



Research Computing Services

OptIPortal Collaboration

Bernard Meade

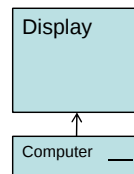


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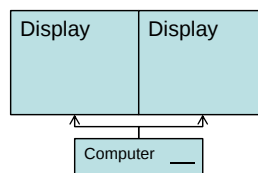
OptIPortal Collaboration

- Introduction
- What is an OptIPortal?
- Optiplanet Collaboratory
- Scalable Adaptive Graphics Environment (SAGE)
- Connecting display walls to share content
- Distributed OpenGL application
- Limitations

Basic computer and display layout

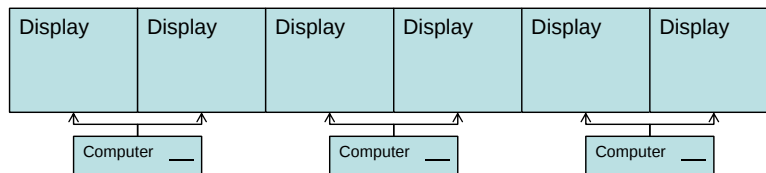


Basic computer and two displays

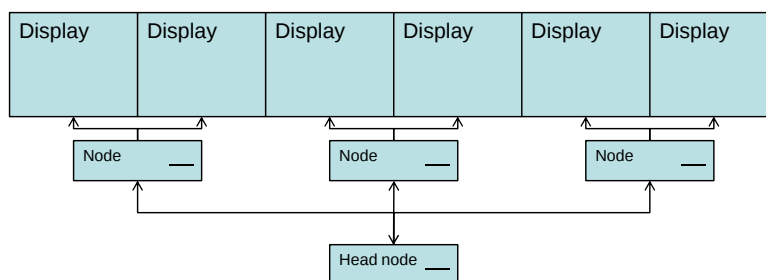




Tiled displays



Managed tiled displays



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What is an OptIPortal?

Visualization cluster

Display	Display	Display	Display	Display	Display	Node
Display	Display	Display	Display	Display	Display	Node
Display	Display	Display	Display	Display	Display	Node
Display	Display	Display	Display	Display	Display	Node
Display	Display	Display	Display	Display	Display	Node
						Head node

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What is an OptIPortal?

Visualization cluster

	Node
	Node
	Node
	Node
	Node
	Node
Head node	

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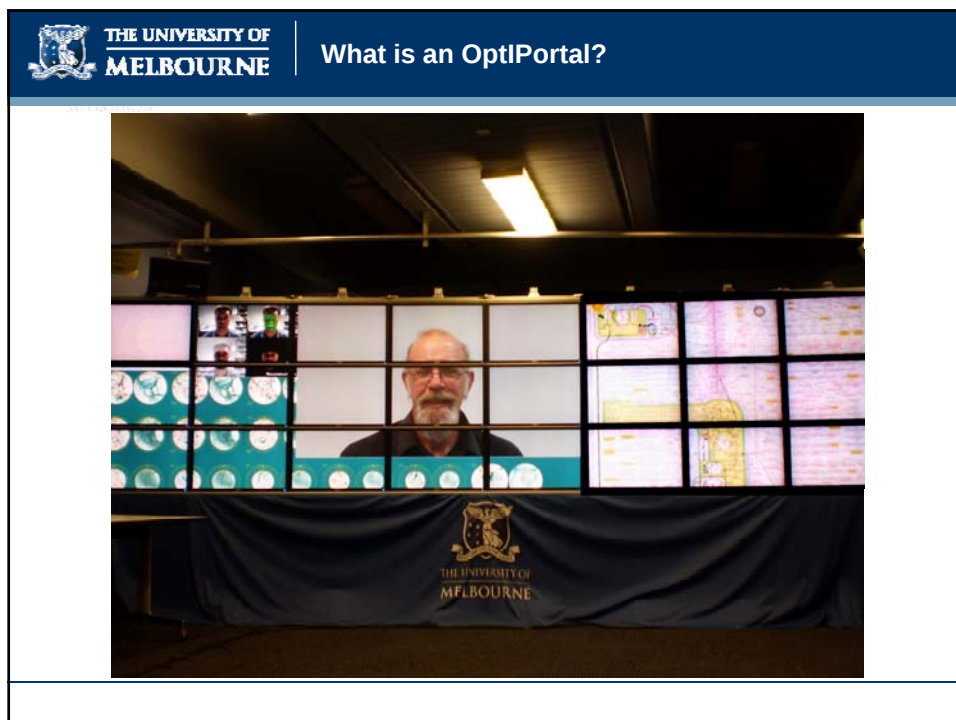
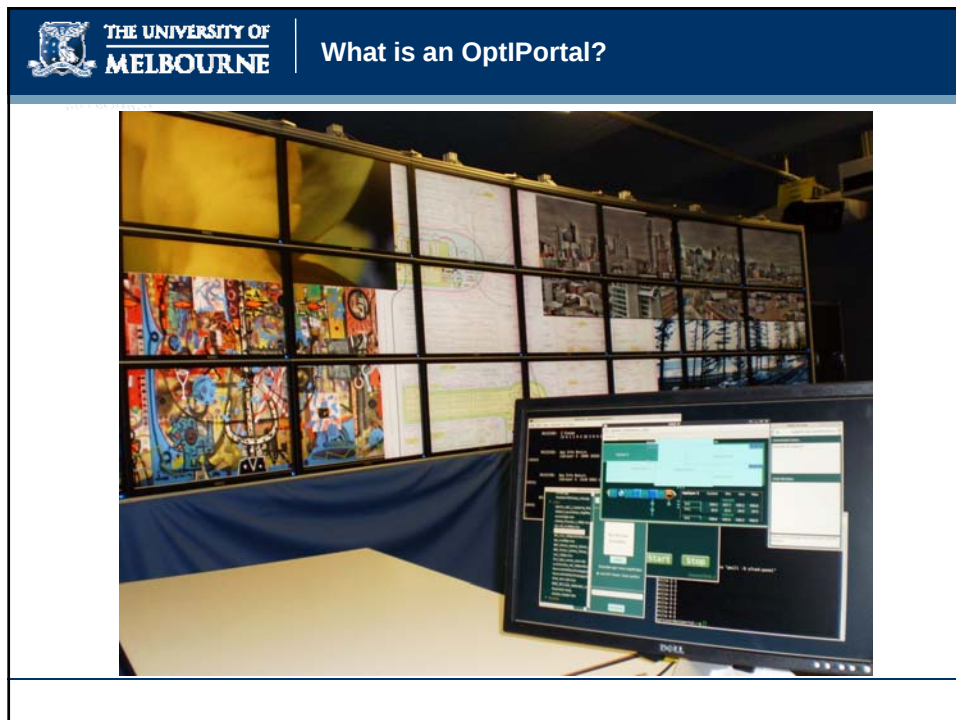
What is an OptIPortal?

