From water purification to science documentaries

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

@thefercook Fernando Cucchietti

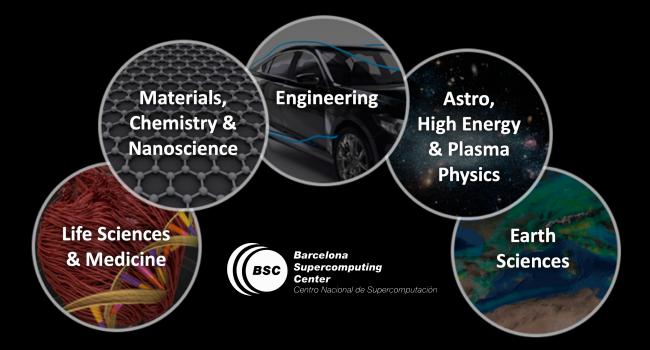


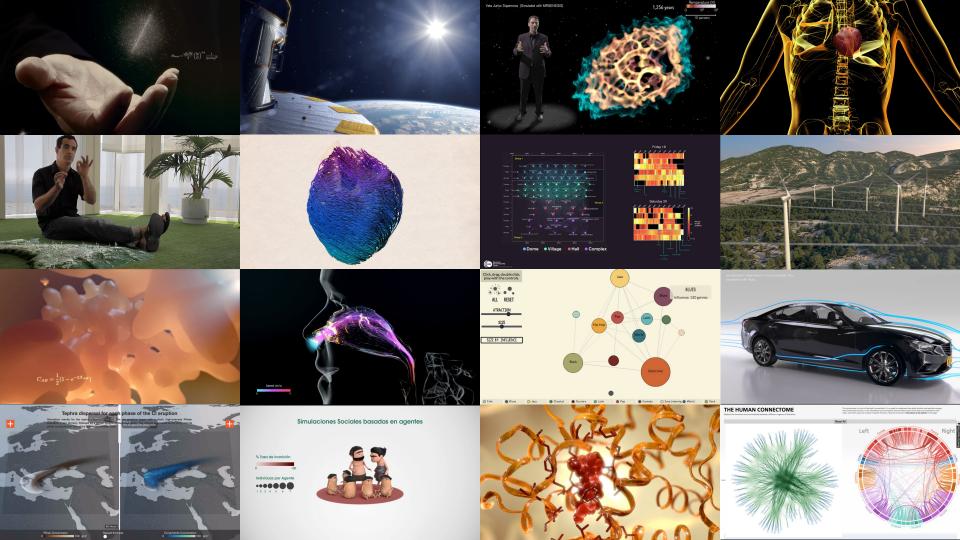
Peak Performance of 13.7 Petaflops 165 888 Intel cores 390 TB of main memory 24.6 PB of disk storage

