PSI 2015: 10TH INTERNATIONAL ANDREI ERSHOV MEMORIAL CONFERENCE

CFP | Program Committee | Dates | Contact | PROGRAM | INDEXES | **VOLUME**

PRELIMINARY PROCEEDINGS, TO BE AVAILABLE AT THE CONFERENCE

Papers   Papers with Abstracts   Preface   Author Index   Keyword Index

Editors: *Andrei Voronkov* and *Manuel Mazzara*

Authors	Title	Paper	Talk
Dmitry Chalyy, Evgeny Nikitin, Ekaterina Antoshina and Valery Sokolov	End-to-end Information Flow Security Model for Software-Defined Networks	📄	
Vladimir Itsykson and Mikhail Belyaev	Fast and Safe Concrete Code Execution for Reinforcing Static Analysis and Verification	📄	
Vsevolod Kotlyarov, Pavel Drobintsev, Nikita Voinov and Igor Nikiforov	Model Oriented Approach for Industrial Software Applications	📄	
Ilya Maryasov and Valery Nepomniaschy	Loop Invariants Elimination for Definite Iterations over Unchangeable Data Structures in C Programs	📄	
Nikolay Shilov	Puzzle Not Just For Fun (Four Men and a Boat Puzzle to Say Something about Formal Models of Concurrency)	📄	
Zaenal Akbar, Ioan Toma and Dieter Fensel	Rule-based Content Adaptation for Online Communication	📄	Aug 26 12:45
Darhan Akhmed-Zaki, Olzhas Turar and Beimbet Daribaev	Development of high performance visualization module for hydrodynamic web simulator	📄	
Darkhan Akhmed-Zaki, Madina Mansurova, Bazargul Matkerim, Ekaterina Dadykina and Bolatzhan Kumalakov	Applying MDA to Generate Hadoop Based Scientific Computing Applications	📄	Aug 25 10:30
Julian Alarte, David Insa, Josep Silva and Salvador Tamarit	Analysis of DOM Structures for Site-Level Template Extraction	📄	Aug 27 11:30
Thomas Baar	Lightweight Verification Support for DSLs Defined with XText	📄	Aug 26 14:30
Franz Brausse, Margarita Korovina and Norbert Th. Müller	Towards using exact real arithmetic for initial value problems	📄	Aug 26 12:30
Hadrien Bride, Olga Kouchnarenko and Fabien Peureux	Constraint Solving for Verifying Modal Specifications of Workflow Nets with Data	📄	Aug 26 15:30
Gabriel Ciobanu and Ross Horne	Behavioural Analysis of Sessions using the Calculus of Structures	📄	Aug 26 11:00
Petr Devyanin, Victor Kuliamin, Alexander K. Petrenko, Alexey Khoroshilov and Ilya Shchepetkov	Using Refinement in Formal Development of OS Security Model	📄	Aug 25 15:30
Natalia Garanina, Elena Sidorova and Stepan Anokhin	Conflict Resolution in Multi-agent Systems with Typed Connections for Ontology Population	📄	Aug 25 17:00
Damas Gruska	Dynamics Security Policies and Process Opacity	📄	Aug 25 15:00
Mohamad Kassab and Giuseppe Destefanis	Estimating Development Effort for Software Architectural Tactics	📄	Aug 27 12:30
Kamil Khadiev, Zulfat Miftahutdinov and Marsel Sidikov	Collaborative Filtering Approach in Adaptive Learning.	📄	
Dmitrii Koznov, Dmitry Luciv, Hamid Abdul Basit, Ouh Eng Lieh and Mikhail Smirnov	Clone Detection in Reuse of Software Technical Documentation	📄	Aug 27 11:00
Ilham W. Kurnia and Arnd Poetzsch-Heffter	Modeling Actor Systems Using Dynamic I/O Automata	📄	Aug 25 12:00
Torben Mogensen	RSSA: A Reversible SSA Form	📄	Aug 27 12:00
Vitaly Mordan and Vadim Mutilin	Checking Several Requirements at once by CEGAR	📄	Aug 26 15:00
Alexandr Naumchev, Victor Rivera and Bertrand Meyer	Unifying Requirements and Code: an Example	📄	Aug 27 10:30
Andrey Palyanov, Natalia Palyanova and Sergey Khayrulin	To the problem of a biologically reasonable modelling of the C. elegans neuronal activity	📄	
Witold Pedrycz, Joana Iljazi, Alberto Sillitti and Giancarlo Succi	An Initial Study on the Prediction of the Successful Completion of Requirements in Software Development	📄	
M.Carmen Ruiz, Diego Pérez Leándrez, Javier Conejero and Diego Cazorla	BTC Formal Model of MAP/REDUCE	📄	Aug 25 12:45
Nikolay Shilov	Program Scheme Technique to Solve Propositional Program Logics Revised	📄	Aug 26 14:00
Aleksei Sidorin, Artem Dergachev, Iuliia Trofimovich and Evgeny Pavlov	Summary-based inter-unit analysis for Clang Static Analyzer	📄	Aug 25 12:30
Maciej Szreter	Automated Two-Phase Composition of Timed Web Services	📄	Aug 25 11:30