Visualization cluster

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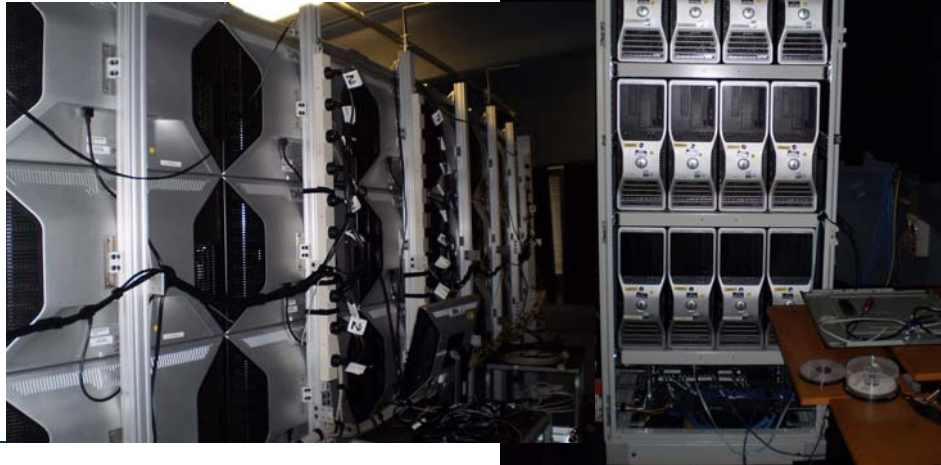
What is an OptIPortal?

- Tiled visualization cluster
 - Many displays driven in unison by one or more computers, able to be scaled easily.
- Collaborative workspace
 - Display environment should be able to be shared with remote OptIPortals for sharing full resolution images and other digital content.
- HD Video Conferencing
 - Researchers should be able to communicate easily with multiple sites using HD video and echo-free audio.





- Hardware



- Hardware
 - 1 x Headnode
 - 12 x tile nodes
 - 24 x 30" UltraHD displays (2560x1600)
 - 8 x 3 configuration
 - 1 x HD video streaming server
 - High bandwidth network
 - HD Video Conferencing

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Example

60 x 10.1 megapixel frames
Stitched with Gigapan software
25069 x 10748 pixels ~ 270Mp (375MB)

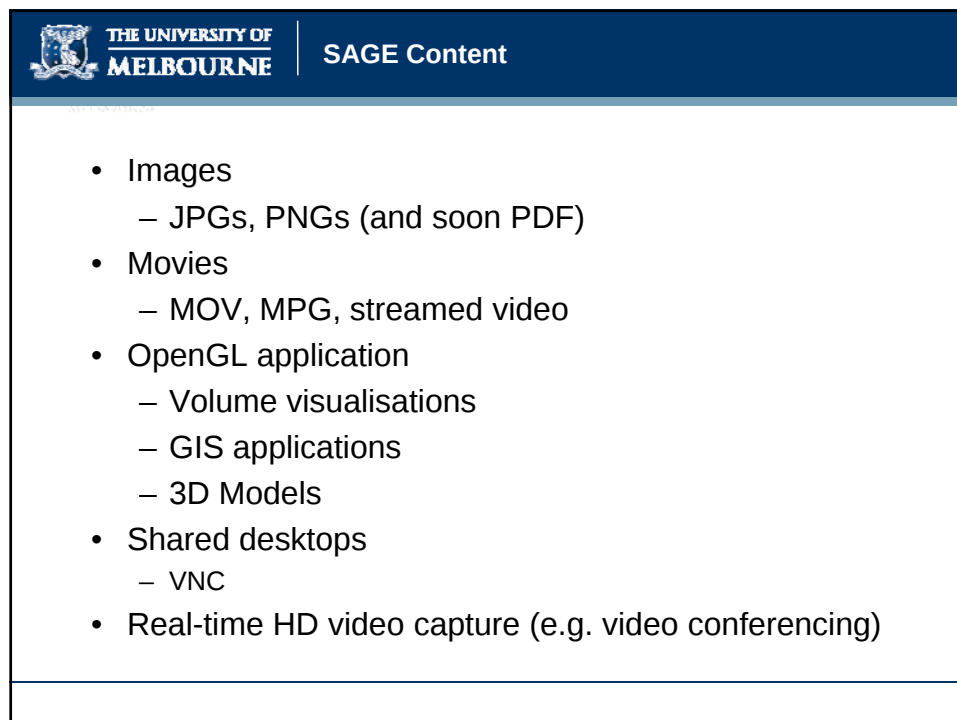
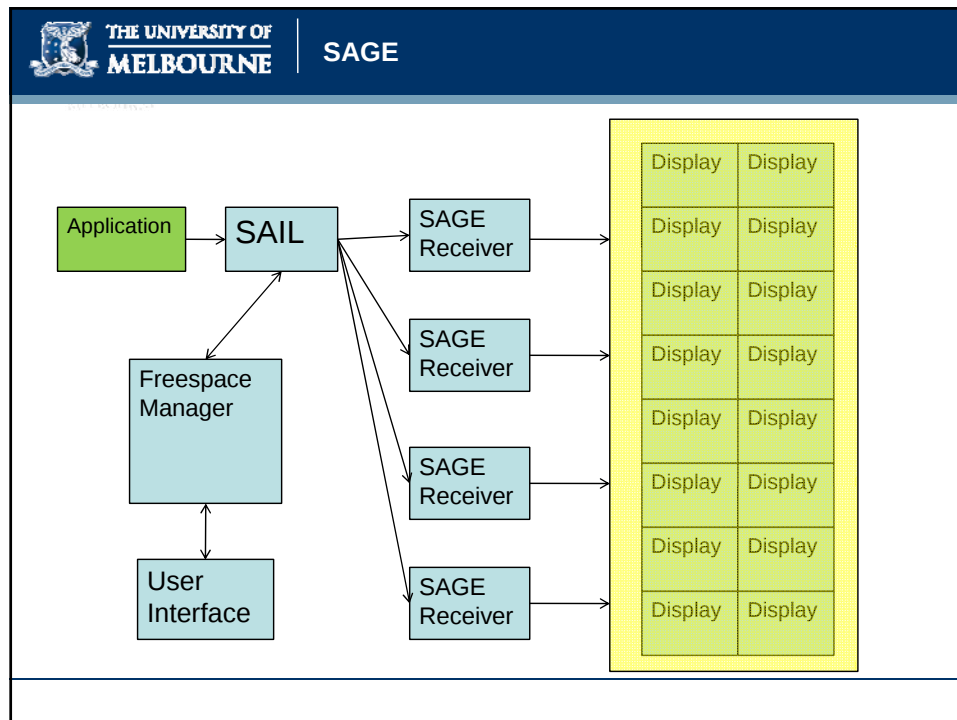


