A Framework for Run Time Fusion, Visualization and Analysis of Large, Distributed Data Sets[1]

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Abstract—In this paper a framework is presented for extracting information content from modern sky surveys, which have archived multiple terabytes of data in various wavelengths and at various resolutions. The proposed framework includes new technology that addresses the massive size and geographically distributed nature of these data sets. Also included is automated support for combining data sets from multiple archives and for relating sky catalogs to the image data. In addition, tools are provided for efficiently exploring images that are hundreds of gigabytes or even multiple terabytes in size. The proposed framework and "data agile" applications described here are essential in the modern era of astronomy because images of this size far exceed the current capabilities of conventional image analysis tools used in the astronomical community.

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1. INTRODUCTION

One objective of the National Virtual Observatory [1] initiative is to federate various sky surveys hosted at institutions geographically distributed across the United States. Ultimately this concept will be expanded into a Global Virtual Observatory including sites in other countries. The larger sky surveys such as the Two Micron All Sky Survey (2MASS) [2] in the infrared and the Digital Palomar Observatory Sky Survey (DPOSS) [3] in the visible each contain image and catalog data that exceeds the terabyte level in size. The large size and distributed nature of these data sets poses a significant information technology challenge that exceeds the current capabilities of visualization software, compute power, and network infrastructure. The fundamental problem that is addressed in this paper is how to effectively explore and extract information from these enormous data sets.

This paper describes the system that we are developing for high performance exploration of large data sets. The software can access the image data either locally or from remote servers, combine them on the fly, and project the resulting image on single screen or PowerWall [4] displays. The data fusion can be done in a number of ways to produce images with richer information content than is contained in the individual components. Some examples are as follows:

- High-resolution insets of celestial objects or regions of special interest overlaid on top of lower resolution images of larger regions of the sky.
- Images from surveys in different wavelengths combined to produce novel multi-spectral views of the sky.
- Vector overlays or synthetic maps derived from catalog data combined with real images of the sky.

Latitude and longitude information provided along with the image data is used to correctly position and scale the datasets relative to each other. Any number of data sets may be combined in this way, with a slight degradation in performance with each image added.

This software has been used to automatically overlay high-resolution insets of 2MASS and DPOSS data at 1 arc second on top of a mosaic constructed from images captured by the Infrared Astronomical Satellite (IRAS) at 1 arc minute. We are constructing new larger sky mosaics that will require the technology described in this paper for viewing. Although this technology is intended for visualization of sky data, much of it is applicable to other types of data sets such as planetary images (e.g. Synthetic Aperture Radar, Landsat, etc.).

There are a number of excellent utilities that can be used to remotely access sky images at various wavelengths in a web browser. One well-designed system is SkyView [5], which

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can generate custom images that meet user specification of position, scale, orientation and survey at wavelengths from radio to gamma-ray. The system described in this paper differs from sites like SkyView in that it is intended for a high performance computation and visualization environment, permitting smooth pan and zoom and interactive image enhancement on terabyte level input data sets and output on synchronized multi-screen PowerWall displays. In fact, the two systems are complementary because they could mutually serve images to each other.

An overview of the proposed framework is provided in Section 2. Our mosaic building application is described in Section 3. The image data formats we use are described in Section 4. Our high resolution display capabilities are discussed in Section 5. Information about how the system does automatic run time data fusion is provided in Section 6. In Section 7 we discuss how the system can operate in a client-server mode with images served from remote hosts. A description of our capabilities for exploring large images and catalogs is provided in Section 8. A summary is provided in Section 9.