Marenostrum 4

2nd most powerful computer in Europe, 13th in the world

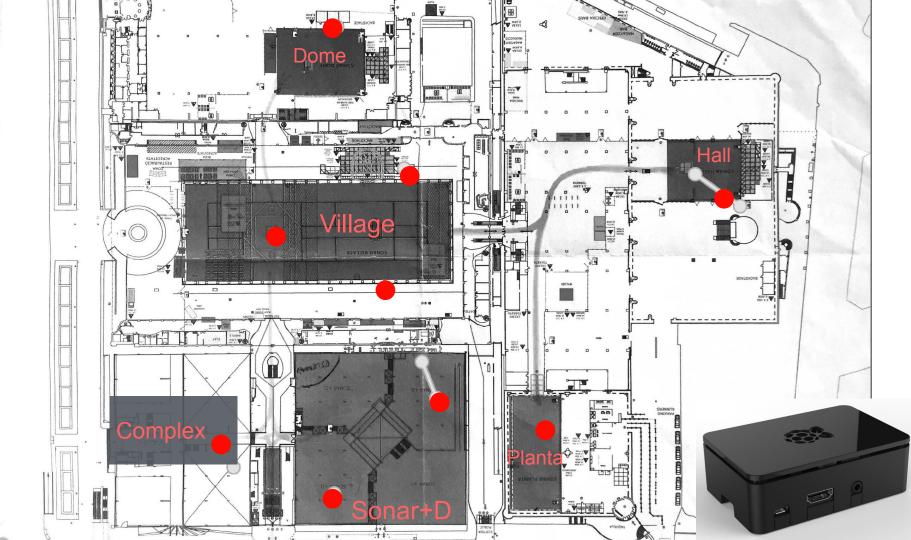


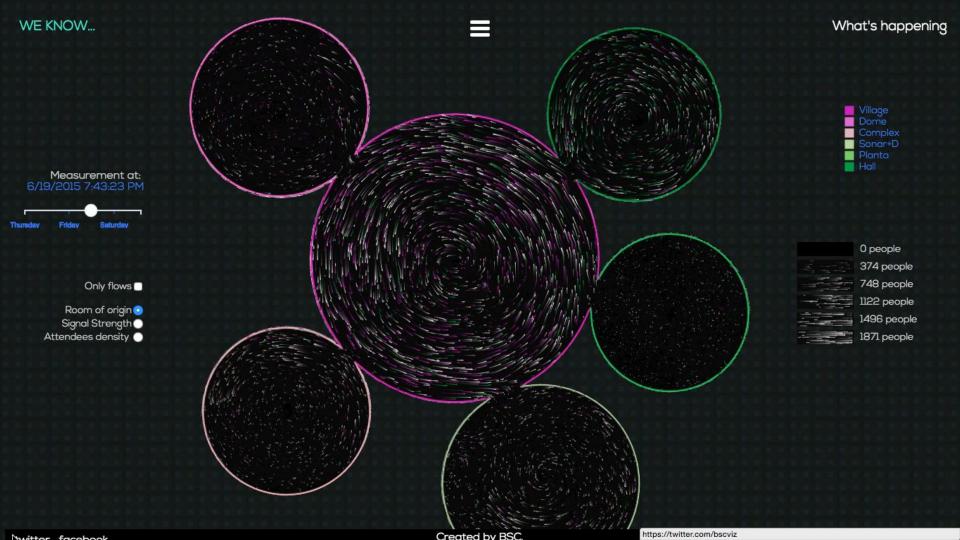


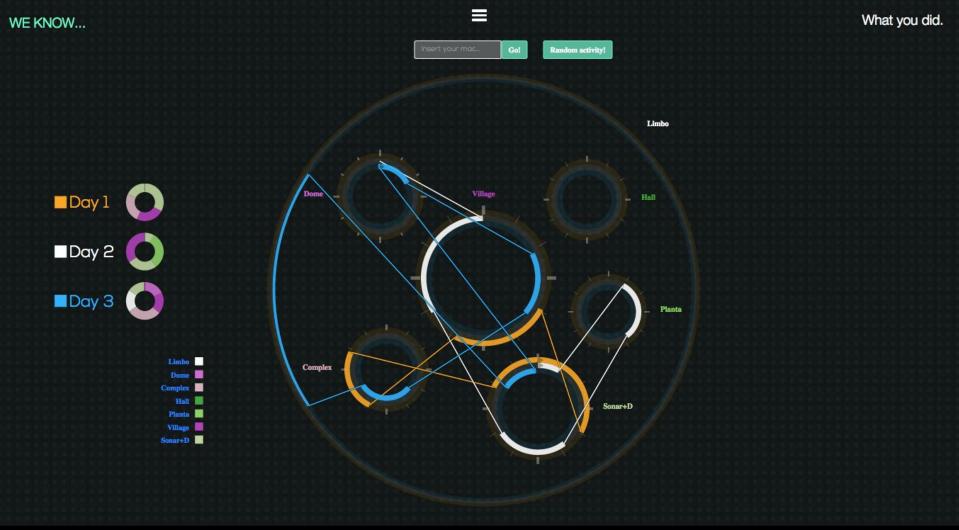


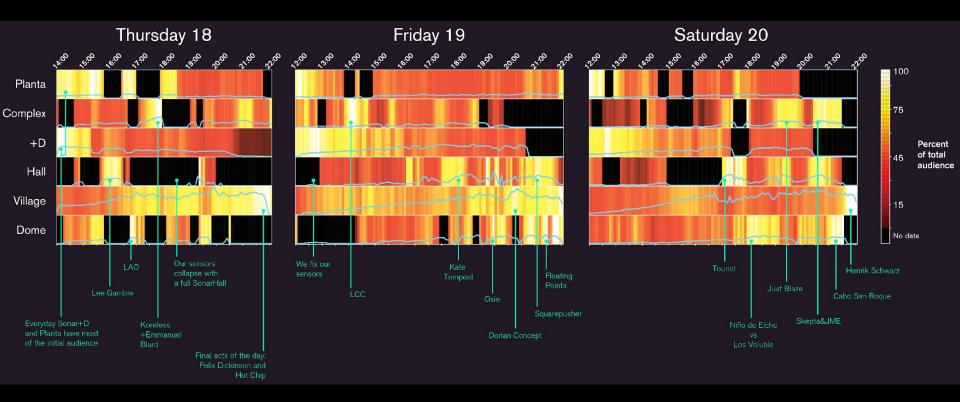
1. Data streaming

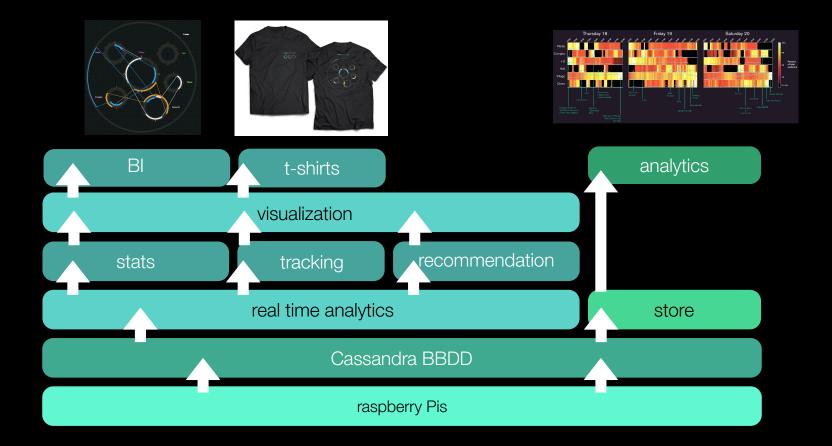




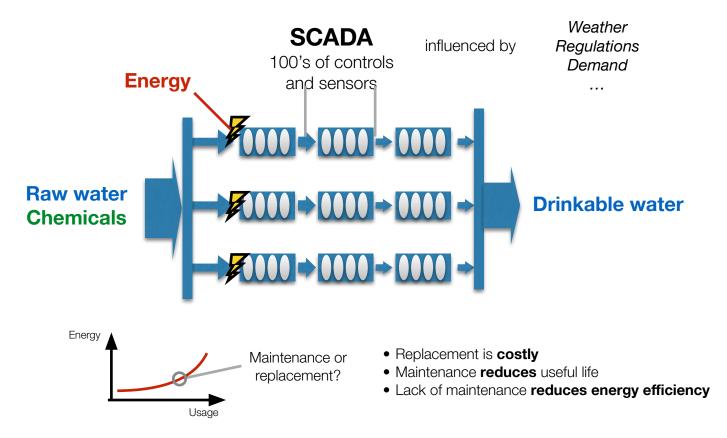








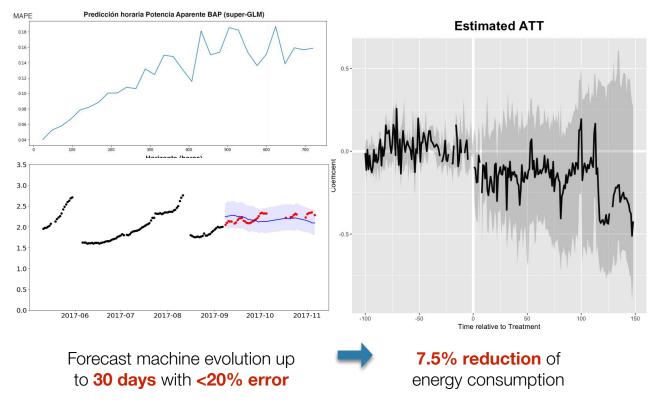
Efficiency of Inverse Osmosis Water Treatment Plant





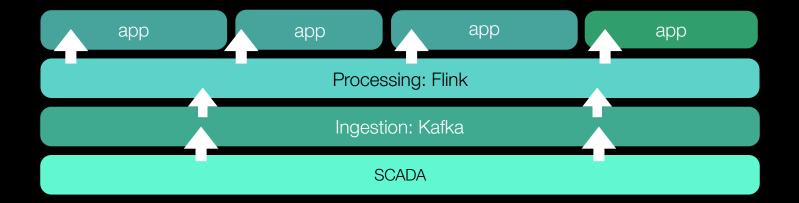


Efficiency of Inverse Osmosis Water Treatment Plant Results











RL optimisation