Gigapan Epic 100 image from <http://gigapansystems.com/gigapan-products/epic-100-product-page.html>

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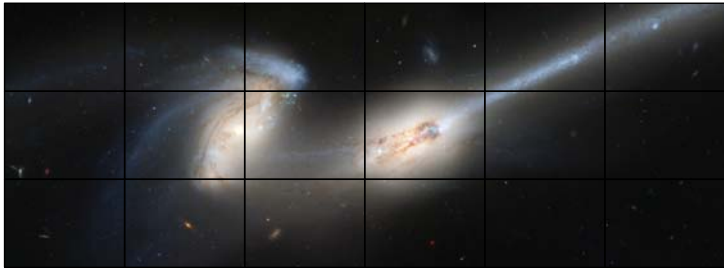
Optiplanet Collaboratory





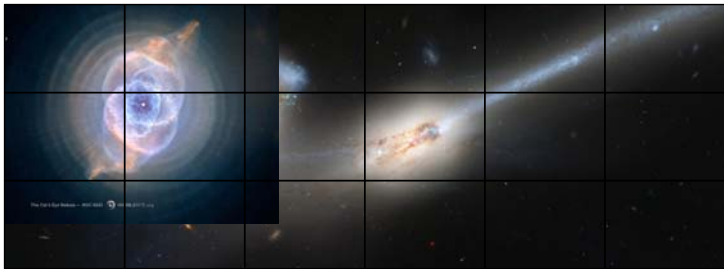
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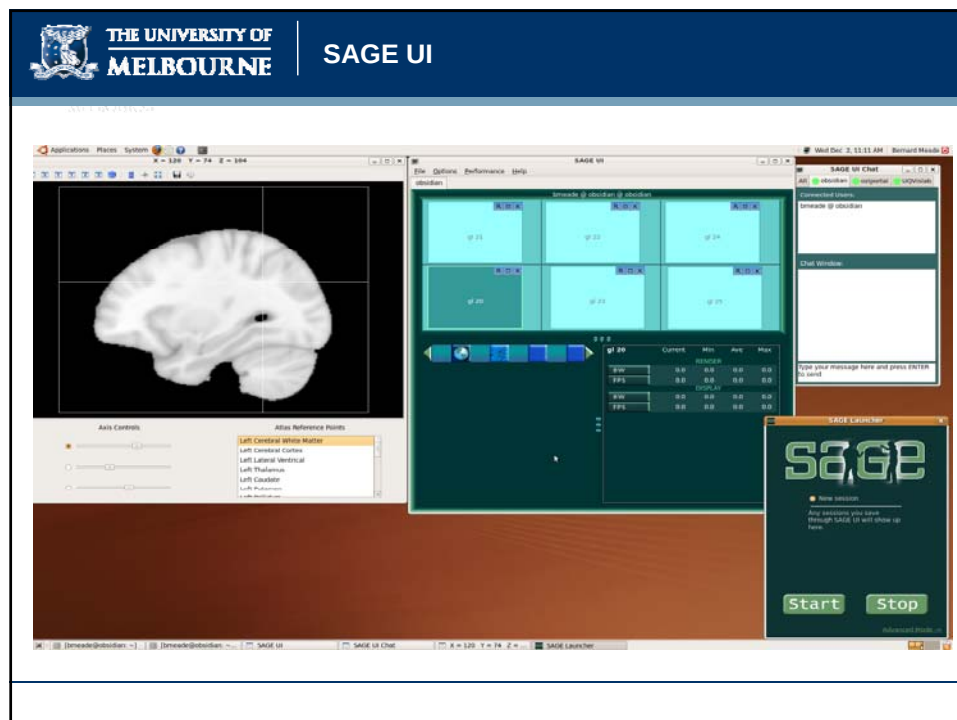
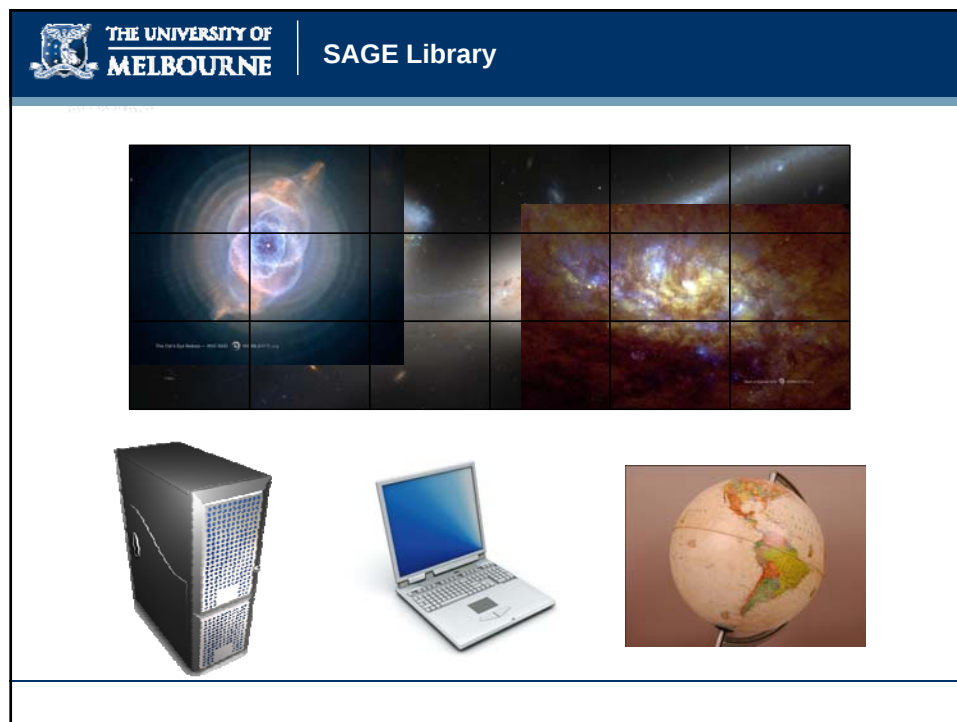
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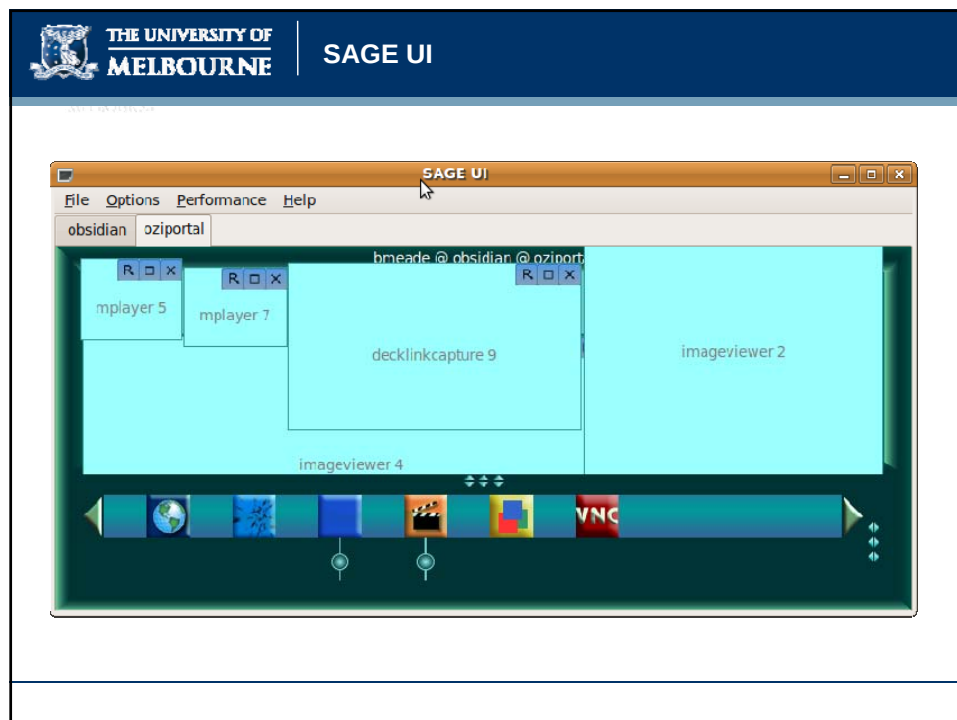
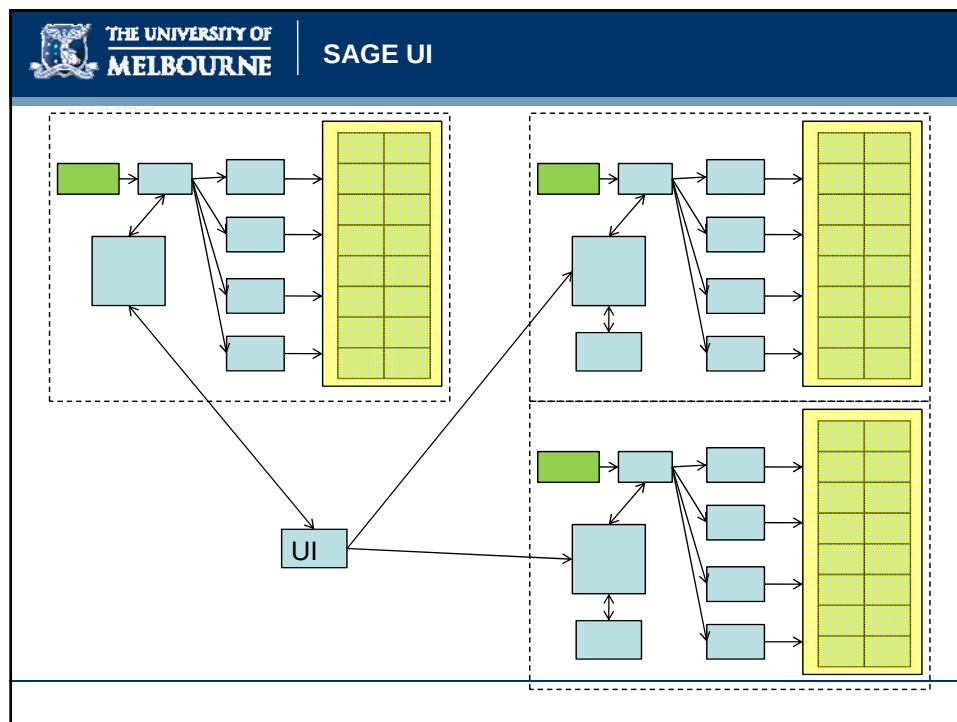


