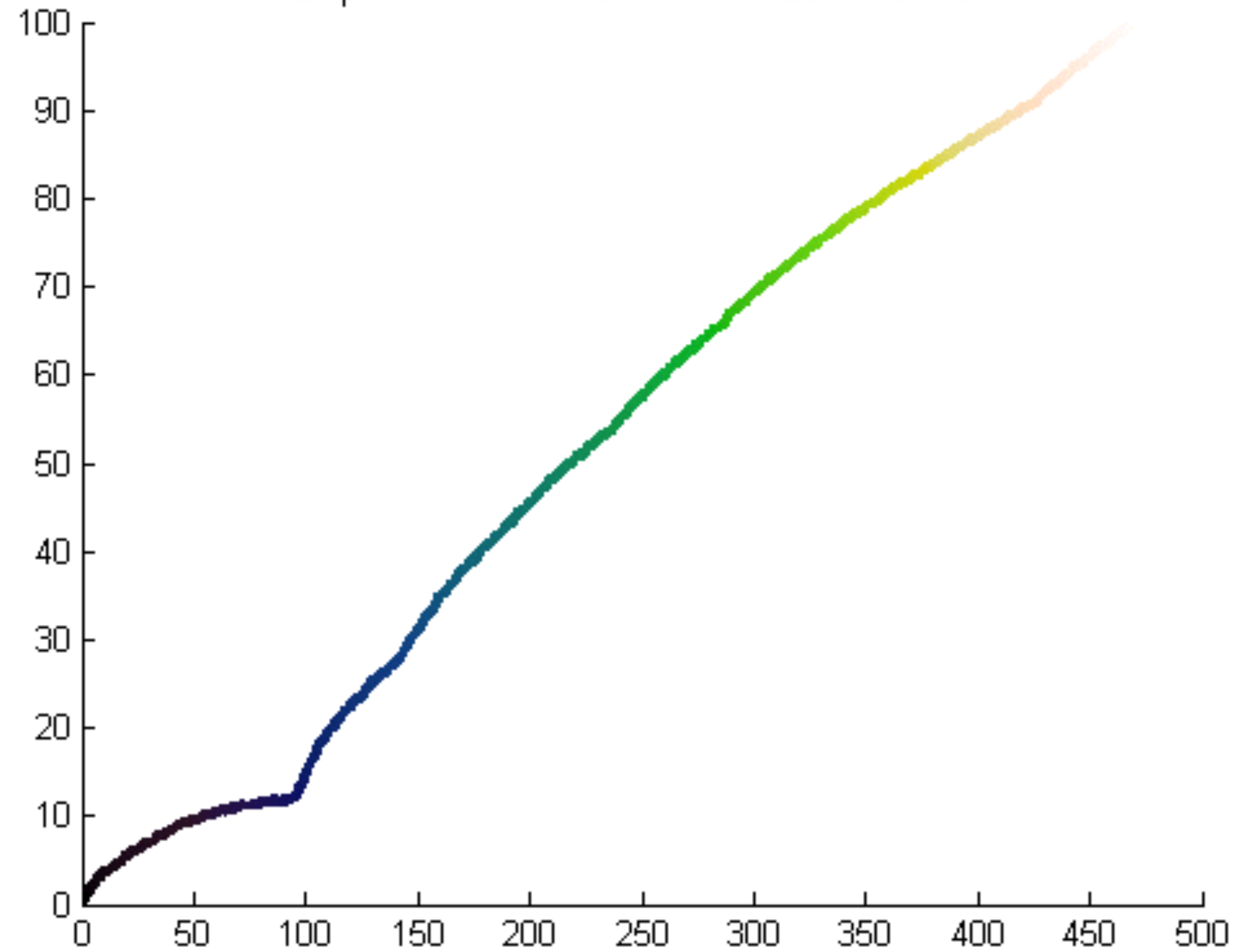
L\* plot for natural spectrum colormap