Ongoing project 1: Reinforced learning for automated operation





Ongoing project 2: Tracking audiences and HPC simulation based optimisation

2. Data pipelines and documentaries





Hyper-realistic visualisations of computer <u>simulations</u>

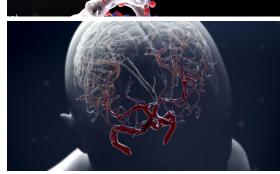














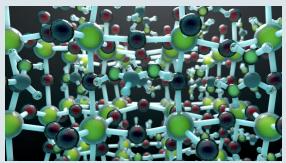
-realistic visualisations of computer simulations













Super nice visualisations of computer simulations

Blue Whale

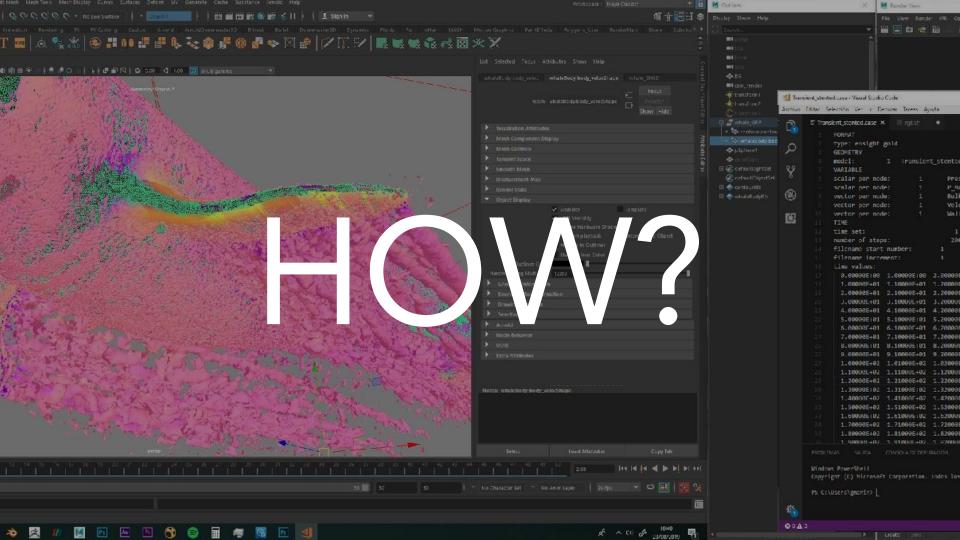
BSC Viz Team

What we do Photo-real renders of DATA Used in short movies and still images For general public and/or peers