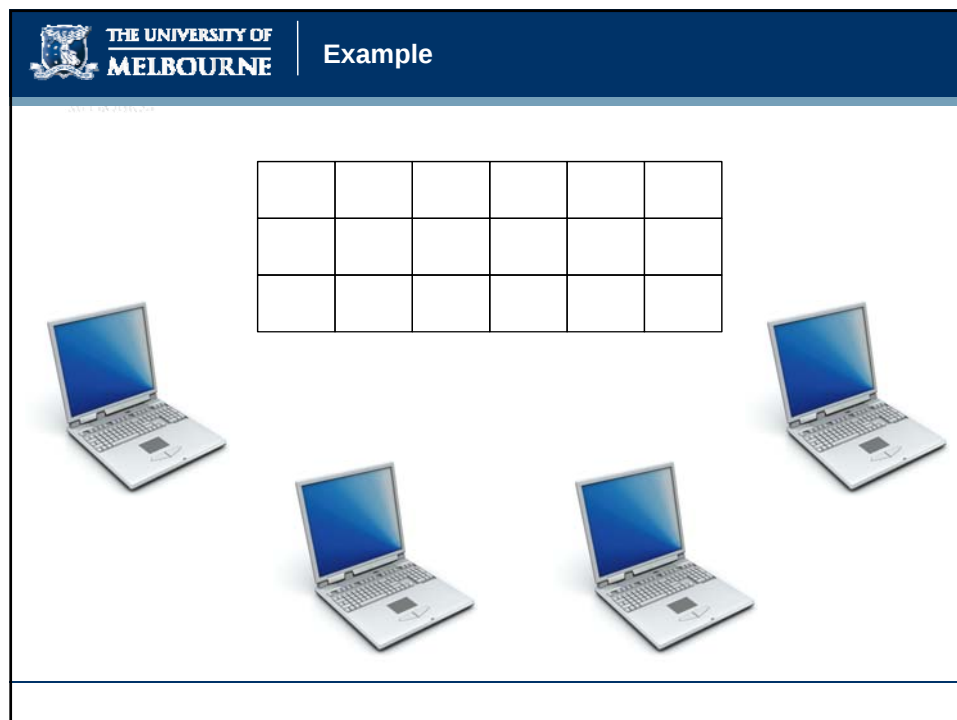
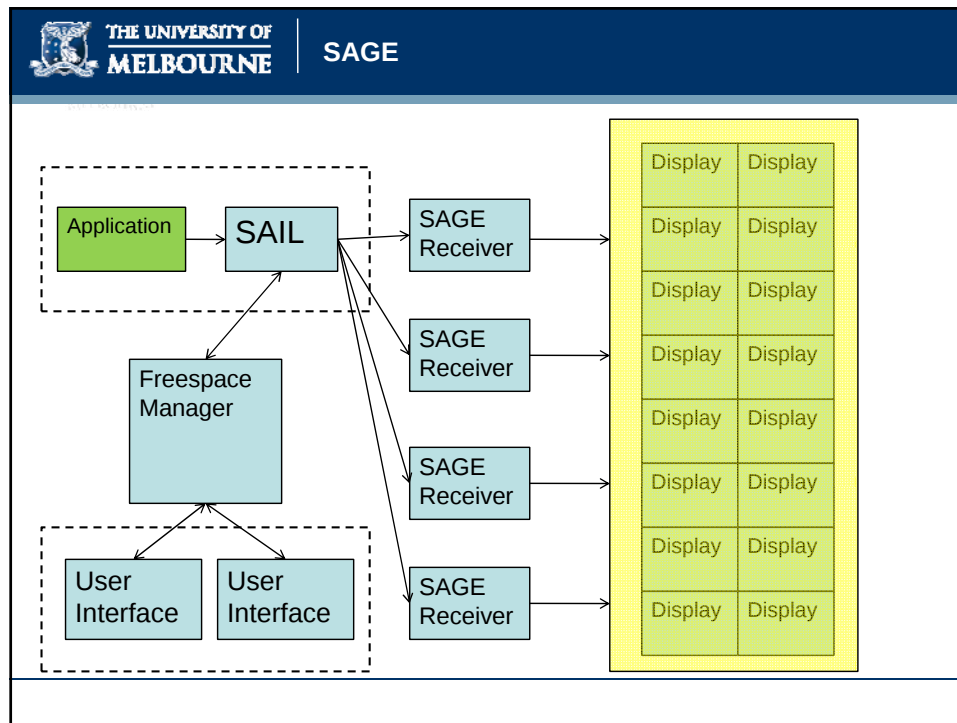
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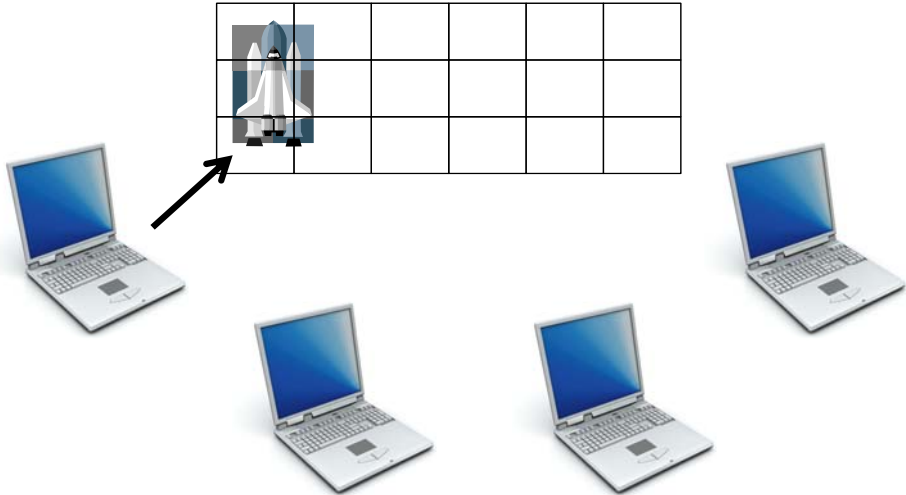






