

# Neuro-Visualization at the Network Edge

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OPEN CONNECTOME PROJECT

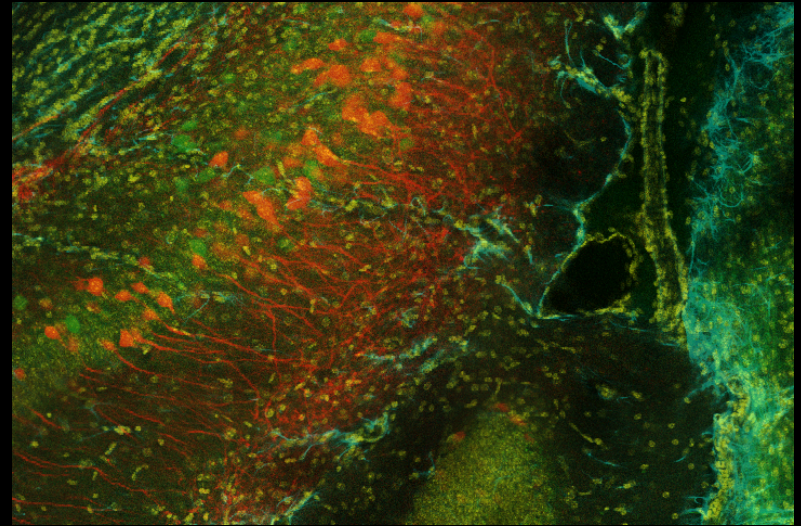
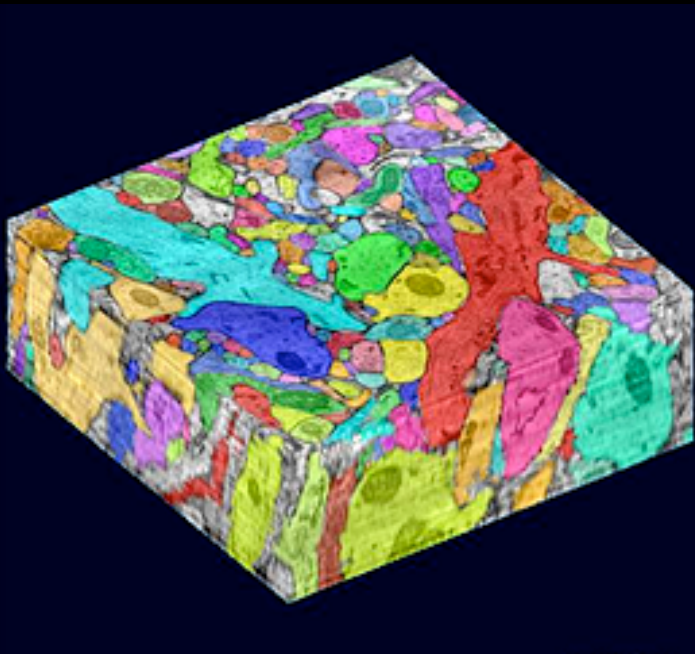
COLLECTIVELY REVERSE-ENGINEERING THE BRAIN ONE SYNAPSE AT A TIME.

# Overview

- Human visualization drives analysis in this field
- Visualization of petascale neuroscience imaging
  - Stored on the cloud or at data center
  - Internet latencies ruin user experience
- Deploy distributed caching
  - To offload server I/O and rendering
  - To reduce network latency
- Customized to neuroscience data patterns
  - Combination of multi-channel data
  - High selectivity and reduced-dimension projects

# OPEN CONNECTOME PROJECT

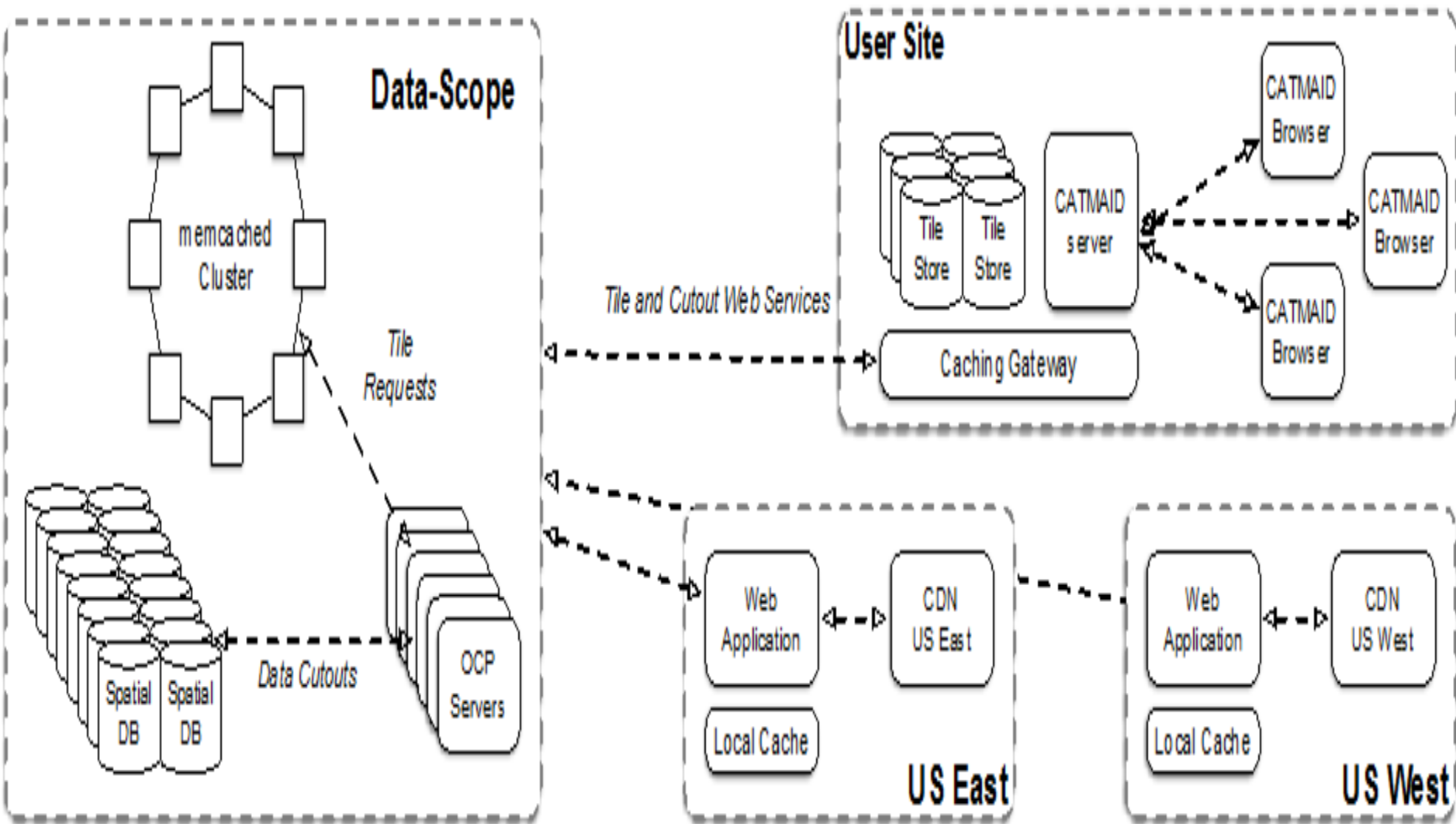
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Open-science, data-intensive analysis of the brain