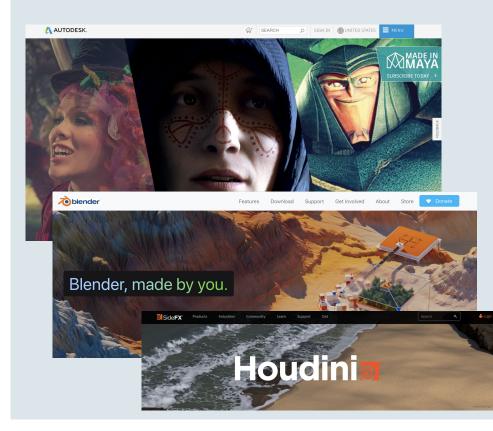
&

Why we do it Maximise impact Increase memorability

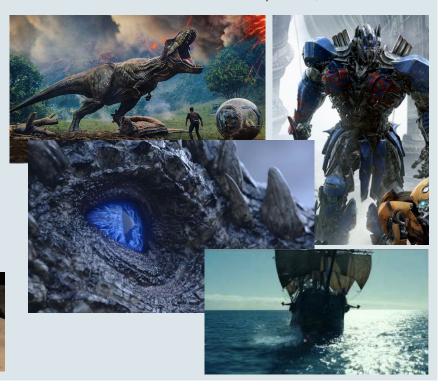
Bateman, Useful junk?, 2573-2582

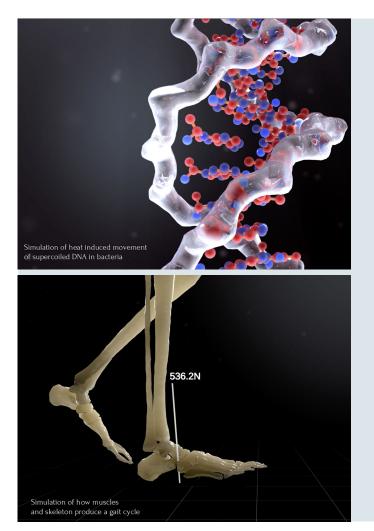


Film industry tools are amazing Film industry people too



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



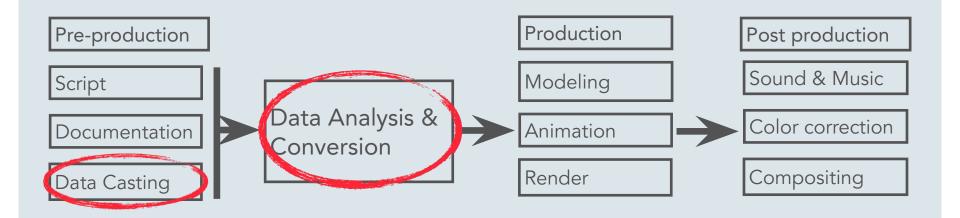


Beautiful AND accurate

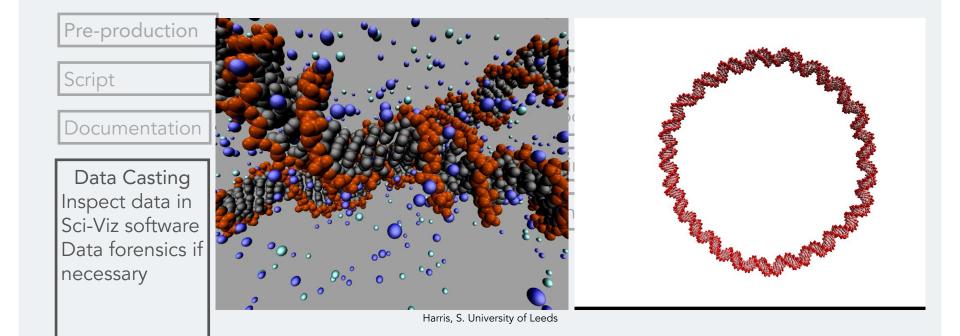
 Have scientists and artists work together
Convert data from scientific software/format into animation industry standards