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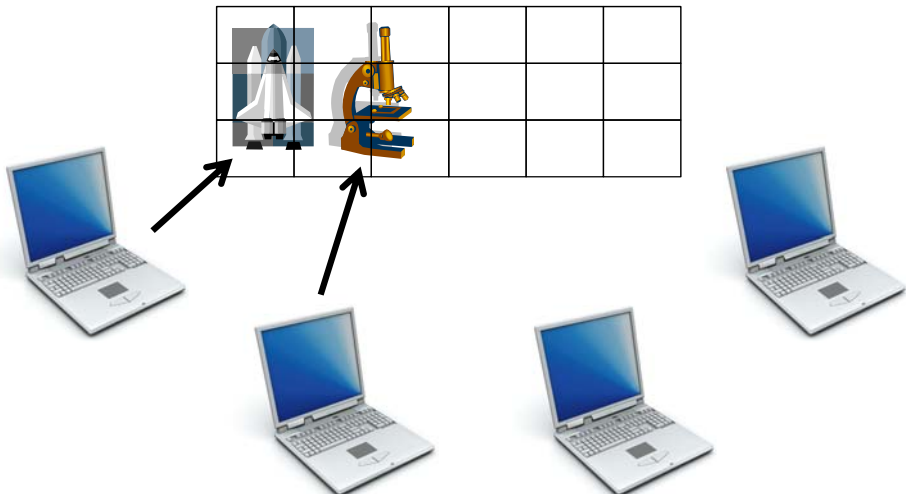
Example