DEVELOPMENT OF HIGH PERFORMANCE VISUALIZATION MODULE FOR WEB HYDRODYNAMIC SIMULATOR

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Abstract. The paper describes development of a specialized visualization module for web simulator of oil and gas fields. Both process of creation the mentioned module and tests of software on data taken from open sources are described. Also several specific tests have been generated for testing of the performance and capabilities of the module. Presented visual comparisons with similar simulators of leading manufacturers and large data tests used to check the performance.

1   Introduction

Development of modern computing technologies allowing operating with ekzaflops range of the data has led to the necessity of the data display method developing. For this purpose the high-performance visualization techniques are developing.

The main task of the work was creation of high-performance visualization module for use in web environment. To achieve high-performance it was decided to use Ray Tracing algorithm [1]. During the research it was found that a thin client technology allowing the creation of such program does not exist. So for implementation of the algorithm its native implementation is to be transported to the thick client.

A special graphics library NVIDIA Optix [2] is used in the module. Given library works on CUDA (Compute unified device architecture) technology and allows to ease programming implementation of Ray Tracing algorithm.

Also, many examples of the module are given for comparison with similar software products of Schlumberger Petrel [3]. Features and performance of the module demonstrated by specially targeted stress tests.

2   Problem description.

When the visualization attached to calculation it is possible to use special computers designed to maximize the performance of rendering. Unfortunately, the presented visualization module is not among such cases, since it is focused on the remotely use

from a wide variety of devices, including mobile devices that support the hardware acceleration of calculations on the GPU. The software offered in the form of application on the device and as a web application on a browser, which must properly display the results of calculations carried out on computational clusters with the performance of several teraflops. The article aims to cover only the visualization and its optimization, data transmission to the client will not be considered here. For given software it is crucial to get maximal performance, both hardware and algorithmic means.

3   Implementation method

As it was noticed above thick client was chosen as implementation of the program. It was decided to create desktop version and then transport it to the web environment.

To implement a desktop module NVIDIA Optix framework have been used. That framework uses CUDA technology and the Ray Casting algorithm [1], which is particular case of Ray Tracing algorithm. In the algorithm ray built for each output pixel calculates the intersection with only one polygon in the scene. Ray Casting algorithm widely used to draw a large amount of data. It is important when the number of primitives in the model can be equal or even bigger than the number of pixels on the screen.

As it was noticed above the next step is implementation of the web application. It was done by the Java Applet integrating the existing software to the web environment as a special application that must run on the client side. CUDA technology uses GPU, therefore applet must have access to the devices on client side. It is possible only when the applet is privileged, this can be done by signing it. Even in that case user must decide to give it all necessary permissions every time. Due to the fact that the task can not be executed on thin client and that the module will be used by experts familiar with the simulator that inconvenience is acceptable.