Production pipeline

Typical pipeline in animation with a few extra steps for DATA



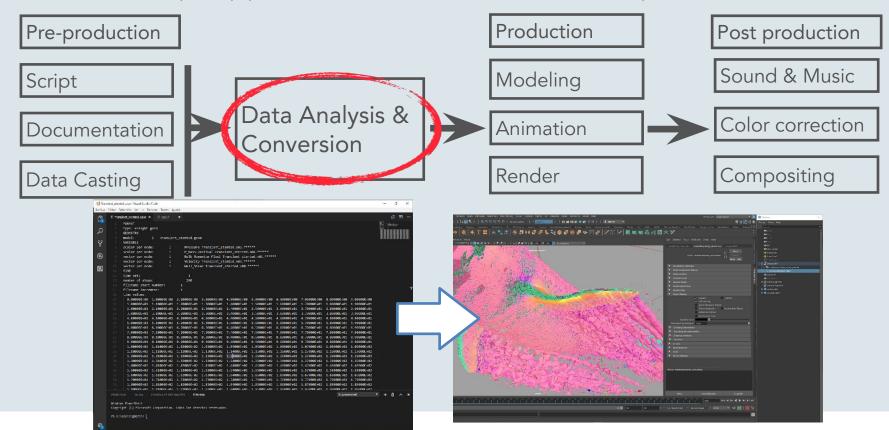
Production pipeline



| | 1 | MODEL | 1 | | | _ | | | | | | |
|-------------------|-----------------|------------------|--------------|------------|--------|------------------|-----------------|----------------|------|--------------|---------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| | 2 | COMPND | | ated by | VMD | | | | | | | |
| | 3 | AUTHOR | | | | BEL 2.3.2 | | | | | | |
| | 4 | HETATM | 1 C | LIG | 1 | 4.788 | 5.645 | 1.595 | | | С | |
| | 5 | HETATM | 2 N | LIG | 1 | 3.623 | 5.260 | 1.219 | | | N | |
| | 6 | HETATM HETATM | 3 N 4 H | LIG LIG | 1 1 | 5.883 4.806 | 5.527 5.995 | 0.897 2.606 | | 0.00 0.00 | N | |
| | 8 | HETATM | 5 H | LIG | 1 | 2.739 | 5.511 | 1.733 | | 0.00 | н | |
| | 9 | HETATM | 6 H | LIG | 1 | 3.374 | 4.755 | 0.311 | | | н | |
| | 10 | HETATM | | LIG | 1 | 5.979 | 5.189 | -0.087 | 1.00 | 0.00 | н | |
| | 11 | HETATM | 8 H | LIG | 1 | 6.726 | 5.991 | 1.213 | | 0.00 | Н | |
| Pre-production | 12 | HETATM | 9 I | LIG | 2 | 1.824 | 2.193 | 0.902 | | 0.00 | I | |
| | 13 | HETATM | 10 PB | LIG | 2 | 2.289 | 2.300 | 4.004 | | | Pb T | and the allowed |
| | 14 | НЕТАТМ НЕТАТМ | 11 I 12 I | LIG LIG | 1 2 | 5.566 2.028 | 2.669 5.314 | 3.757 4.686 | | 0.00 0.00 | I I | and the second second |
| Carint M | | HETATM | 12 I 13 C | LIG | 3 | 12.190 | 5.479 | 1.021 | | 0.00 | L C | |
| Script | 17 | HETATM | 14 N | LIG | 3 | 11.777 | | -0.223 | | | N | |
| | 18 | HETATM | 15 N | LIG | 3 | 11.496 | 5.556 | 2.124 | 1.00 | 0.00 | N | and the second se |
| | 19 | HETATM | 16 H | LIG | | 13.253 | 5.263 | 1.099 | | 0.00 | Н | |
| Documentation | 20 | HETATM | 17 H | LIG | 3 | 12.565 | | -0.960 | | | н | |
| | 21 | HETATM | 18 H | LIG | 3 | 10.776 | | -0.452 | | | H | |
| | | HETATM HETATM | 19 H 20 H | LIG LIG | 3 3 | 10.455 12.004 | 5.630 5.448 | 2.096 2.976 | | 0.00 0.00 | н | |
| | 23 | HETATM | 20 H | LIG | 1 | 8.870 | 2.668 | 0.899 | | | I | |
| Data Casting | 25 | HETATM | 22 PB | LIG | 1 | 8.811 | 2.248 | 4.051 | | 0.00 | Pb | |
| Ŭ | 26 | HETATM | 23 I | LIG | 1 | 11.804 | 1.664 | 4.270 | | 0.00 | I | |
| Inspect data in | 27 | HETATM | 24 I | LIG | 4 | 9.295 | 5.358 | 4.949 | 1.00 | 0.00 | I | |
| | 28 | HETATM | 25 C | LIG | | 5.330 | | 1.660 | | | С | and the second se |
| Sci-Viz software | 29 | HETATM | 26 N | LIG | 5 | 4.172 | | 0.966 | | 0.00 | N | a and a second |
| Data forensics if | 30 31 | HETATM HETATM | 27 N 28 H | LIG LIG | 5 5 | 6.496 5.267 | | 1.187 2.682 | | 0.00 | N H | |
| | 32 | HETATM | 28 H | LIG | 5 | | 11.780 | 1.489 | | | Н | March Aller |
| necessary | 33 | HETATM | 30 H | LIG | 5 | | 12.205 | -0.030 | | 0.00 | н | |
| necessary | 34 | HETATM | 31 H | LIG | | | 12.547 | 0.197 | | 0.00 | н | |
| | 35 | HETATM | 32 H | LIG | | 7.313 | 12.287 | 1.792 | 1.00 | 0.00 | | |
| | 36 | HETATM | 33 I | LIG | 2 | 1.892 | 8.499 | 0.773 | | | I | |
| | 37 | HETATM | 34 PB | LIG | 7 | 2.399 | 8.500 | 4.083 | | 0.00 | Pb - | |
| | 38 39 | HETATM | 35 I 36 I | LIG LIG | 7 7 | 5.391 | 8.633 11.625 | 3.508 4.455 | | 0.00 | I I | |
| | 39 40 | HETATM HETATM | 36 I 37 C | LIG | 8 | 2.450 11.365 | | 4.455 0.807 | | 0.00 | L C | |
| | 40 | HETATM | 38 N | LIG | 8 | 11.242 | | 2.078 | | 0.00 | N | |
| | 42 | HETATM | 39 N | LIG | 8 | | | -0.264 | | 0.00 | N | |