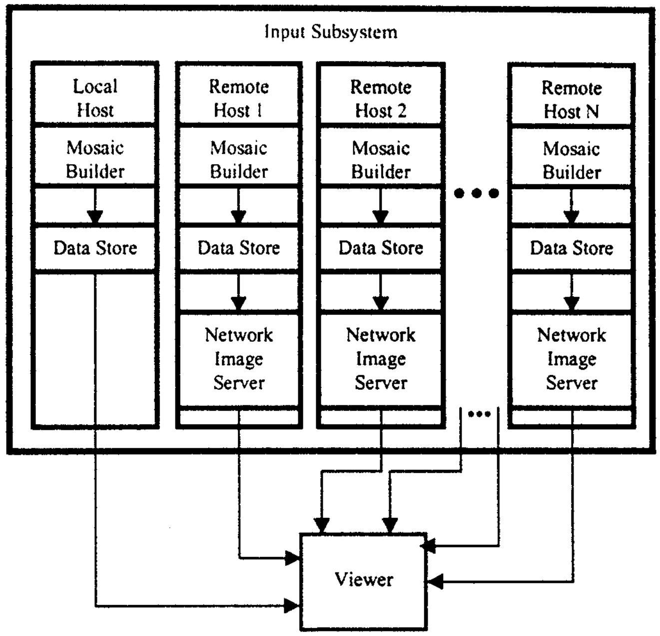


Figure 1. The input subsystem delivers image data to the viewer.

2. SYSTEM COMPONENTS

The system we are developing consists of an input subsystem that delivers image data to a viewer as illustrated in Figure 1. The input subsystem has two main software components, the mosaic builder and the network image server. As shown in the figure, the image data may be stored on the local host where the viewer is running or on any number of remote hosts. If the viewer is running on the machine where the image data resides, it reads the image data directly from the data store on that machine. However, if the image data is stored on a remote host, the network image server must be used to read from the data store and serve image data over the network to the viewer.

