# From water purification to science documentaries 

Industrial applications of AI, high performance computing, and data visualization.
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1. Data streaming







## Efficiency of Inverse Osmosis Water Treatment Plant



# Efficiency of Inverse Osmosis Water Treatment Plant Results 





Ongoing project 1: Reinforced learning for automated operation


Ongoing project 2: Tracking audiences and HPC simulation based optimisation
2. Data pipelines and documentaries

## VIRTUAL HUMANS

Hyper-realistic visualisations of computer simulations



## Super nice visualisations of computer simulations



## What we do

Photo-real renders of DATA Used in short movies and still images For general public and/or peers \&

Why we do it
Maximise impact
Increase memorability


Film industry tools are amazing Film industry people too


To achieve it, we need artist level of control over camera, light, textures, animation, and render quality



## Beautiful AND accurate

$\pm$ Have scientists and artists work together

- Convert data from scientific software/format into animation industry standards


## Production pipeline

Typical pipeline in animation with a few extra steps for DATA


## Production pipeline



Harris, S. University of Leeds


## Production pipeline

Typical pipeline in film industry with a few extra steps for DATA


## Data conversion workflow

Formats we can read

| Standard formats |
| :---: |
| netcdf (climate) |
| vtk (engineering, physics, etc) |
| ensi (same as above) |
| PDB (molecular data) |
| Almost anything resvable by Paraview |
| Other formats |
| Structured and Unstructured Grids |
| Semi-Structured Grid Data |
| Generic Particle Data |
| Tables, trees, matrices |



## Data conversion workflow

Formats we can write


Volumetric data
Maya cache (mc)
Blender Voxels (bvox)
OpenVDB

Surface data
STL
OBJ
FBX
Alembic, etc...

Point/vector data
Maya cache (mc)
Partio

M MAYA
(O)blender

## ytini

## 38Dralesing

- Maya: High cost but stable, easy to find experts
■ Blender: Cheap (as in free) but less stable workflow is less "professional" very flexible, good for scientists
■ Houdini: Procedural workflow, handles bigger datasets more efficiently
- Arnold Render: Biased, CPU renderer, really fast
- Renderman
- Redshift: Unbiased GPU-based, even faster
- Cycles: Unbiased render, good use of GPU cluster

3D computer graphics software
Maya M mava
Blender万) blender 3DSMax

3 3Ds max Houdini Houdinie

Renderers Arnold Render A ARNOLD

Renderman
Redshift R redshift Blender Cycles

3. Data visualization and interaction


Powered by

| Select probability threshold |
| :--- |
| Performance |
| FILTERS © |
| Extremes probability |
| Dark map |
| Power plants |
| HELP © |
| Guided tour |
| Advanced information |



## CLIMATOLOGY \& PAST FORECAST



User Doe


Click, drag, double click, play with the controls.


[^0]Genre and subgenre relationships extracted from Wikipedia

Over 800 genres in an exploratory interactive

Presented at Sonar 2014 Shortlisted at Information is


Beautiful Awards 2014



An interactive data visualization tool for climate journalists

Ongoing project 3: Media Portal

## 4. The group



Fernando Cucchietti Team leader Data Troll


Artur García
Data Scientist
Junior Technologist


Irene Meta
Junior Visualization Designer New girl on the block


Guillermo Marín
Data Visualization-3D Animator The Artist


Carlos Carrasco Data Scientist The Spark


Patricio Reyes
Applied Mathematics The Data Climber


Luz Calvo
UX \& Data Visualization Designer The Wisp


Fernanda Vélez Data Visualization Graphic Designer
S.Lucky


Feliu Serra
Data Scientist wubbalubbadubdub!


David García
Software Developer Divman


Juan Felipe Gómez Front-end Developer The Magician


Sol Bucalo
Junior Visualization Designer
Peacebringer


Carlos García
Data Engineer
The Zen Sheriff


Seyed Hamed Mirsadeghi Data Engineer Aquaman


Maryam Rahbaralam Data Scientist Friendly neighbour


Eduardo Graells Data Scientist Very mobile


Vanessa Mañas Front-end developer Coming soon


David Modesto Applied Mathematics Reduced model man



Good: heterogeneous skills
Bad: heterogeneous workflows

Good: we can do many different projects! Bad: we do many different projects.

## Barcelona

## BSC <br> Supercomputing

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[^0]:    - Electronic O HipHop