Production pipeline

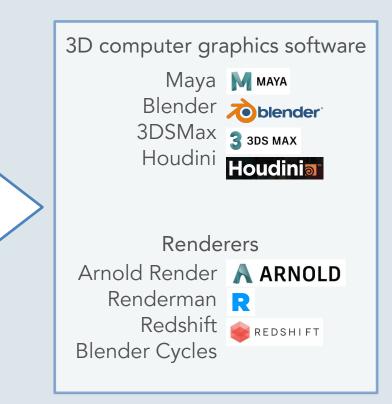
Typical pipeline in film industry with a few extra steps for DATA



Data conversion workflow

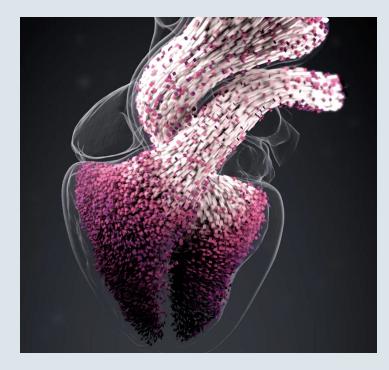
Formats we can read

Standard formats **netcdf** (climate) vtk (engineering, physics, etc) ensi (same as above) PDB (molecular data) Almost anything readable 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





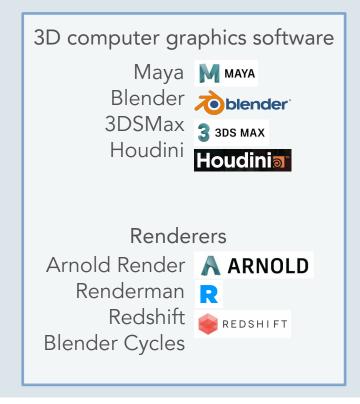


Naiman, J.P., Borkiewicz, K., & Christensen, A.J. 2017, PASP, 129, 058008

A set of tools to read and write volumetric data

MAS

- 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



Medtronic

- Commissioned film
- 10th Anniversary of the Pipeline Embolization Device
- Shown at LINNC 2019 (Live Interventional Neuroradiology & Neurosurgery Course)
- Audience mainly MDs
- 3D stereoscopic and Mono versions
- Coordinated by Dr. Ana Paula Narata; Simulations by Dr. Alberto Marzo