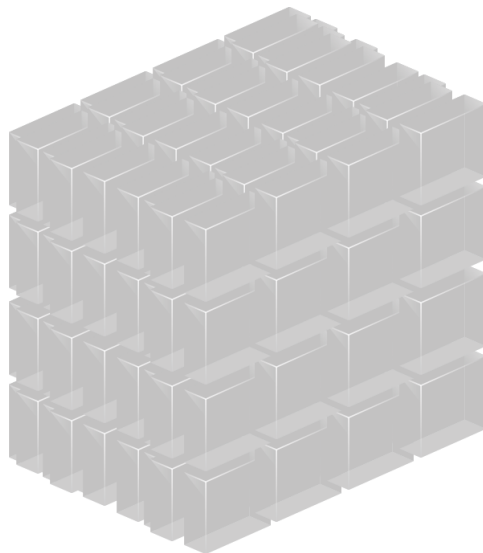
- Peta-scale storage linked with HPC
- Computational vision of brain structure
- Spatial queries (clusters, volumes, distributions)

# ARCHITECTURE



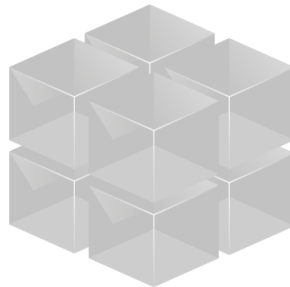
# Spatial Database

- Dense 3D or 4D spatial array partitioned into cuboids
- Space filling curve and Multi-resolution zoom pyramid
- Support for Neuron, Synapse, Segment and more annotation types
- Store ~100TB of imaging data