4   Examples

The results of the presented visualization module and similar visualization software Schlumberger Petrel [3] comparison are given below. Here are the visualization results of Eastern Moldabek site Kenbai oil field [4] from JSC " KazMunaiGas Exploration Production" on Petrel (Figure 1) and using presented module (Figure 2).
There were also drawn and compared the results to the public MATLAB Reservoir Simulation Toolbox [5] reservoir models:
- Data of the "Geological Storage of CO_2: Mathematical Modelling and Risk Analysis" (MatMoRA) project [6], with 100x100x21 size (Figure 7).
- Data of the "Sensitivity Analysis of the Impact of Geological Uncertainties on Production" project [7], with 40x120x20 size (Figure 9).
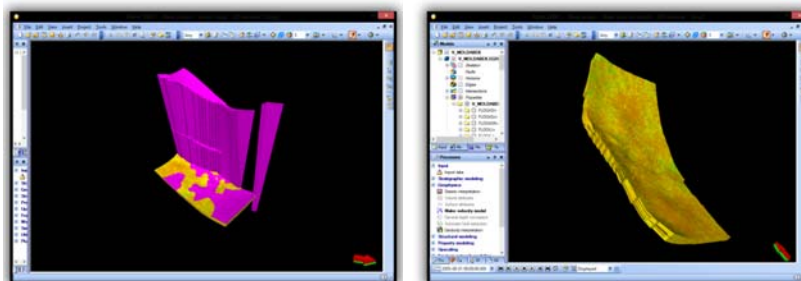
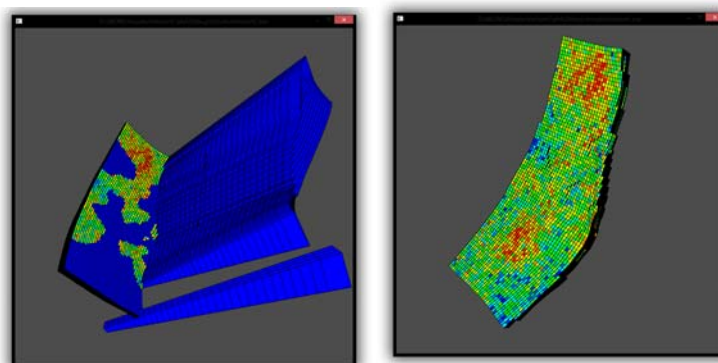**Fig. 1.** - Model of the Eastern Moldabek fields drawn in Petrel.

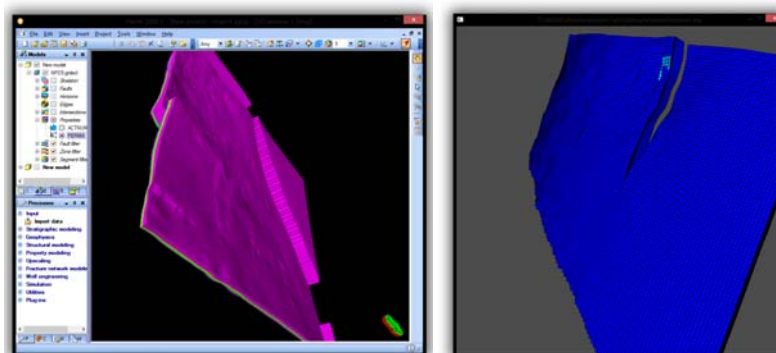**Fig. 2.** - Model of the Eastern Moldabek fields drawn in the presented visualization module

Fig. 3. – Screenshots of the 100x100x11 size model in Petrel (left) and presented module (right)
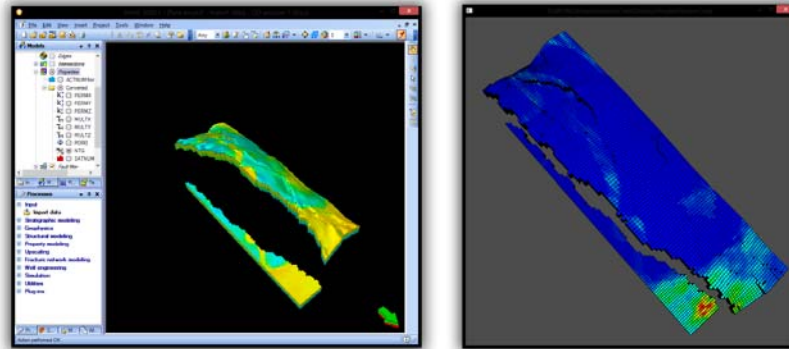
Fig. 4. - Screenshots of the 40x120x20 size model in Petrel (left) and presented module (right)

5   Web application

Java Native Interface [8] – a special set of tools distributed with the Java Developer Kit (JDK) and aimed at the convenient use of native modules with Java. JNI tools at a minimum allow creating a wrapper for the native functionality of the module in order that it can be called without any difficulties during the work of Java program.