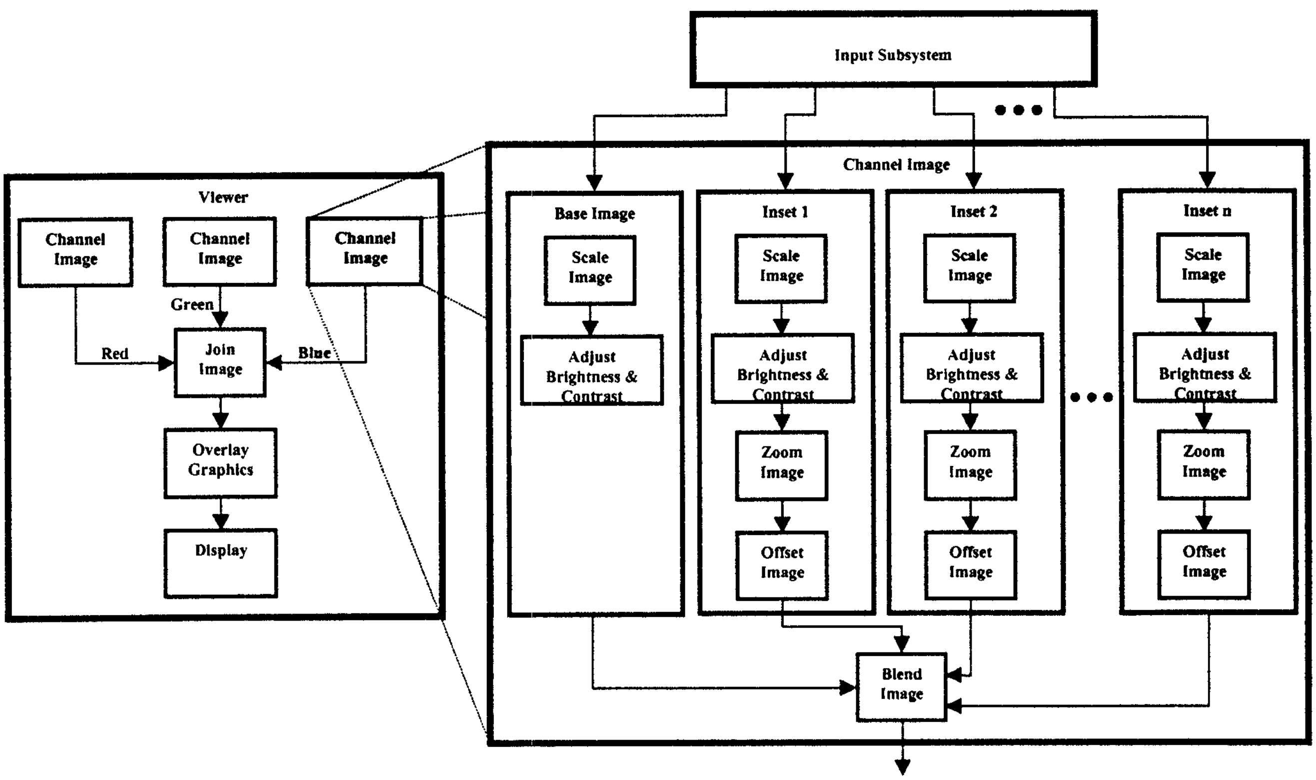


Figure 2. The viewer can automatically map to the red, green and blue video channels an image that is a composite of a base image and a number of inset images.

Figure 2 shows a more detailed flowchart of the viewer used in the system. As shown in the figure, the input subsystem delivers data from any number of input images to the viewer. Based on user specification, the multiple images are combined in different ways to produce a composite image that is sent to the display. A separate channel image may be created for each of the red, green and blue video channels. The channel images are then joined to form the RGB color image that is seen on the display. Each channel image is itself a composite of a base image and multiple inset images. The base image and each of the insets are scaled to fit the data type of the output mosaic. A brightness and contrast adjustment may also be applied to each of the images. The inset images are each zoomed to match the resolution of the base image and are offset to the correct position relative to the base image. This application of zoom factors and offsets is done automatically using position and resolution information that must be provided with each input image. After completion of the join operation to produce the RGB output image, vector graphics may be drawn as an image overlay.

3. Large Sky Mosaic Construction

The virtual observatory software that we are developing can be used both to generate large image mosaics from sky image patches and to view these large images. The mosaicking software is fully automated and can be run in parallel on multiprocessor systems. The input image patches may be in the common FITS format at any resolution, in any coordinate system and projection, and having any data type supported by FITS. The software translates these into the user-selected resolution and coordinate system of the output mosaic. The World Coordinate System library [6] is used to convert the input FITS images into a common output coordinate system and projection. The galactic, ecliptic, J2000, and B1950 coordinate systems are supported. The data type of the output pixels in the mosaic may be *N*-byte integer (any $N > 0$) or floating point. This permits construction of 8-bit images that are processed for aesthetic beauty for the general public or multiple byte or floating point images that maintain the scientific integrity of the data for the astronomers.

To date, the following sky mosaics have been constructed using this software:

- All-sky IRAS mosaic at 1 arc minute resolution, constructed from 430 individual image patches with 4 bands each;
- 10 degree square 2MASS mosaic at 1 arc second resolution constructed from over 1000 individual images with 3 bands each;
- 2 degree square DPOSS mosaic at 1 arc second resolution, constructed from 100 individual images with 3 bands each;
- 17 degree by 14 degree DPOSS mosaic constructed from six full DPOSS plates.

In addition, the 2MASS and smaller DPOSS mosaic listed above were registered to each other and combined to produce a 6 band multi-spectral mosaic that includes both the visible and near infrared.

4. Large Scale Image Input

The internal data format used by our system is designed for high performance viewing of very large image mosaics.