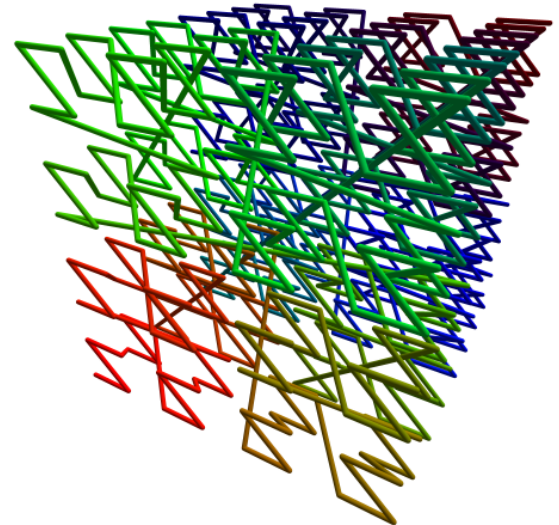


**High resolution**  
128x128x16 cuboids

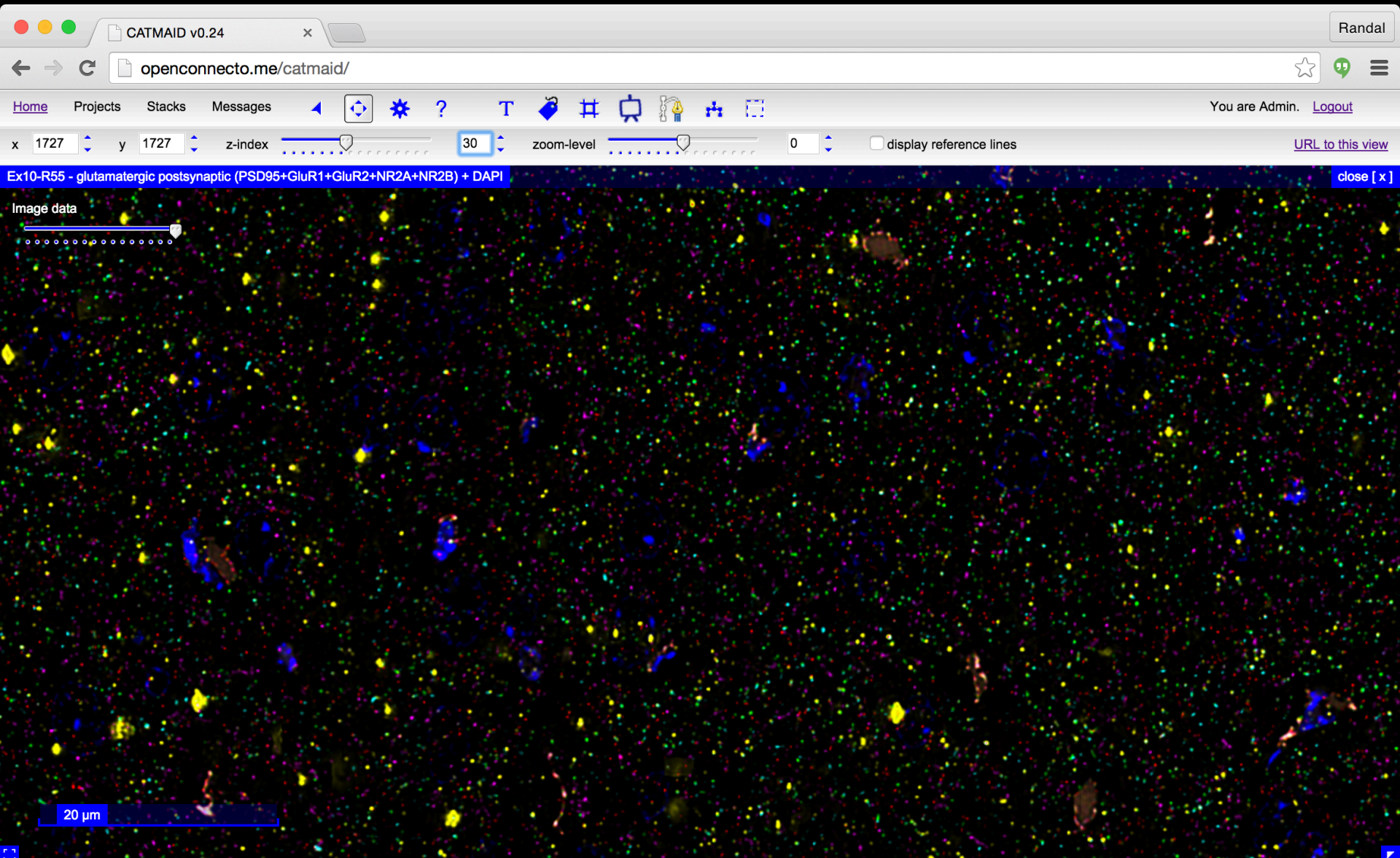
**Low resolution**  
64x64x64 cuboids

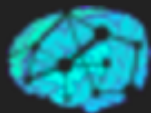


Z order space filling curve



# CATMAID





ocpviz

2432

4298