Figure 5 shows the results of the program developed to web environment with the Java console. Since the web application must use client side video adapter as freely to have possibility to implement Ray Tracing algorithm, i.e. with functionality as deep as GPGPU then using the Java Applet is not the worst scenario. The prototype was tested under 32 and 64 bit Windows operating systems.
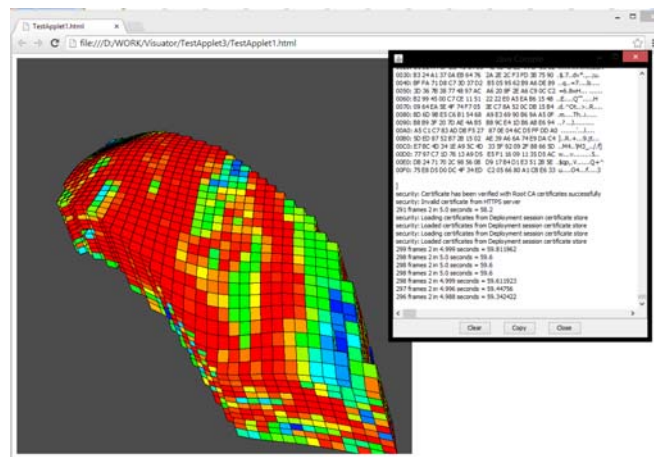

Fig. 5. – Demonstration of web application

6 Testing of the module performance

After implementation of module using NVIDIA OptiX series of tests on generated big data has been made.

Noticed issues have not significantly affect to frames per second (FPS) amount even on a big models. Speaking of the larger models on Figure 6 there is a demonstration of 6,6 million polygon model testing. As well as on Petrel it appears on presented module without significant drop of FPS. These tests have been conducted on desktop version of the program.
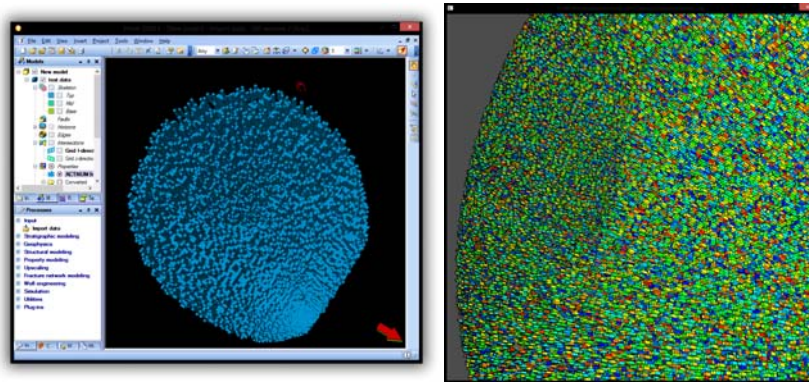

Fig. 6. – Testing of the visualization module on model 100x100x100 with 6611916 triangle polygons on Petrel (left) and presented module

The complexity depends on the number of polygons visualized because rendering function complexity must be calculated and therefore the module can at least partially be compared with similar programs from other areas.

7 Conclusion

The paper describes process of development of the visualization module for web hydrodynamic simulator. It shows the multiple comparisons with advanced simulators as well as the results of stress tests.

Also presented thick client implemented as web applet that carries the program in the Internet browser environment. And this high-performance visualization can be used without downloading / installing special software (excluding Java utility that is supported by a variety of systems by default). In the description of this element it has been assumed that the traffic necessary for the applet to download data will not be considered. But this assumption does not affect the complexity of the render function as the data is downloaded once and used from the local data store during visualization.

References:

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