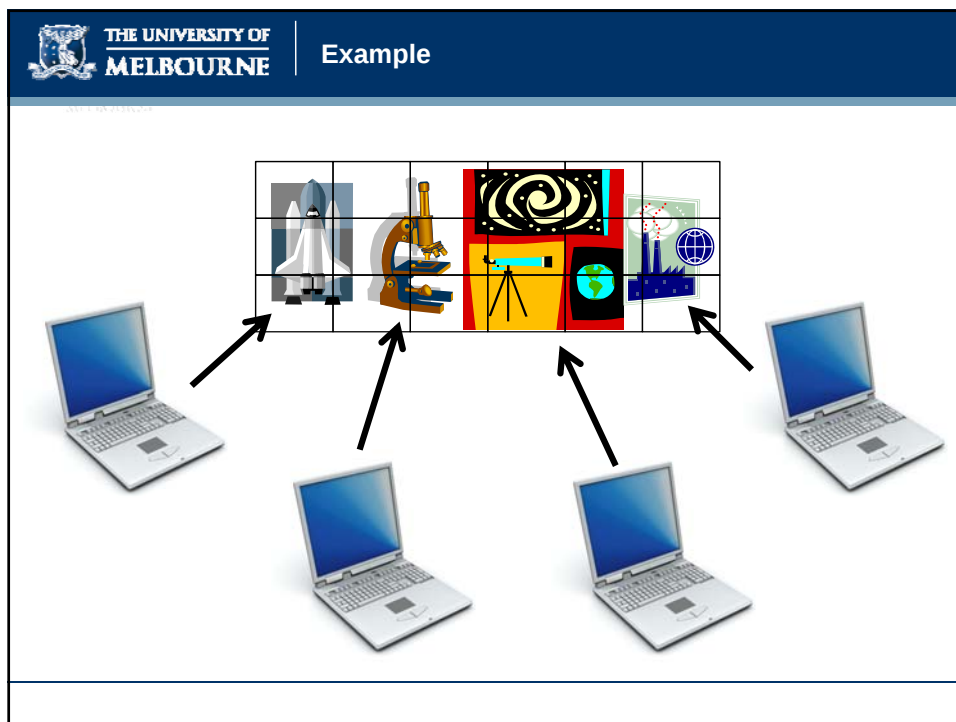
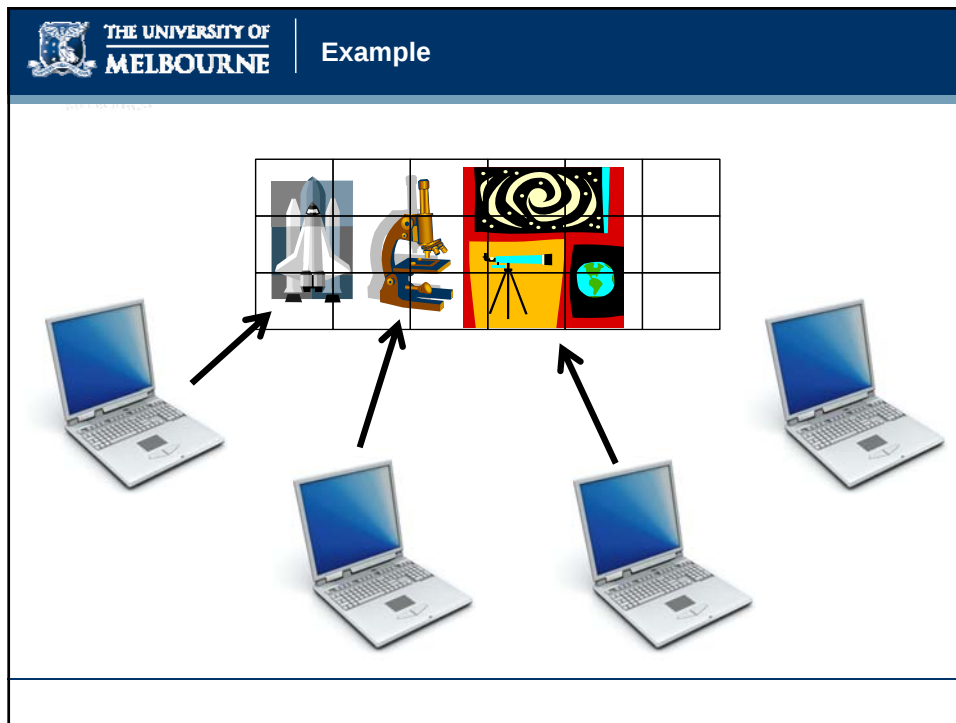
A diagram illustrating a network setup. Four laptops are arranged in a circle around a central grid. The grid is a 4x2 table. The first cell (top-left) contains a rocket icon. An arrow points from the leftmost laptop to the rocket icon.

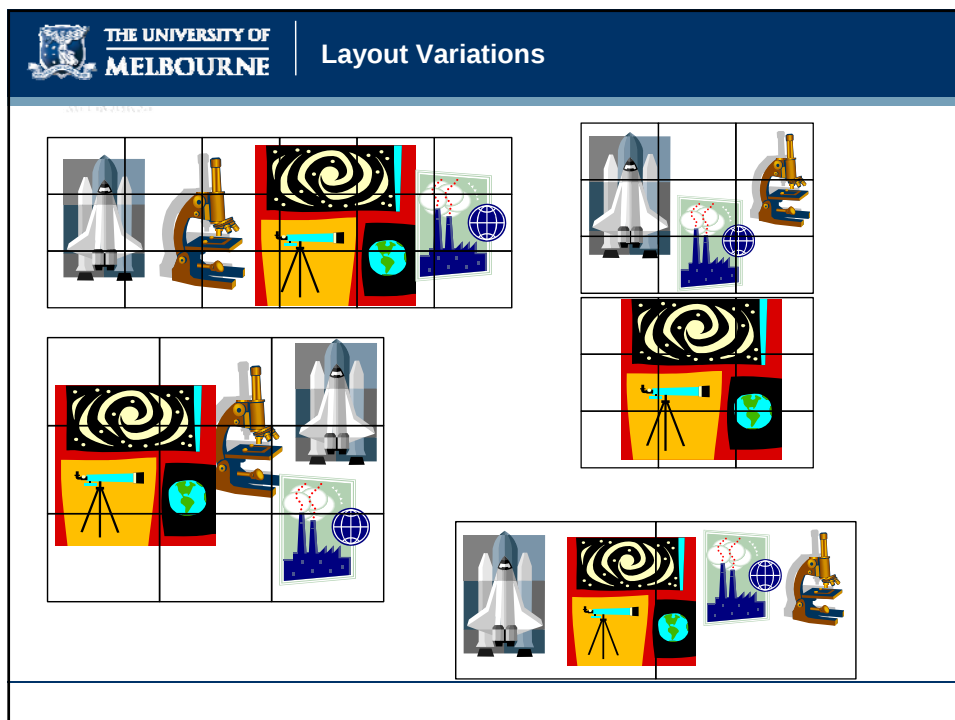
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Example



A diagram illustrating a network setup. Four laptops are arranged in a circle around a central grid. The grid is a 4x2 table. The first cell (top-left) contains a rocket icon, and the second cell (top-middle) contains a microscope icon. Arrows point from the leftmost and bottom-left laptops to their respective icons.