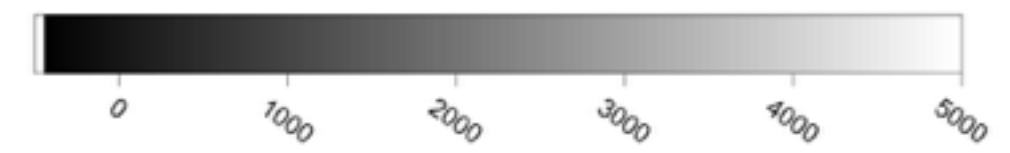
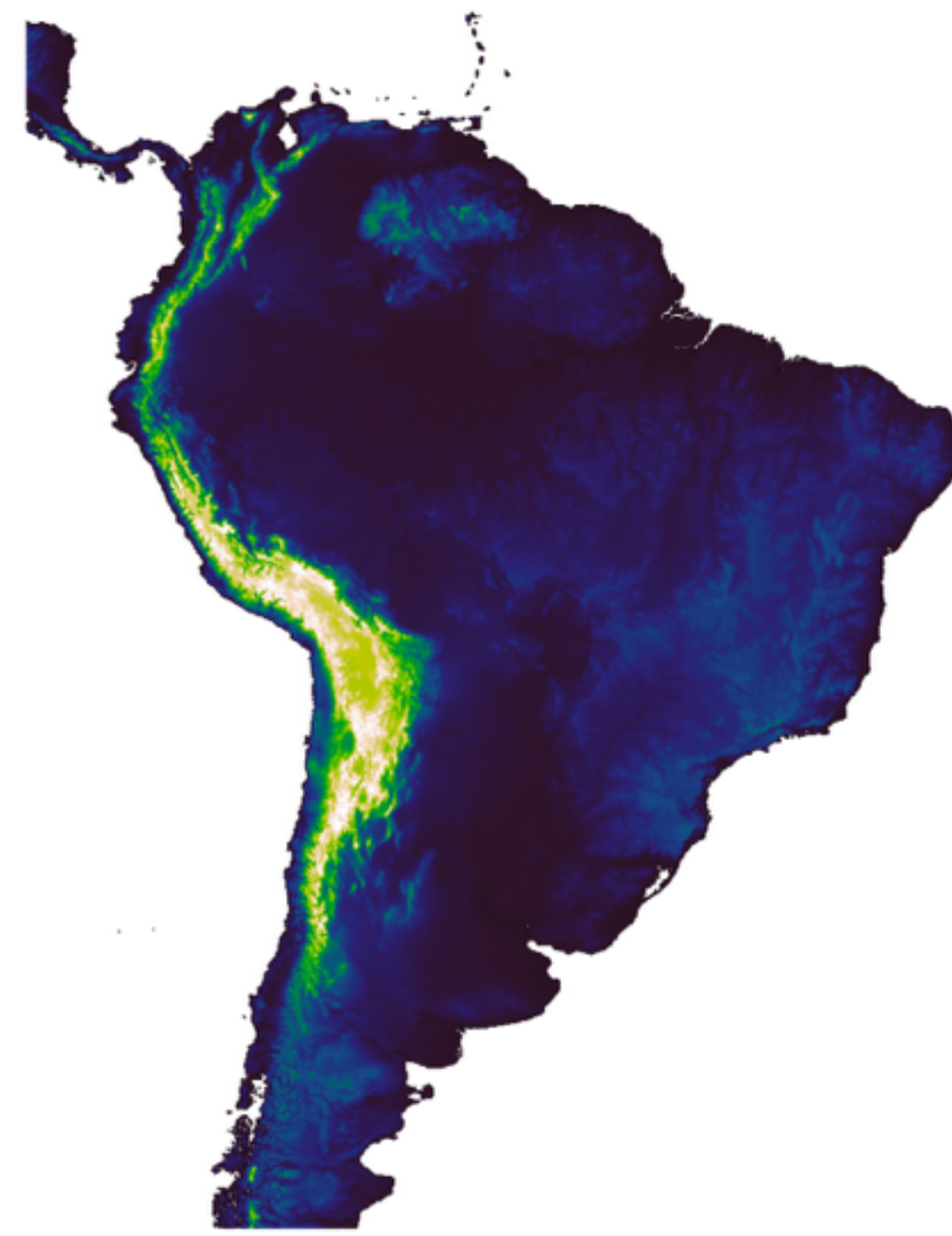
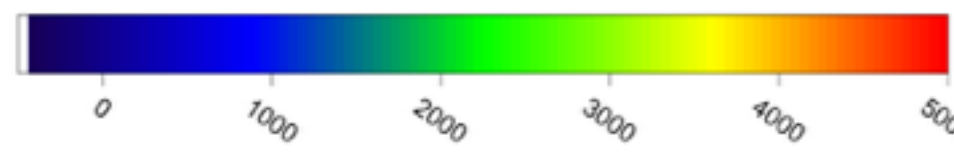