3. Data visualization and interaction



Barris 🔘 Sectors

Direccions de zona

Serveis concorreguts

Altres singularitats

Vianants

C DS

🔵 Ajuda Tram: TR00036282 77 % 72 % Social Econòmic × 0.35 ŧ



Capes i filtres

Situació

🗹 Trànsit

Comercials

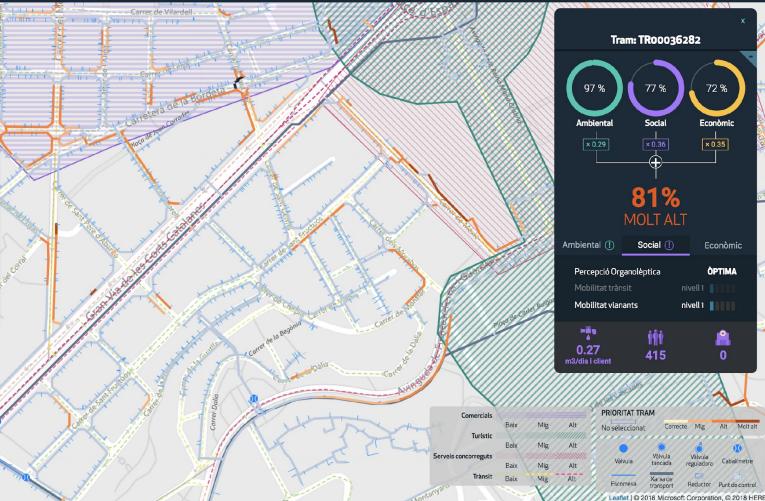
🗹 Turístic

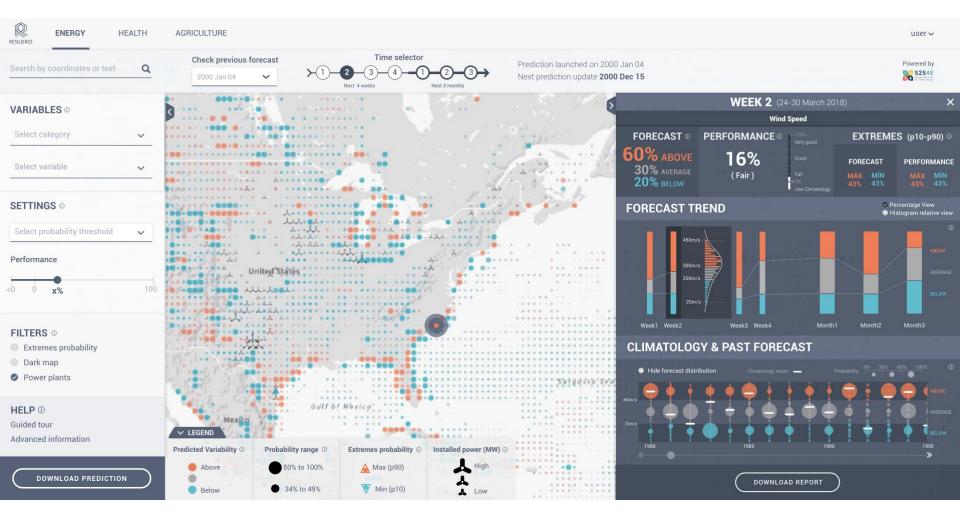
Municipis

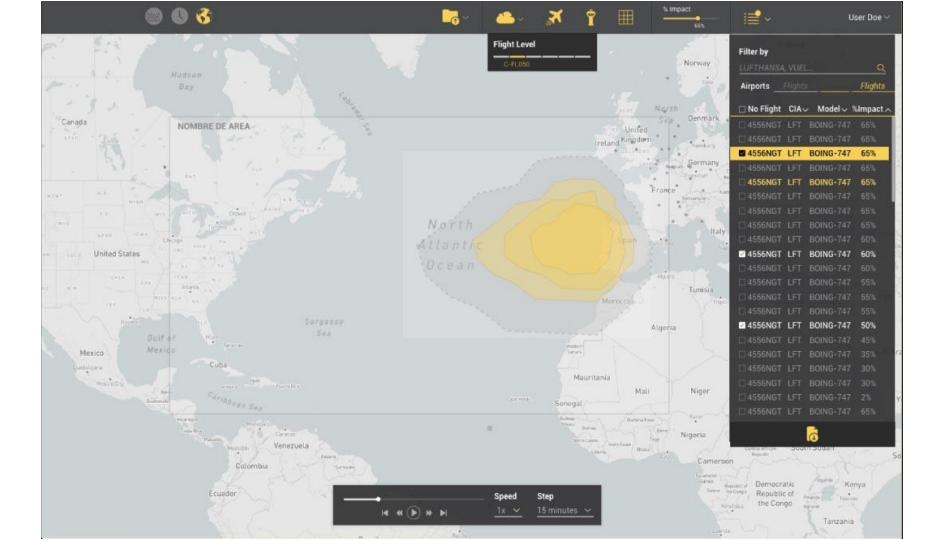
Mobilitat Base



Zones d'influència a la mobilitat

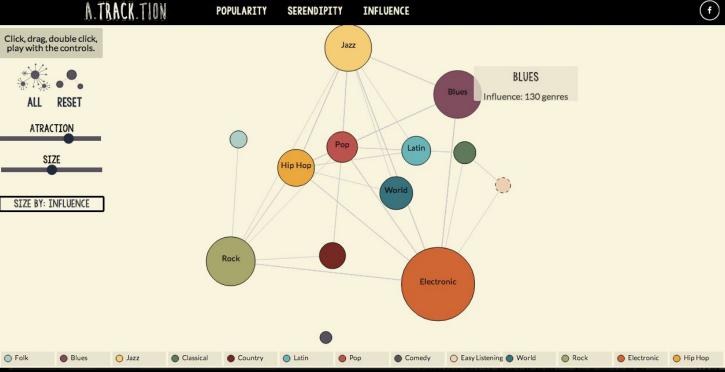






POPULARITY INFLUENCE SERENDIPITY

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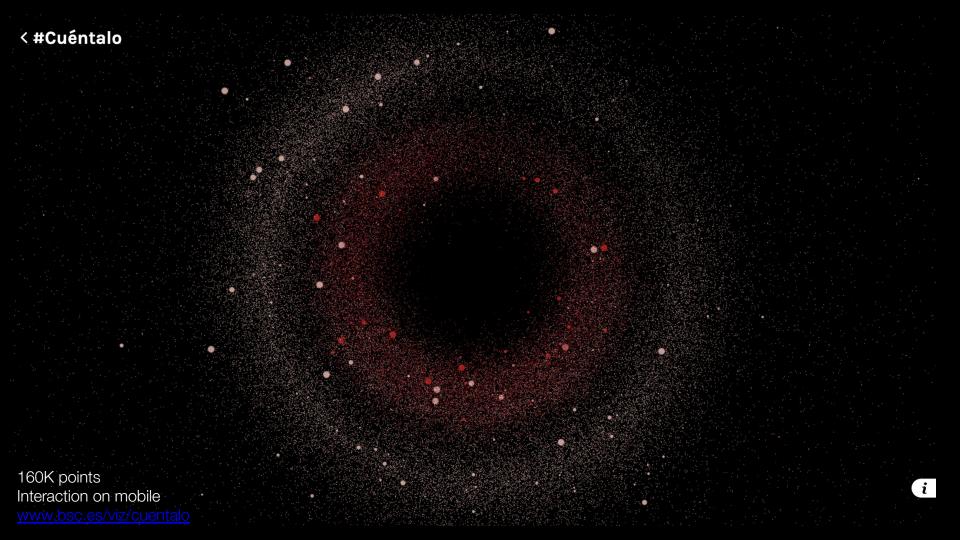
Genre and subgenre relationships extracted from Wikipedia

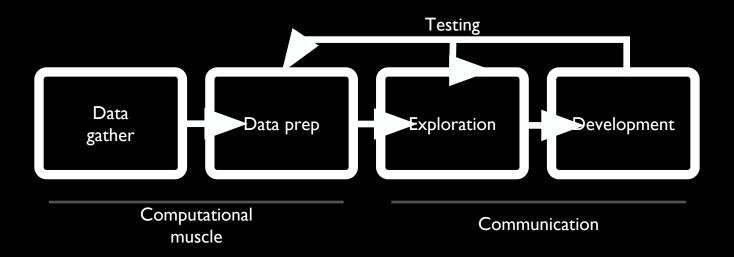
Over 800 genres in an exploratory interactive

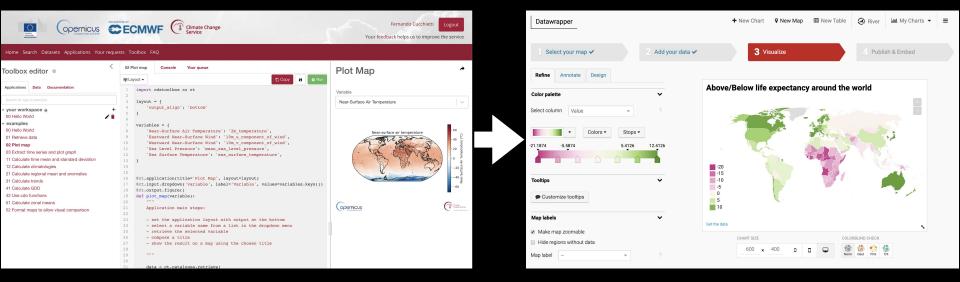
Presented at Sonar 2014 Shortlisted at Information is **Beautiful Awards 2014**











An interactive data visualization tool for climate journalists

Ongoing project 3: Media Portal

4. The group



Fernando Cucchietti Team leader Data Troll