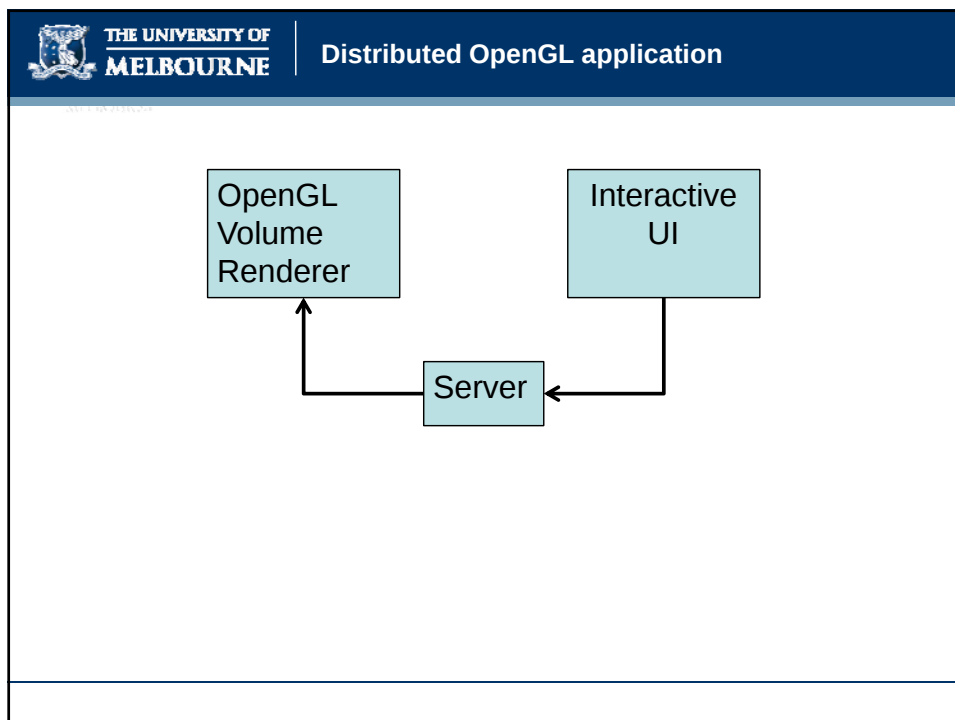
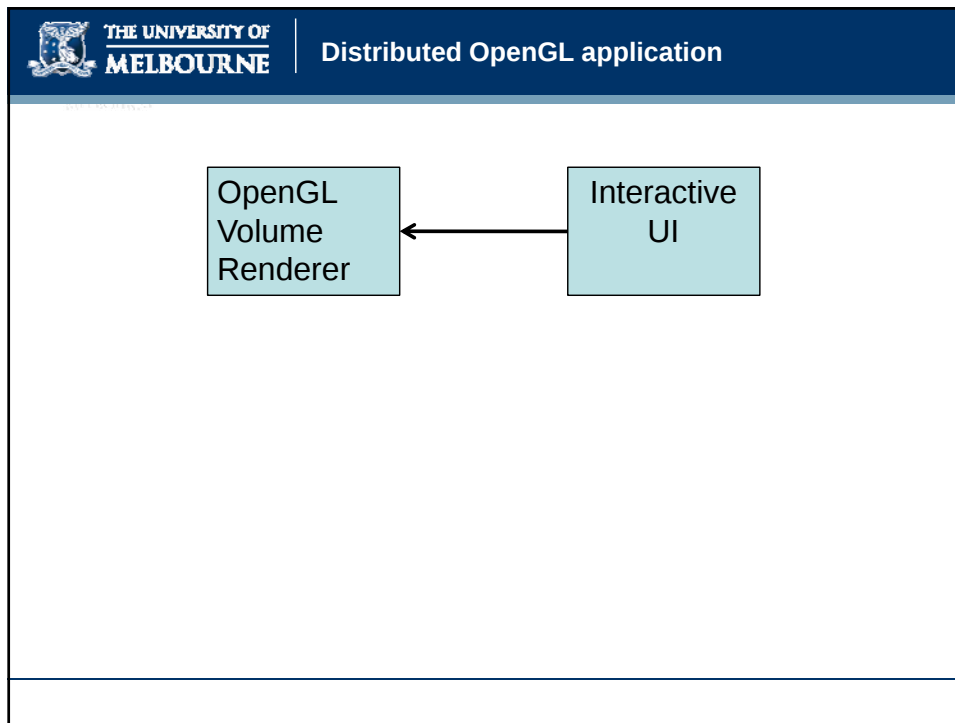


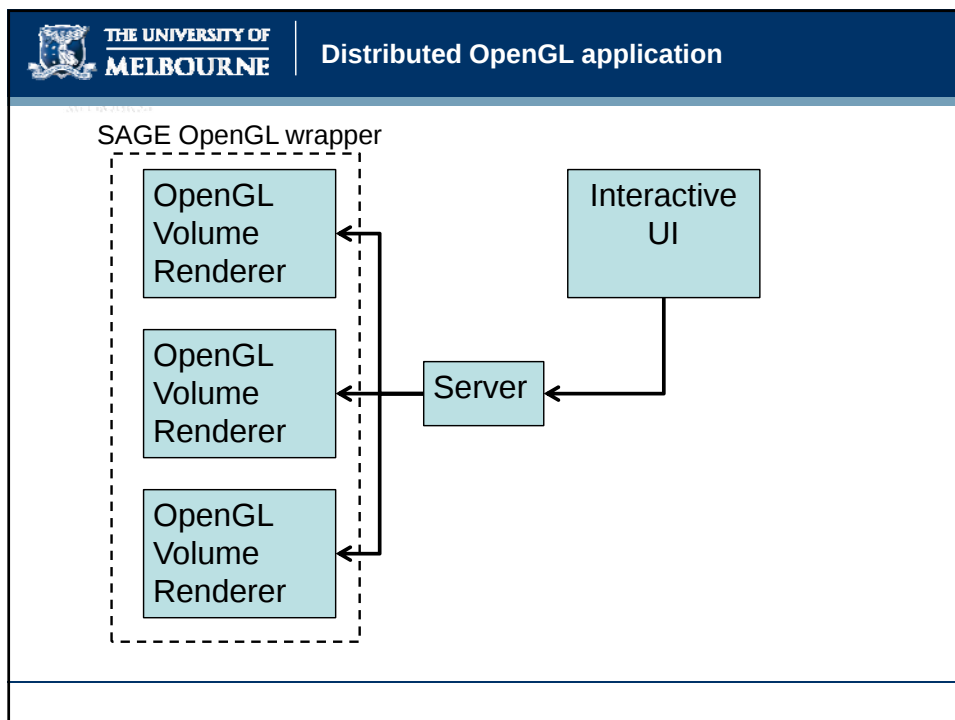
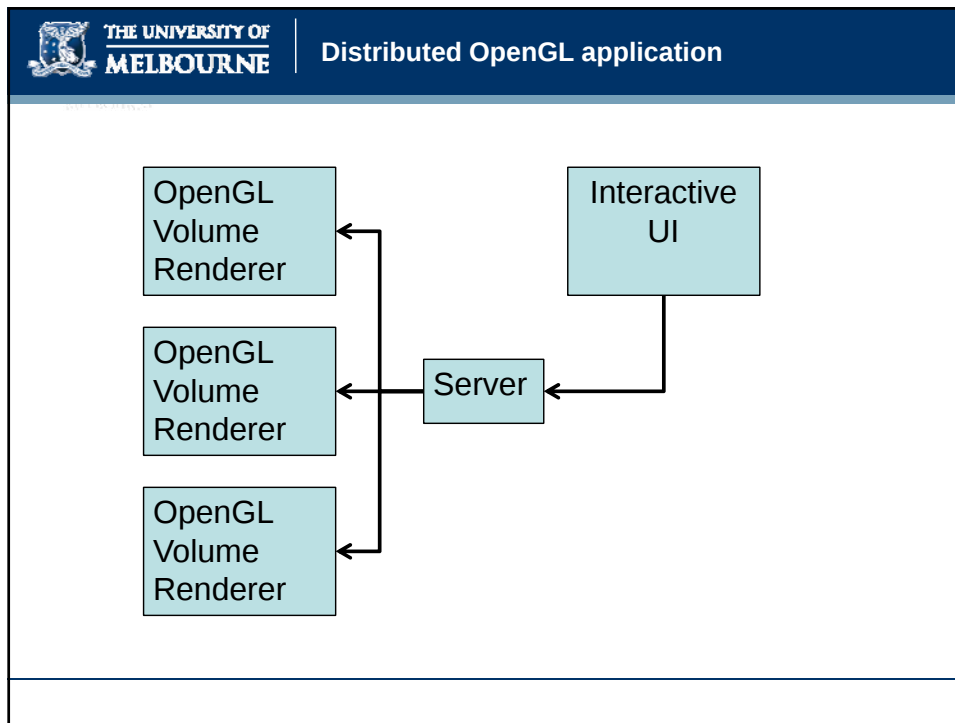