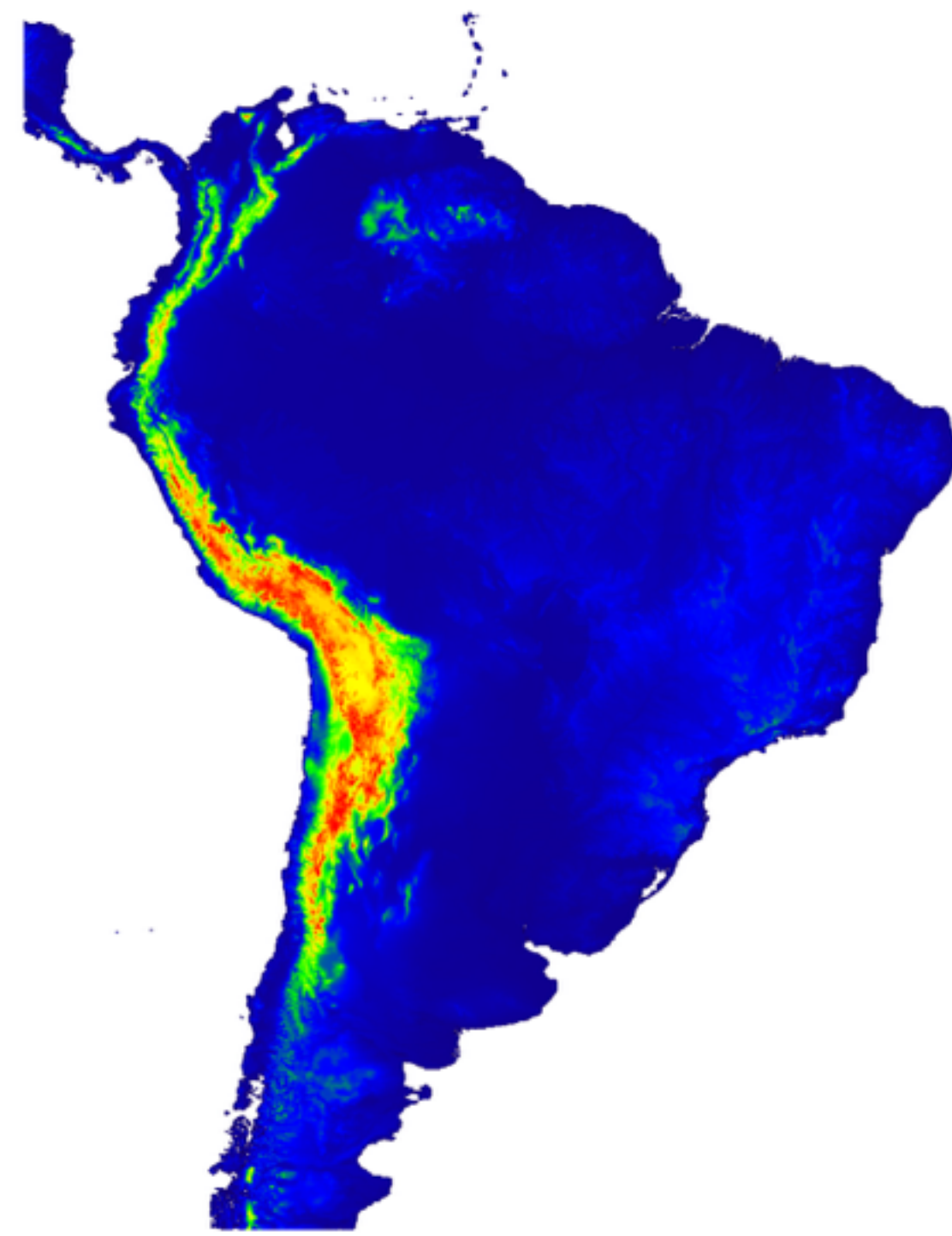
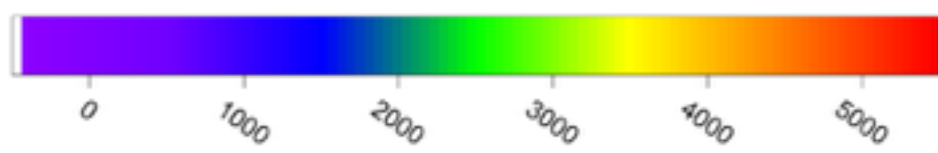