Guillermo Marín Data Visualization - 3D Animator The Artist



Luz Calvo UX & Data Visualization Designer The Wisp



David García Software Developer Divman



Carlos García Data Engineer The Zen Sheriff



Eduardo Graells Data Scientist Very mobile



Artur García Data Scientist Junior Technologist



Carlos Carrasco Data Scientist The Spark



Fernanda Vélez Data Visualization Graphic Designer S-Lucky



Juan Felipe Gómez Front-end Developer The Magician





Vanessa Mañas Front-end developer Coming soon



David Modesto Applied Mathematics Reduced model man



Irene Meta Junior Visualization Designer New girl on the block



Patricio Reyes Applied Mathematics The Data Climber



Feliu Serra Data Scientist wubbalubbadubdub!

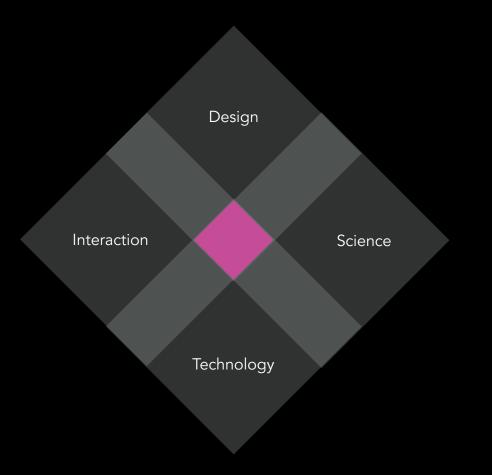


Sol Bucalo Junior Visualization Designer Peacebringer





Maryam Rahbaralam Data Scientist Friendly neighbour





Good: heterogeneous skills **Bad**: heterogeneous workflows

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



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@thefercook

www.bsc.es/viz/