1049

Go

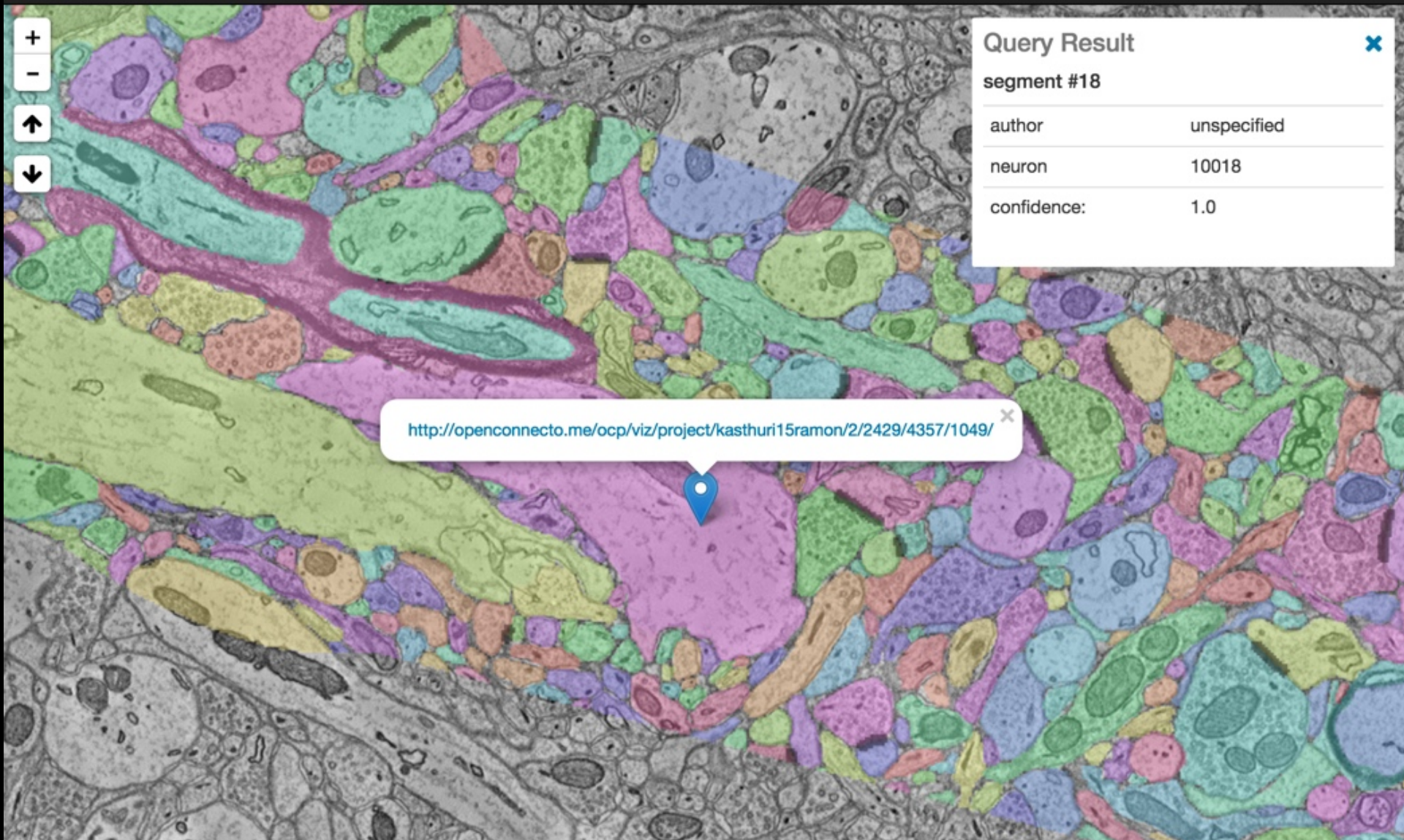
Query ▾

Markers ▾

Project Info

Toggle Controls

Help

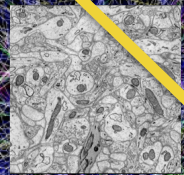
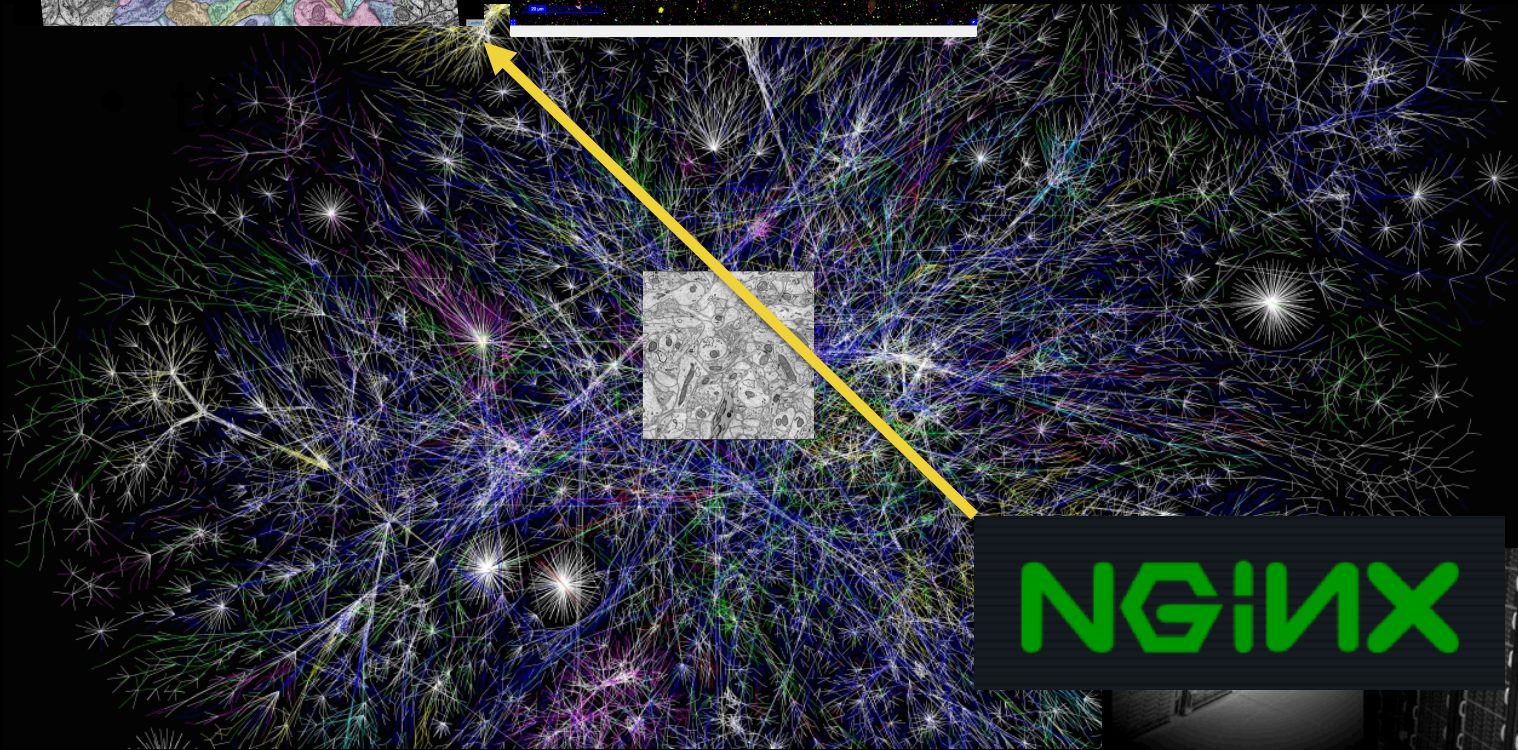
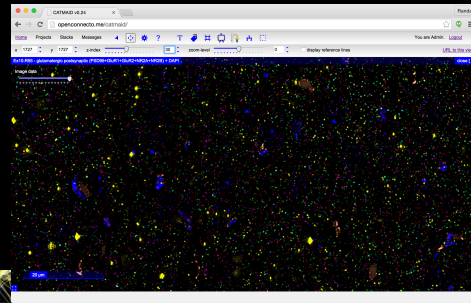
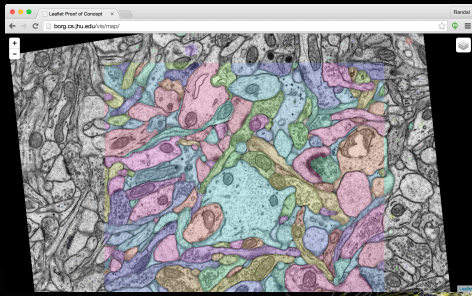