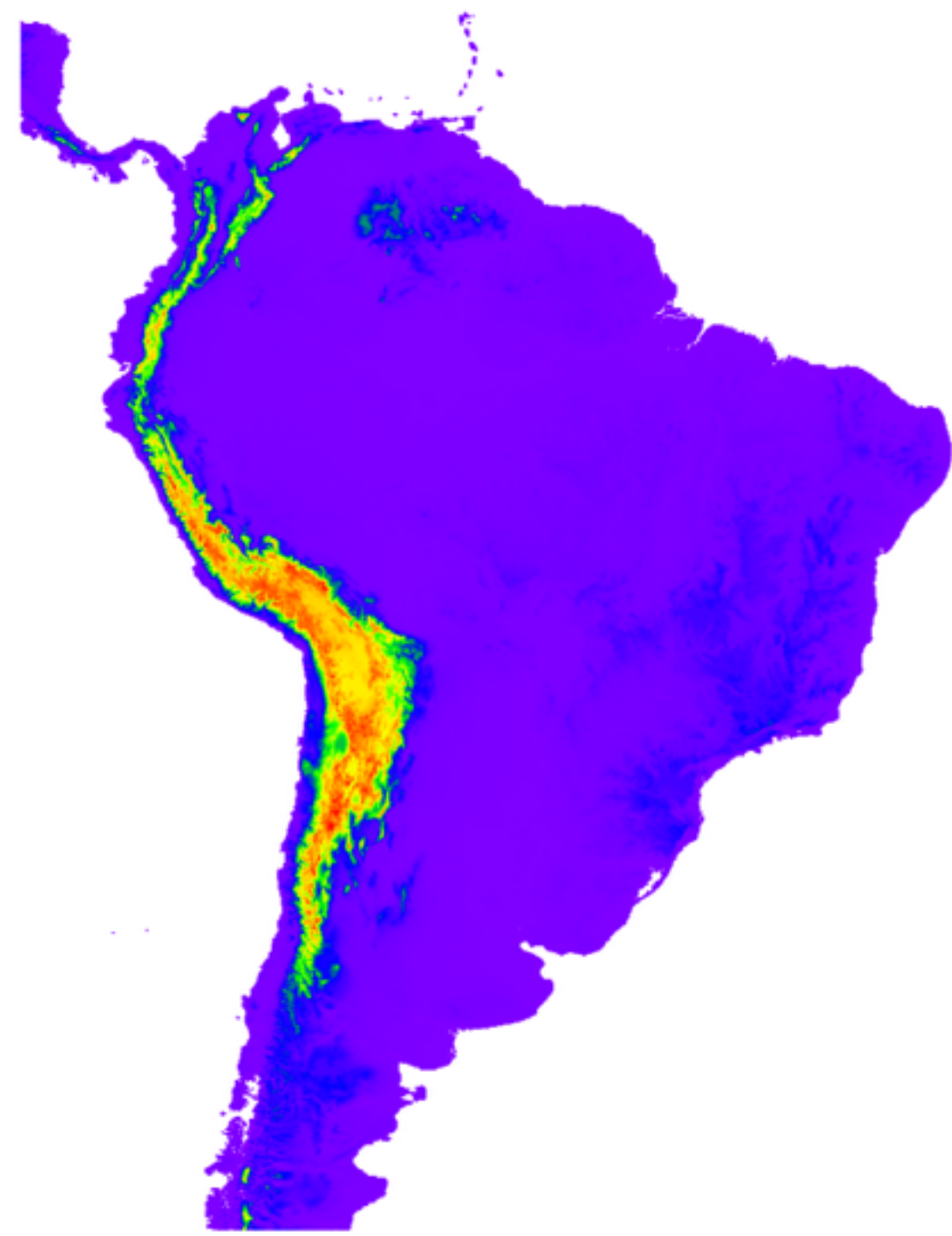


# RAINBOW COLOR MAPS

L\* plot for Kindlmann linear