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VisIVO, an open source, interoperable visualization tool for the Virtual Observatory



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http://visivo.cineca.it





Part 1. Overview



VisIVO first steps

VisIVO was born as a visualisation package developed in collaboration between **INAF** (Catania Astrophysical Observatory) and **CINECA** (the largest italian academic supercomputing center) with the specific object of supporting the visualization of astrophysical simulations data.



Snapshot_z0.0_Lambda.hdf
Snapshot_z0.1_Lambda.hdf
...
Snapshot z1.0 Lambda.hdf

Visualise results





VisIVO: Visualisation Interface for the Virtual Observatory

Now it is a tool to interact both with **simulated** and with **observational** data, stored both **locally** and on the **Virtual Observatory**

The evolutionary path (last year work):

Integration of data analysis algorithms

Implementation of FITS and VOTables support

Access via Web Services to remote databases (VizieR)

Interaction with external tools (Aladin, AstroNeural)











Standard formats (FITS, VOTables, HDF, Raw Binaries) integrated support

AstroNeural data mining neural network tool



VisIVO Core Team

INAF – Astrophysical Observatory of Catania

Becciani Ugo (permanent staff) Comparato Marco (young fellow) Alessandro Costa (permanent staff) CINECA

Claudio Gheller (permanent staff)

Anna Guidi (grant)

MAF – STAFF

OPEN TO ANY POSSIBLE COLLABORATION !!!

Contributions

Inaf-OACt	and	CINECA
support		
VO-TECH: E	EU – FP6	6 Specific
Support	Action	(DS6)
Integration	of	new
technologie	es into	the Euro-
pean Virtual Observatory		

Collaborations

University of Napoli and Salerno: Data Mining
AstroNeural
CDS: Interaction with VizieR and Aladin
Trieste Observatory: Theoretical data



VisIVO in one slide

Visualization of N-dimensional data (N > 2)

Open Source

MS Windows (porting to Linux in progress)

Present Release: 0.1

Downloads:

```
From web site (binaries only)
```

http://visivo.cineca.it

From CVS

CVSROOT =

:pserver:anonymous@sirio.cineca.it:/ser ver/project/cvsrepos PASSWORD: no password required Checkout module openMAF Checkout module cosmoMAF

Software requirements:

MS Visual C++ 6 CMake 1.6 (patch 7) Libraries:

VTK 4.2 (graphics)

wxWindows (GUI)

CFITSIO (Fits files)

HDF5 (HDF Files)

VO India C++ lib (VOTables)

Xalan, Xerces (XML)

Axis C++ (WS)

Documentation:

User Guide (almost ready)

On-line (almost ready)

Developer Guide (who knows...)

Examples (in the distribution)

Contributions and collaborations:

...are welcome!!!



Part 2. Technical description



VisIVO overview





The Multimod Application Framework (MAF)

Introduction: (from the web site, http://www.cineca.it/B3C/MAF/) The Multimod Application Framework (MAF) is an open source freely available framework for the rapid development of applications, based on the *Visualization Toolkit* and other specialised libraries. It provides **high level components** that can be easily **combined** to develop a vertical application in different areas of scientific visualisation.

> Developed by the Visualization Team of Cineca, the University of Bologna and "Istituti Ortopedici Rizzoli" Special thanks for the continuous support and help to Cineca Visualization Team experts Cinzia Zannoni, Silvano Imboden, Marco Petrone and Paolo Quadrani.



The MAF architecture

VisIVO has been developed as a MAF application. Its architecture can be summarized according to the following schema:





The Visualization ToolKit (VTK)

The graphics functionalities of VisIVO are based on VTK

•VTK is an Open Source tool developed by Kitware inc.(http://www.kitware.com): 3D computer graphics.

- VTK can be used with different languages (Tcl/Tk, Java, Python)
- Can be run on Linux (Unix) and Windows (PC and Mac OSX)
- Largely used to implement scientific tools

Technical Characteristics

- More than 700 C++ classes
- Extended set of 3D Widgets
- Surface Rendering and Volume Rendering
- Data interaction: good efficiency
- Rendering windows: easy use of lights, cameras and actor properties



The High Abstraction Level (HAL)

The HAL is the specialized part of the code. It consists in:

libraries, which add new and specific functionalities to the code.