### Query Result ✕

**segment #18**

author	unspecified
neuron	10018
confidence:	1.0

<http://openconnecto.me/ocp/viz/project/kasthuri15ramon/2/2429/4357/1049/> ✕



NGINIX



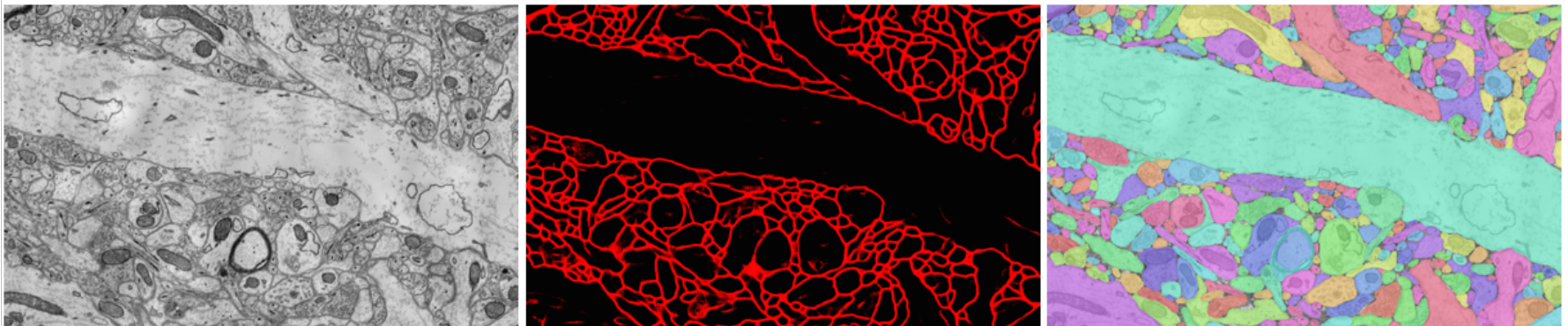
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# System Goals

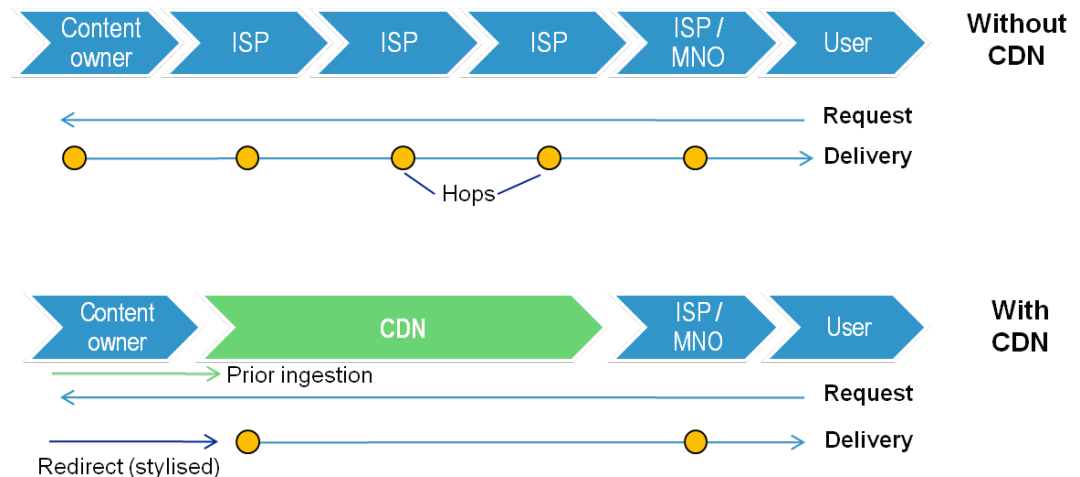
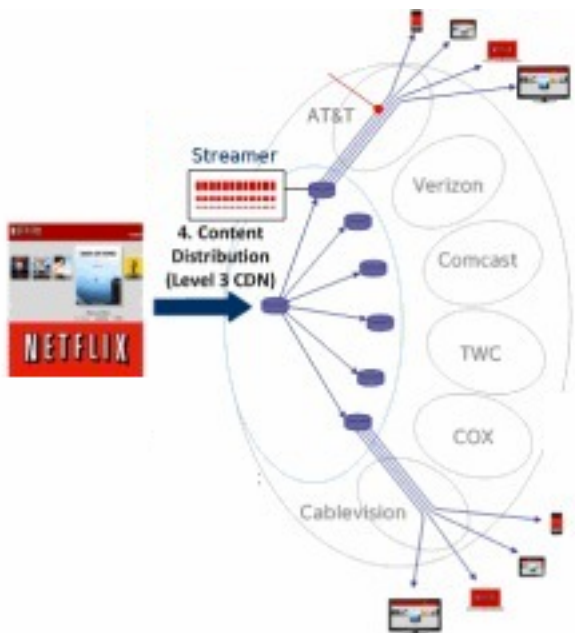
- Visual flow (24+ frames per second)
- Tolerable latency:
  - ~100ms initial load (must be < 1 second)
- Need to deliver:
  - Up to 30 512x512 image tiles for each view
  - 6 per layer, up to 5 layers
- Can't do it with Internet latencies

**Must push data to network edge, near browser!**



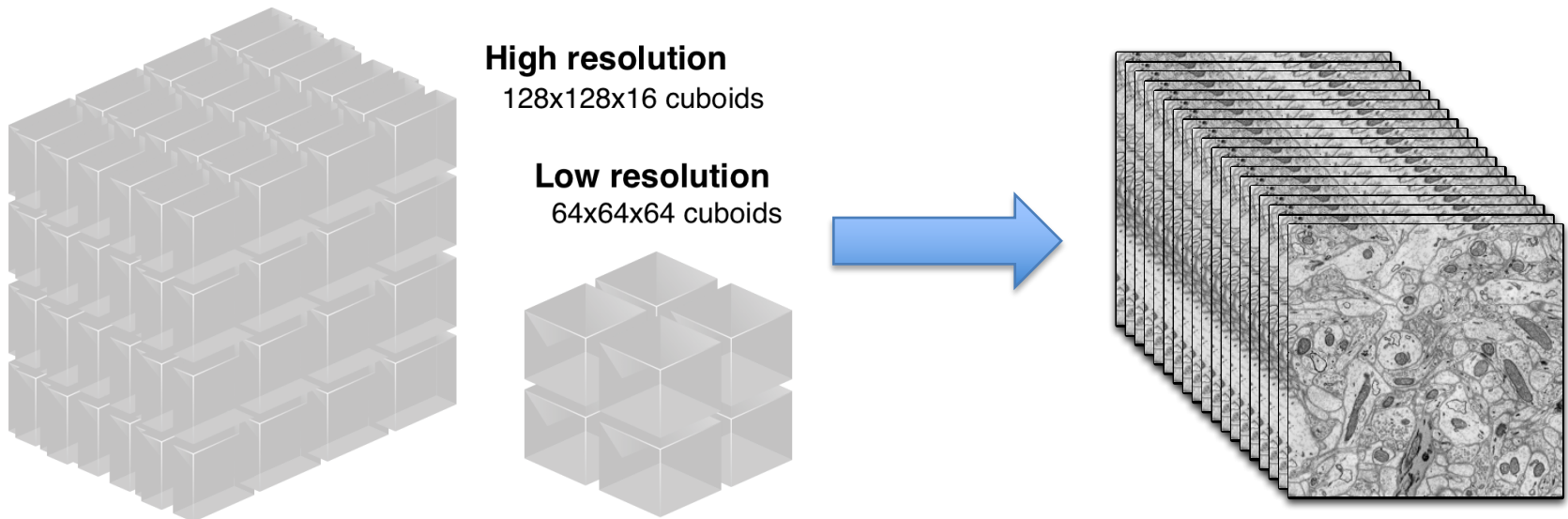
# Content-Distribution Network?