Luminance



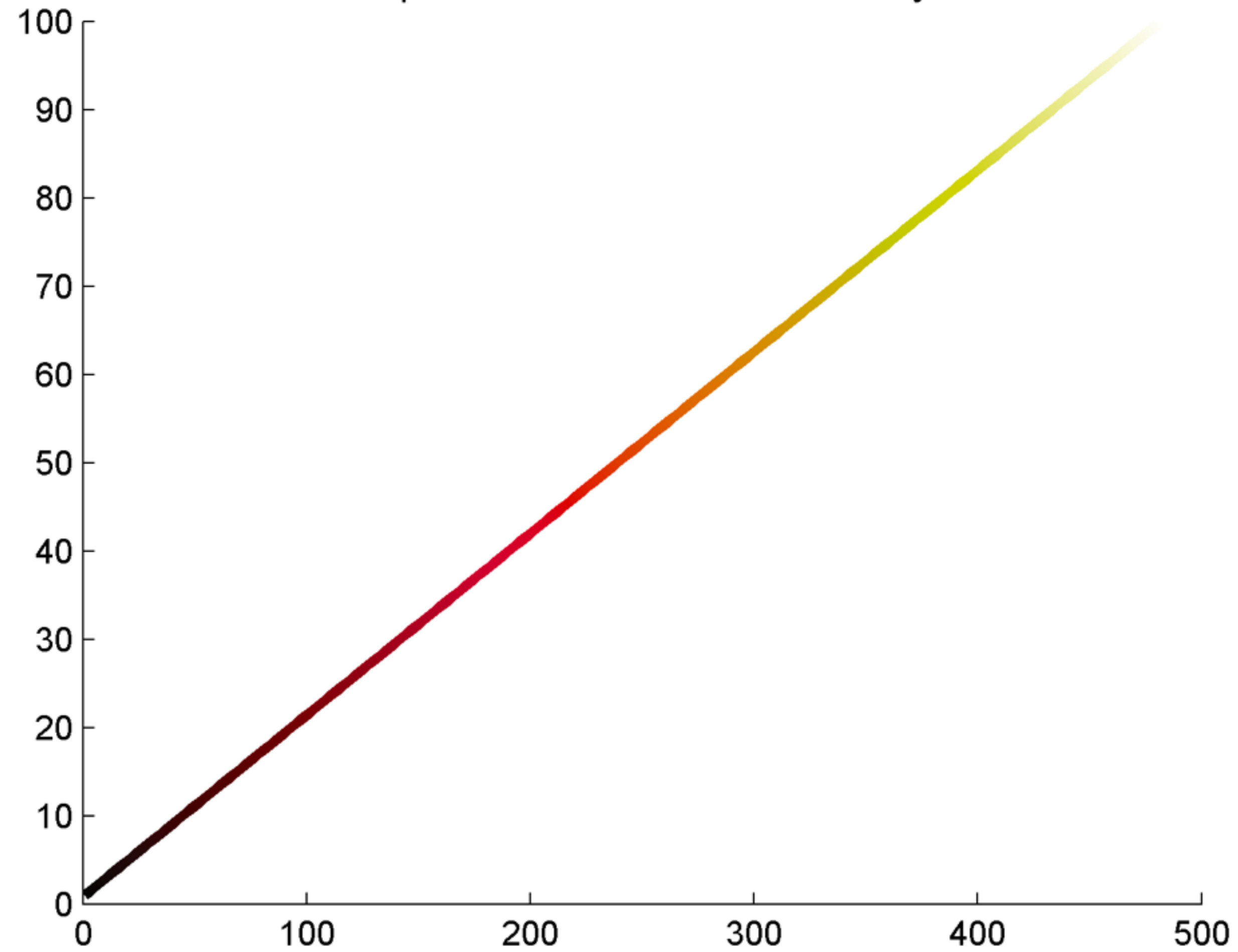
# RAINBOW COLOR MAPS