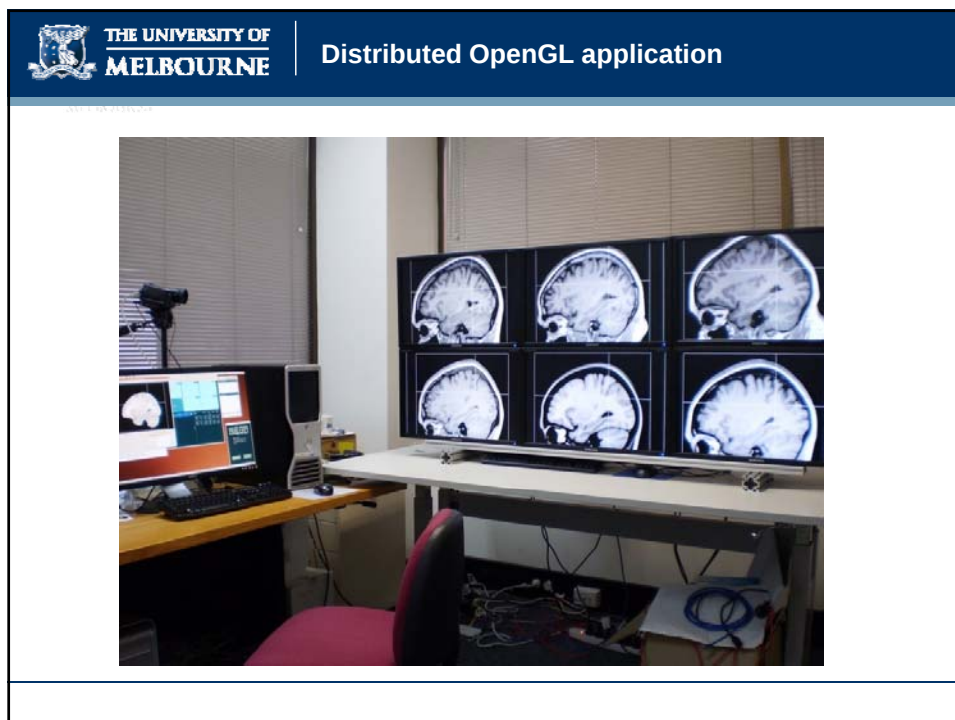
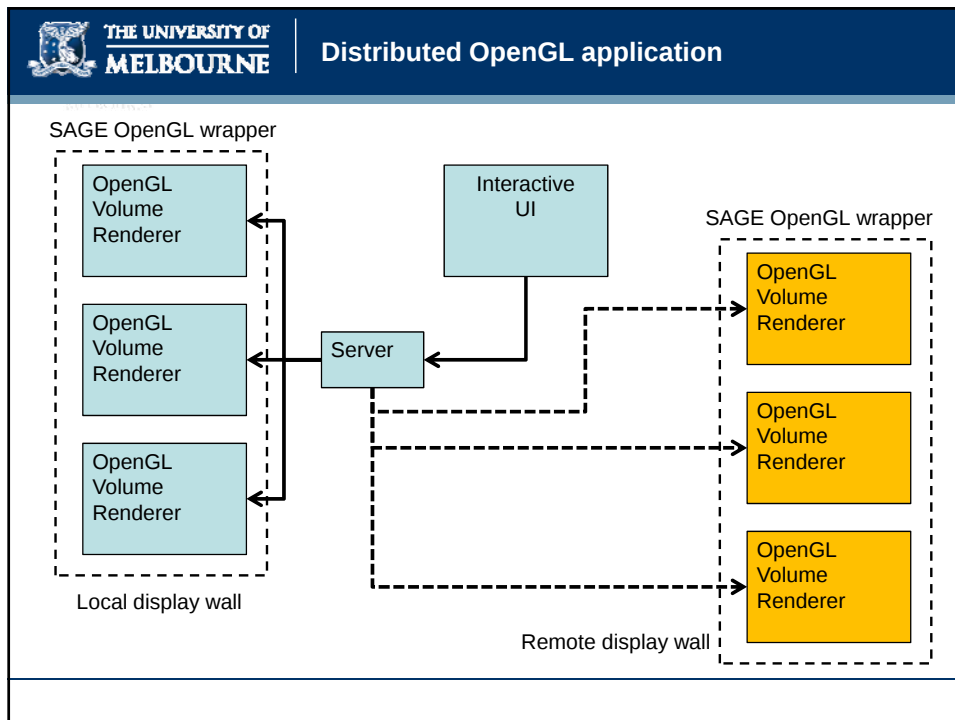


Dr Nathan Faggian

OpenGL
Volume
Renderer









- Lack of real-time content interaction
- Need to start the application on each display wall
- Asynchronous content
- Limited to the Brain Registration software