- Ingest content, push toward consumer
  - Requires knowledge of content to be consumed
- Does not match our data usage



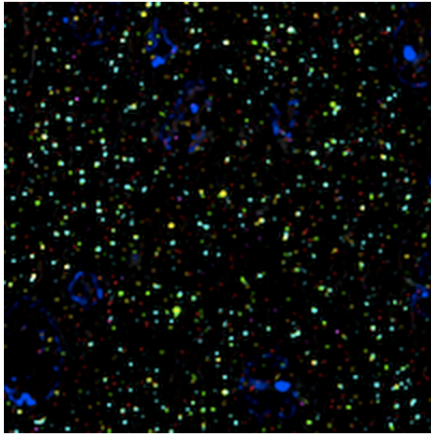
# Spatial Data and Usage Patterns

- Small regions of interest in massive data sets
- Dynamic materializations of 2-d tiles
  - From 3-d or 4-d databases
  - Any (axis orthogonal) cutting plane

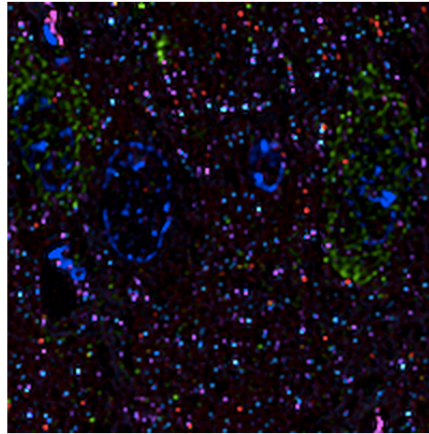


# Spatial Data and Usage Patterns

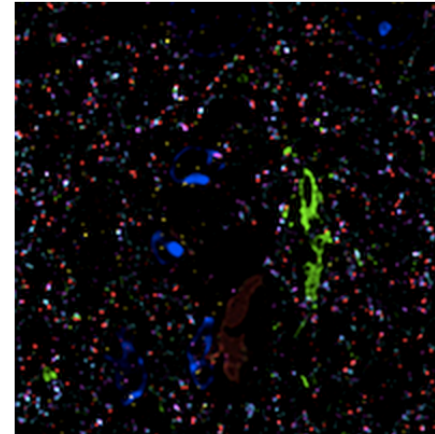
- Exponentially many combinations of channels from the same data set (flattened for performance)



Ex2-R18 C1 - glutamatergic postsynaptic: PSD95 (cyan), GluR1 (yellow), GluR2 (magenta), NR2A (red), NR2B (green), DAPI (blue)

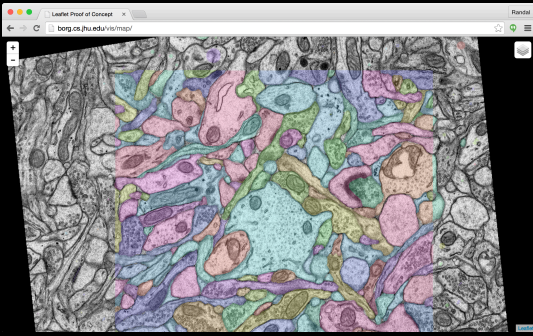


Ex2-R18 C1 - GABAergic: GAD2 (cyan), vGAT (yellow), gephyrin (magenta), GABAARa1 (red), PV25 (green), and DAPI (blue).



Ex2-R18 C1 - glutamatergic presynaptic: Synapsin1 (cyan), vGluT1 (yellow), vGluT2 (magenta), PSD95 (red), GFP (green), and DAPI (blue).

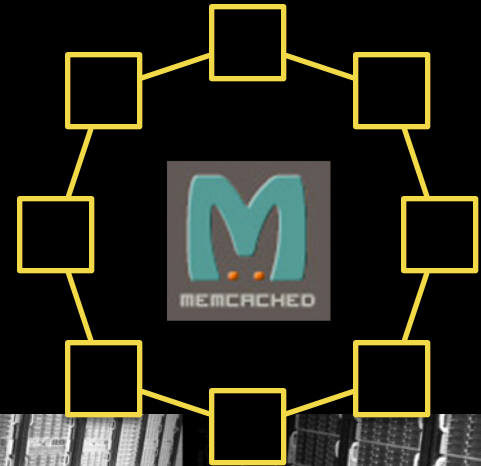
**Must push data to network edge AND must dynamically manage data contents (Caching)!**



Local Network

Cloud

# Caching Architecture



Data Store (PBs)