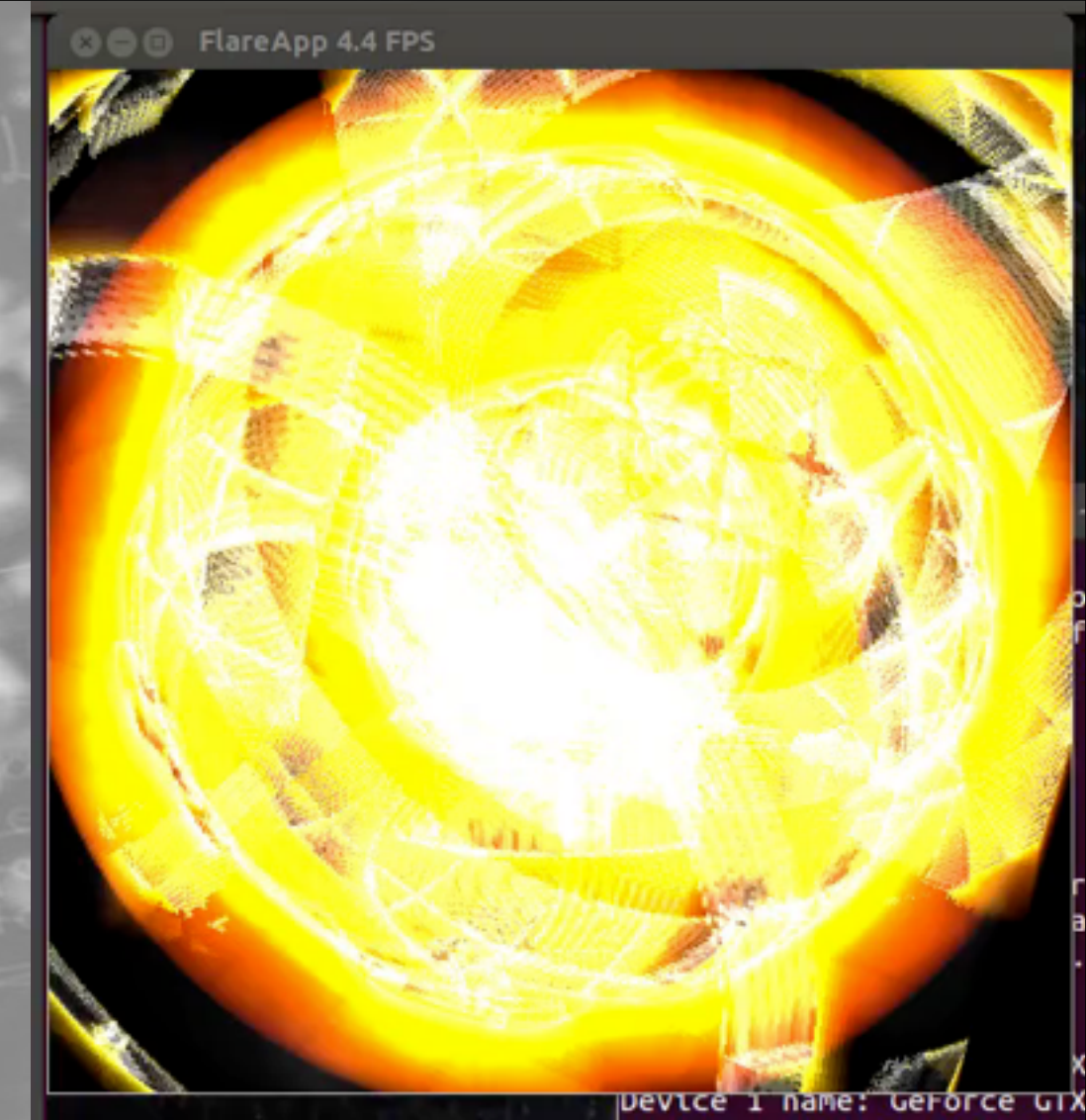
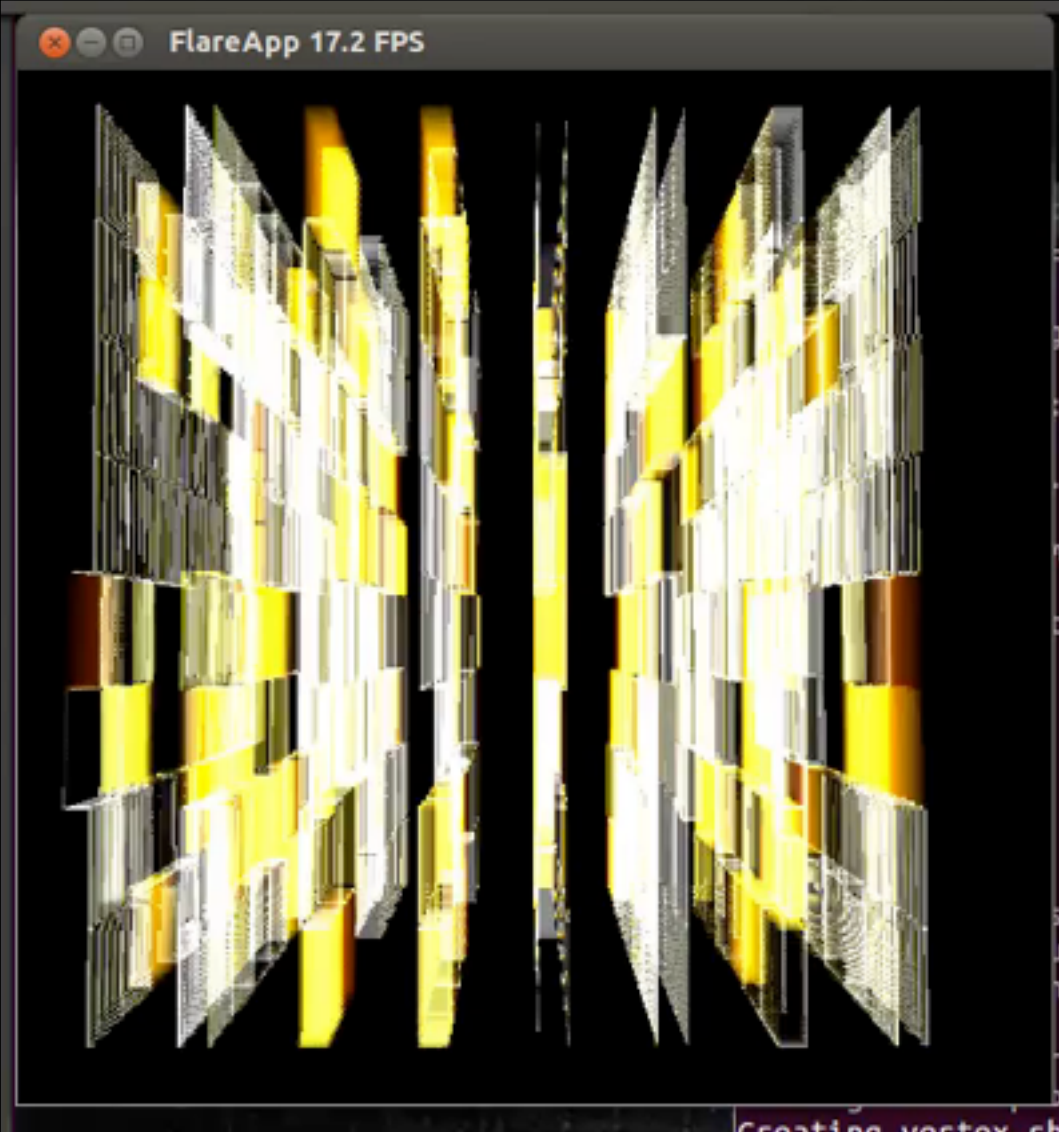


# RAINBOW COLOR MAPS