Libraries are developed:

According to MFL and LAL rules

using MFL components

using VTK components

integrating other libraries

the $\ensuremath{\text{driver code}}$

defines and initialize the application

The HAL can be thought as specular to LAL, but **external** to the core application. It can be developed with **no worries** about MAF integrity. Finally, part of HAL functions can be added to LAL or MFL.



VisIVO on the top of MAF

VisIVO is our HAL. Its implementation has actually required changes at all levels (part of our needs were beyond expected requirements). In particular:

MFL:

•new implementation of VME to support large particle based dataset with associated properties (scalar fields)

LAL:

• integration of the new particle VME

•Specific viewer to visualize particles and properties (transparency, colors, glyphs)

- Introduction of permanent GUIs, to change parameters on the fly
- Introduction of interpolated time evolution (in progress)



VisIVO HAL

However, most of our work is related to the development of specific functionalities. We have focused on the following main topics

Importers – classes which allows to read data files Database access – dealing with SQL databases (starting now) Web services interaction – dealing with the Virtual Observatory Data analysis functions – manipulation of data to get derived results Data viewers – how to graphically represent data







Operations: Input = VME (one or more) Output = VME (one or more)

Classes which allows to handle data files in order to extract meaningful information. At present we have implemented

Randomizer: extraction of random subset of data

Power Spectrum: calculates of the spectrum of a periodic particles distribution

Correlation Function: computes the correlation function of a particles distribution

Minkowsky functionals: estimates the geometry and the topology of a particle distribution

Points splatter: distributes a particle field on a regular mesh



Viewers Input = VME Output = image

Classes which allow to map data to images according to specific algorithms

Points viewer: maps points to pixels and to glyphs (shapes)

Isosurfaces: draws surfaces that divide **grids** higher and grids lower than a given value

Volume rendering: renders grids with colors and transparencies (cloud effect)

Cutting planes and projections (in progress)

2D graphics: visualizes curves and plots

HTML browser: for documentation and help pages



Part 3. From integration to interoperability



VisIVO and VizieR: the old way



- 1. query the service
- 2. gather data
- 3. save data to local disk
- 4. open VislVO
- 5. VisIVO loads data from local disk

VisIVO and VizieR: new way

Interface

1.





VisIVO and VizieR communication layer







VizieR Catalogues Web Service

Apache Axis is an implementation of the SOAP ("Simple Object Access Protocol") submission to W3C

Apache <Web Services /> Project

why Axis C++?

- C++
- Open Source
- developed for Linux and Windows
- stable
- reliable
- many web services are developed using Axis
- Apache Software Fundation



VisIVO and VizieR Getting started

- insert the libraries into your project
- obtain the wsdl of the service
- (even if you are on Windows reboot to your favorite Linux distro to ...)
- create the stub (classes that describe the service) using the wsdl2ws tool
- (correct errors probably related to the wsdl)
- create an instance of the service class
- query the service using the methods of the service class

The WSDL2Ws tool that comes with Axis C++ can be used for generating the following C/C++ source files for a given WSDL file:

- Server side skeletons and wrappers
- Client side stubs and wrappers

The generated Wrappers support the following functions:

- Method invocation
- Serialization
- Deserialization

Programming Languages

- WSDL2Ws tool is written in Java and is based on the WSDL tools by Axis Java project
- The tool is capable of generating source code for both C++ and C



VisIVO and Aladin

Aladin is an interactive software sky atlas allowing the user to visualize digitized images of any part of the sky, to superimpose entries from astronomical catalogs

Aladin can be controlled via commands sent to its standard input

Using a pipe it is possible to interact with it from VisIVO

Objects can be selected using a picker and passed to Aladin to perform further operations





AstroNeural

Data mining algorithm, in collaboration with the Universities of Napoli and Salerno, *AstroNeural* project.

(http://people.na.infn.it/~longo/Ricerca/ASTRONEURAL/astroneural_main.html)

Aims and applications of AstroNeural:

User friendly tool to perform clustering and data mining in high dimensionality spaces

Aims

- Clustering & pattern recognition in high dimensionality spaces
- Visualization (VisIVO)
- Classification
- Parametrization of images
- Modeling of massive data sets



Applications

Astrophysics Genetics Geophysics High energy physics Atmospheric physics Etc.