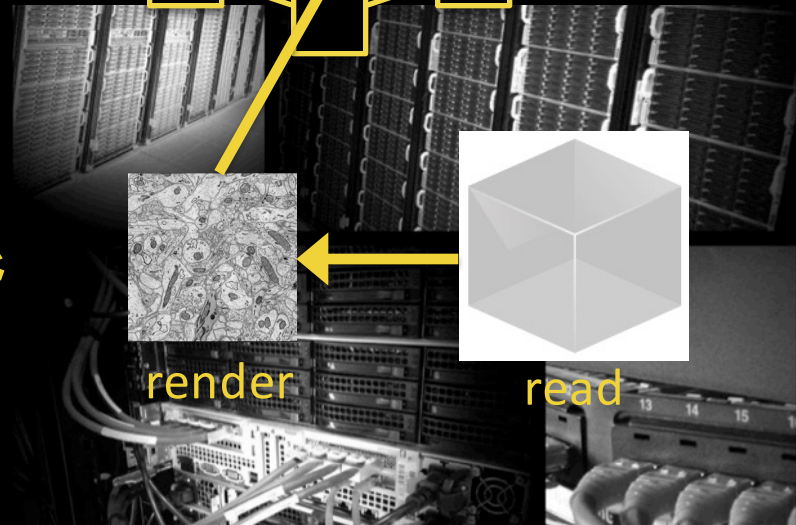
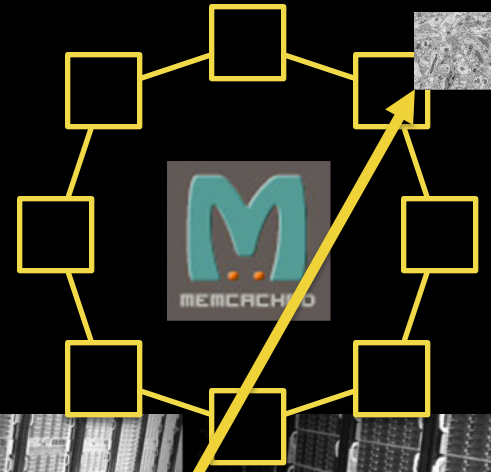
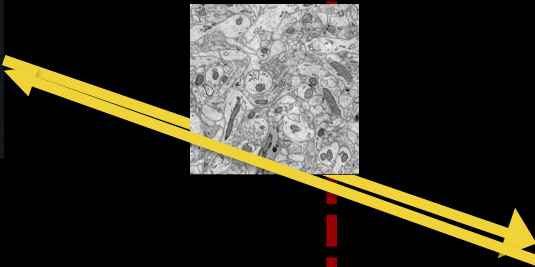
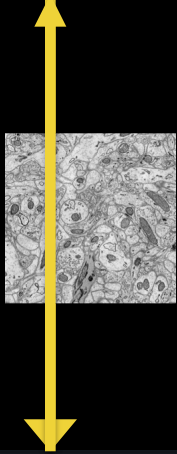
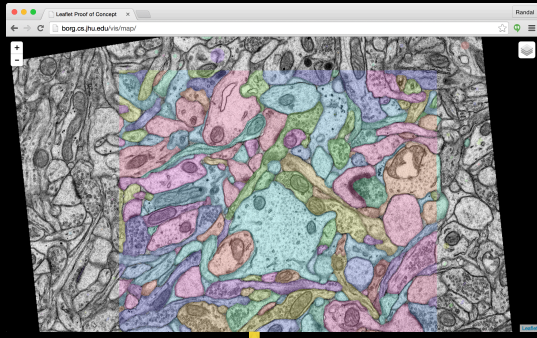


# NGINX

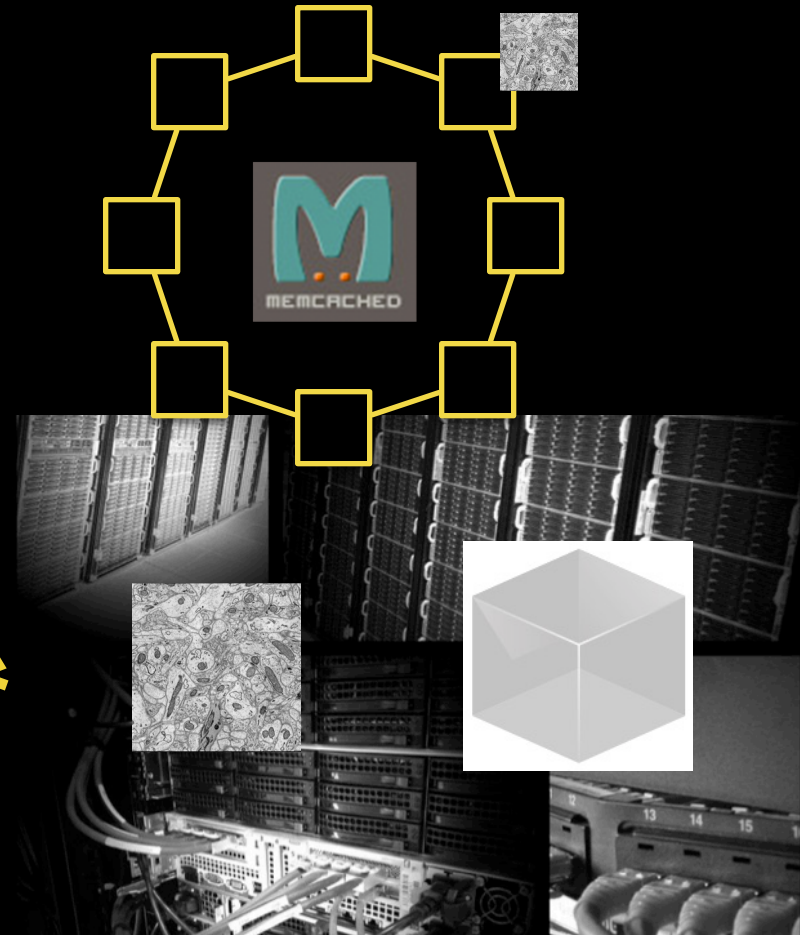
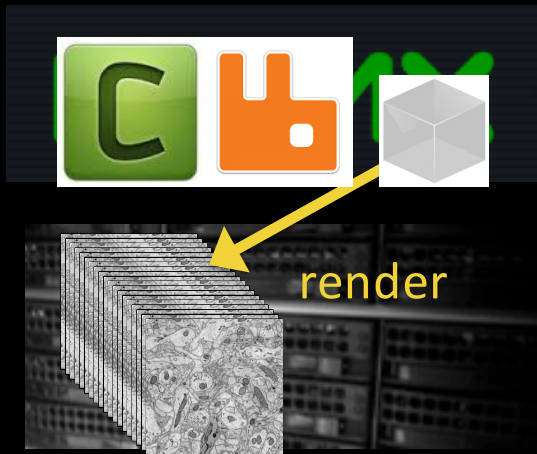
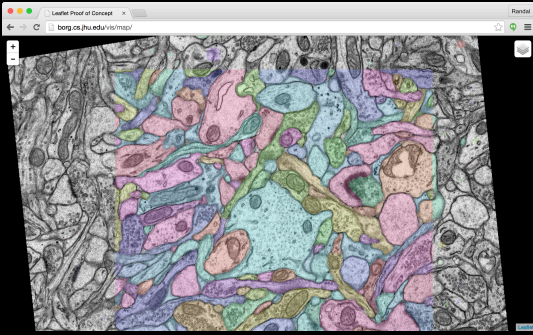