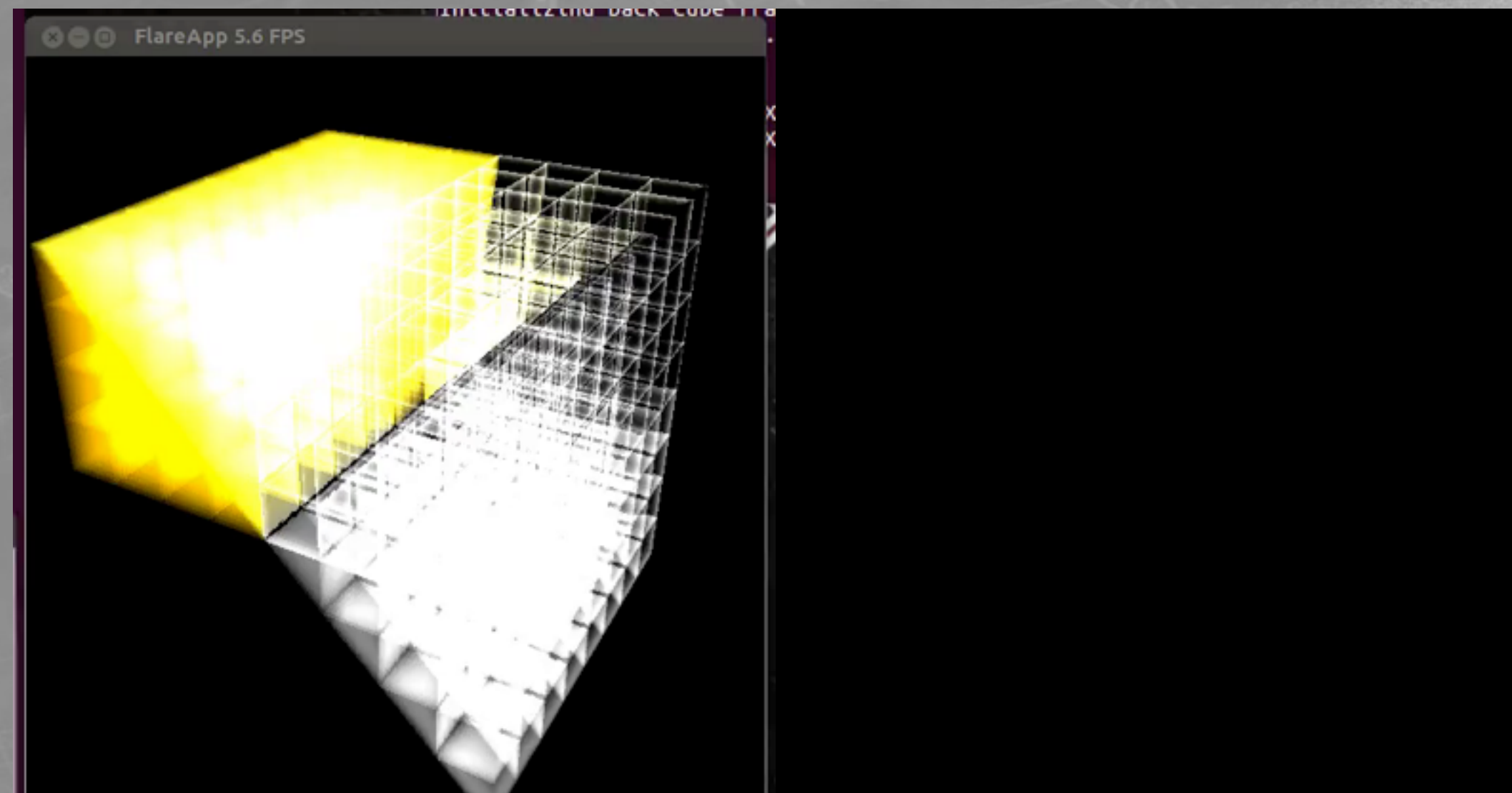
L\* plot for linear L\* heated body



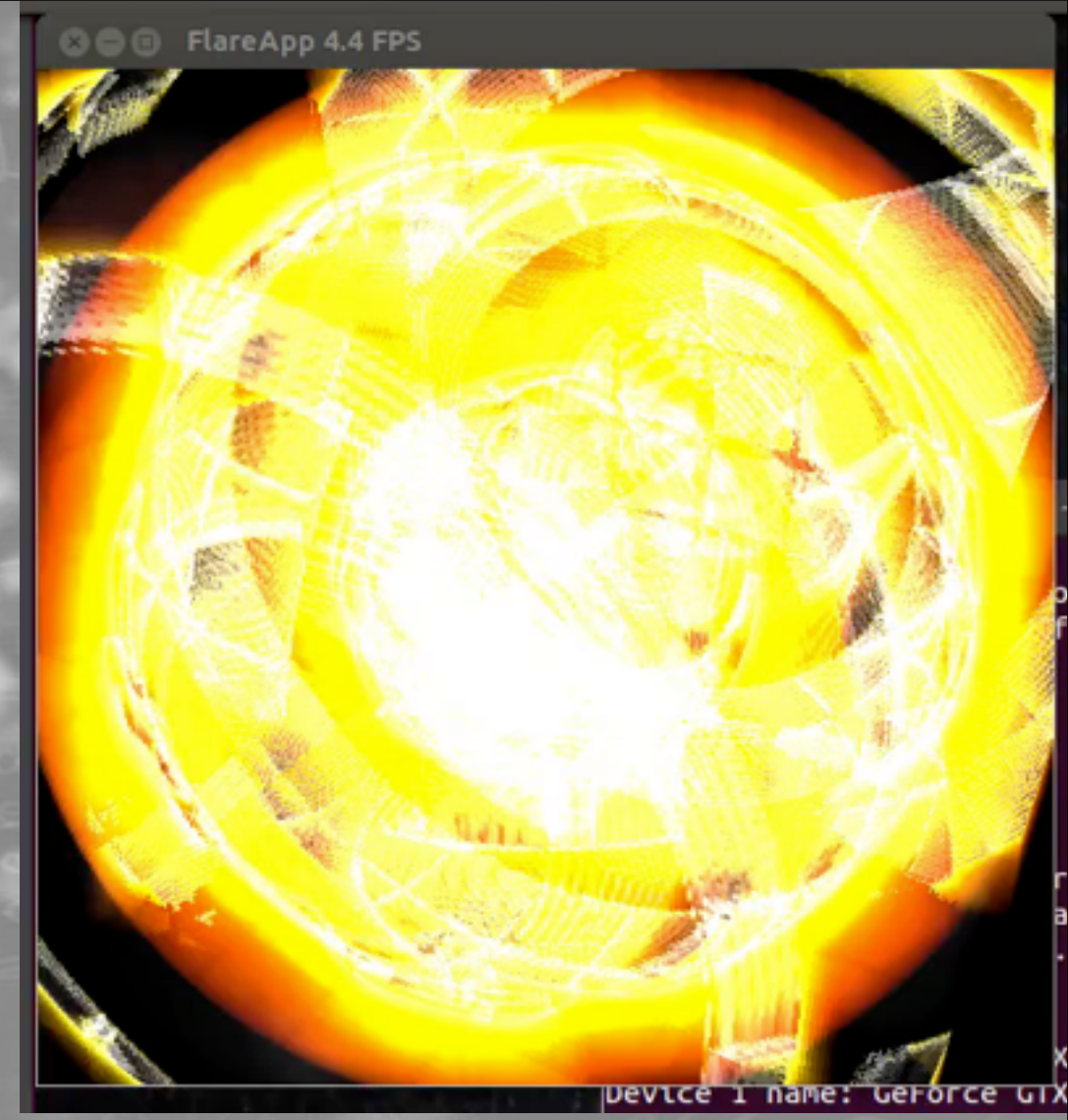