Disk cache (TBs)

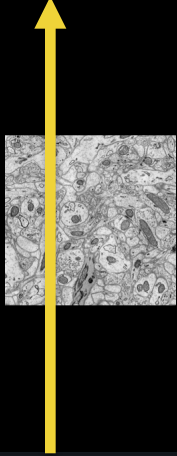
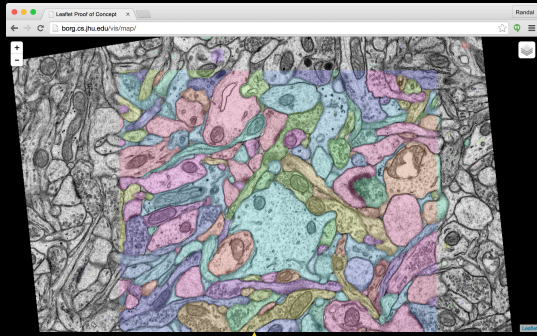
# Tile Request: Initial/Cache Miss



# Cache Prefetch: Background Load



# Disk Cache

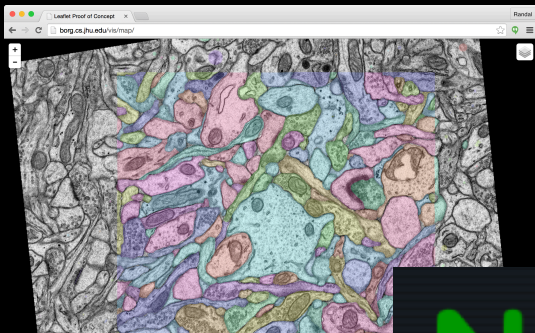


- Local performance to remote data
- No computation
  - Tiles pre-rendered
- Visual flow
  - When scrolling back and forth through tiles



# Deployment Options

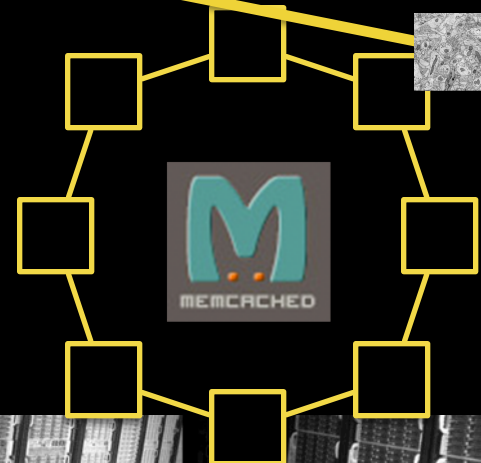
- Tile cache collocated with server
  - Reduce I/O load on data servers
  - Offload rendering
- Tile cache in Amazon West, servers in Amazon east
  - All of above and content distribution
  - Reduce Internet latencies
- Tile cache on laptop/workstation with SSD
  - Maximize frame rates
  - Create user experience needed to visualize complex neural structures



NGINX

- Background loading is not instantaneous
- Avoids server load
  - No computation for rendering
  - No I/O or NoSQL queries
- Consistent interfaces for dynamic data don't use tile cache

# Why memcached?



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# So What?

- Local performance to remote data
  - Eliminate Internet latency
  - Terabyte cache (on workstation) of petascale data
- User experience
  - Internet latency to first images
  - Local performance for most usage
  - Occasional stall for cache miss
- Open-source, tile caching for spatial data
  - <https://github.com/openconnectome/tilecache>
  - Not used outside of OCP managed installations today

# OPEN CONNECTEAM

Alex Baden  
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Anish Simhal  
Ayushi Sinha  
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Raju Tomer  
R. Jacob Vogelstein  
Joshua Vogelstein  
Nick Weiler  
Li Ye  
Da Zheng  
thatweare

# OPEN CONNECTOME PROJECT

COLLECTIVELY REVERSE-ENGINEERING THE BRAIN ONE SYNAPSE AT A TIME.



**Questions?**

- Website: [neurodata.io](http://neurodata.io)
- Documentation : [docs.neurodata.io](http://docs.neurodata.io)
- Github: [openconnectome](https://github.com/openconnectome)
- CATMAID :  
[openconnectome.me/catmaid/](http://openconnectome.me/catmaid/)
- [support@neurodata.io](mailto:support@neurodata.io)

# Image Used for Demonstrational and Educational Purposes

- [http://upload.wikimedia.org/wikipedia/commons/d/d2/Internet\\_map\\_1024.jpg](http://upload.wikimedia.org/wikipedia/commons/d/d2/Internet_map_1024.jpg)
- <http://broabandtrafficmanagement.blogspot.com/2011/08/resource-cdn-explained.html>
- <http://stopthecap.com/wp-content/uploads/2014/02/netflix-cdn.png>