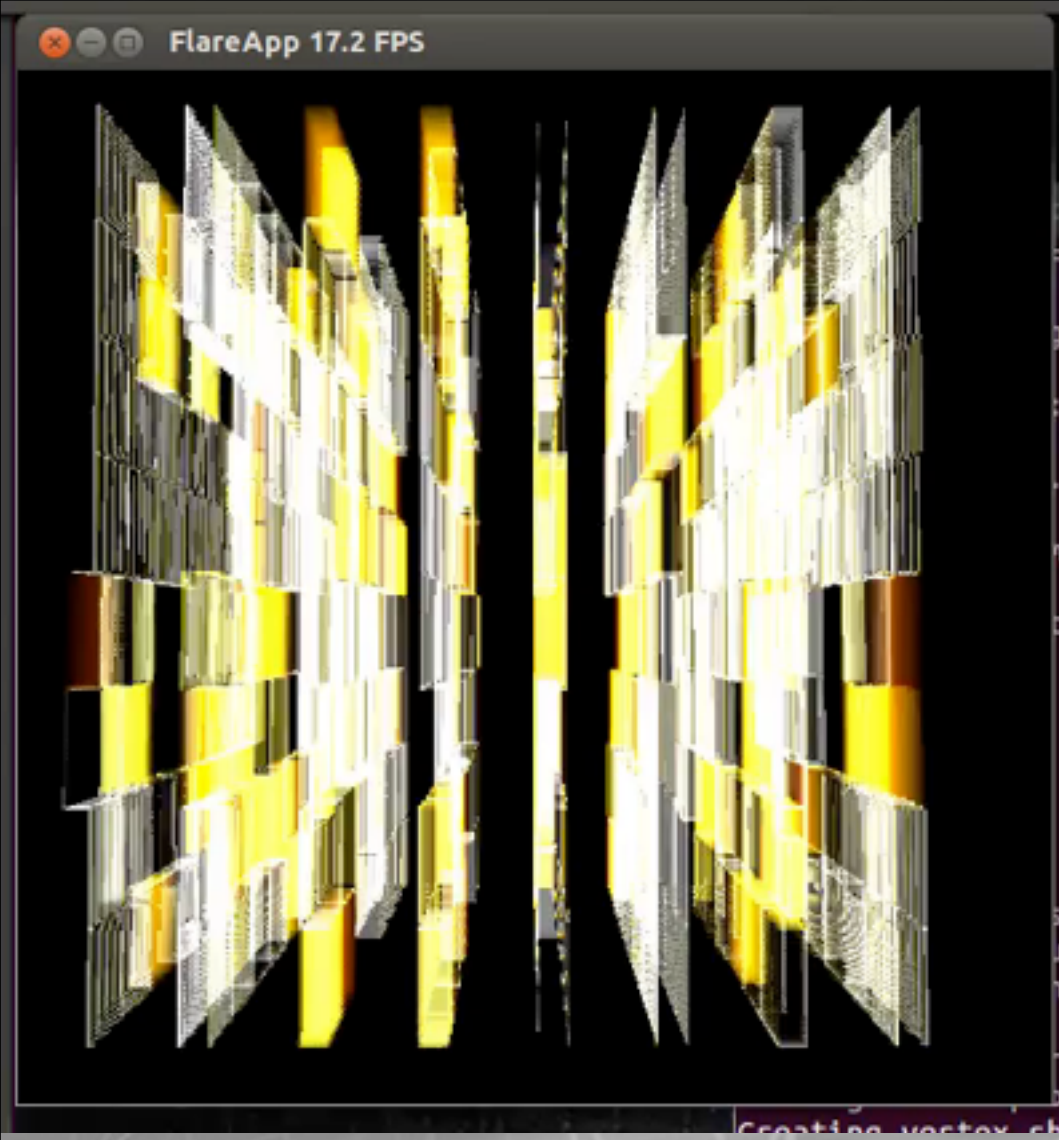




THANK YOU!







THANK YOU!