4.1 I/O Framework

The SGI Image Format Library (IFL) [7] is used as the underlying framework for data input and output. The IFL provides support for opening, reading, writing and creating image files in a format independent manner. IFL includes support for the TIFF, GIF, PNG, JFIF(JPEG), SGI, PPM, Photo CD, FIT, XPM, XBM, NITF, BMP, Alias|Wavefront, and YUV file formats. This list represents most of the standard image formats used in various segments of the industry. In addition, the IFL is easily extensible, allowing users to define support for their own custom data formats. The standard formats that are supported are not suitable for very large images. Since the digital sky datasets exceed the terabyte level in size, a custom data format, described below, is necessary for high performance visualization.

4.2 Tile File

The size of a mosaic that can be constructed and viewed is limited only by the available disk space. A full sky mosaic at 1 arc second resolution in one spectral band approaches one terabyte in size. For high performance viewing of these large mosaics, the data is stored in a custom hierarchical, tiled format with two defining characteristics, illustrated in Figure 3. The data is stored as a series of 512 X 512 pixel "tiles" at multiple resolutions, including full resolution, half resolution, quarter resolution, all the way down to the resolution where the entire image fits in a single tile. The tiled nature of the data storage format permits any subset of the data to be quickly referenced and extracted for viewing without requiring that all of the data be read into memory. It also permits the image to be quickly extracted and served for viewing at any arbitrary resolution by resampling with a kernel no larger than 2 X 2 pixels.

In summary, the tiled nature of the data permits rapid

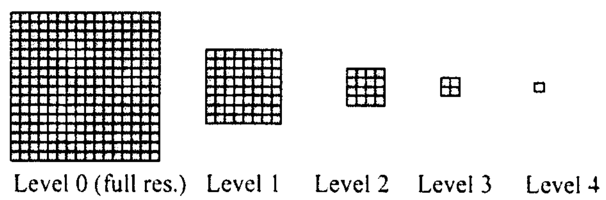


Figure 3. Hierarchical, tiled data format. Each level represents, as 512 x 512 pixel tiles, the entire image at a resolution that is half the resolution of the previous level.

panning to any arbitrary location and the hierarchical resolution storage permits rapid zooming to any arbitrary zoom level. Also, intelligent data caching keeps recently visited tiles in memory for rapid retrieval. In addition, the software includes a lookahead cache that loads additional tiles just outside the bounds of what is visible on the display and at neighboring resolution layers for improved performance. The disk storage penalty paid for this rapid panning and zooming capability is about one-third the size of the full resolution image.

4.3 Pile File

The Tile File Format described above, while providing fast access to any part of a large image at different resolution levels, has quite a few drawbacks. For example, it is impossible to extend the file by adding areas of coverage or other spectral channels without duplicating most of the data. In addition, empty areas still have to be stored on disk, thus wasting storage space. Implicit UNIX file storage holes are supported in the current implementation, but this feature vanishes when files are copied to tape or other systems from the original disk location. Another useful feature we wanted was to provide lossless and lossy data compression, a feature that forced unequal storage space requirement for tiles.

A solution to some of these problems was designed and implemented in the form of the Pile of Tiles File Format (Pile Format). The logical tile structure from the Tile Format is preserved, keeping the two formats compatible. In this format, an image stored on disk has two components, a data file and an index file. Each tile may be independently compressed, and a level of indirection is introduced between the index of a tile in the tile structure and the data storage address within the file. Within the data component the compressed tiles are concatenated, and the offset of the data for each tile, together with the size of the compressed tile is stored in the index file. As a special case, a tile offset and size of zero indicates a completely black tile, and no further data storage space is required for that tile. This provides support for explicit holes in the file structure, making this format a better match for sparse image storage.

The Pile Format files are guaranteed to be consistent during updates, even in a multiprocessor environment, since each tile is written as an atomic operation. Therefore, examination of a partially written pile file is possible at any time, providing for a quick progress check. Another unique feature of the Pile Format is that it is possible to have multiple index files pointing to the same data file, since the index file is stored in a separate file and both the data file and the index need to be specified to open a dataset. A replacement tile always gets appended to the end of the data file, and then the corresponding index gets updated. If a copy of the previous index file is preserved, both the old dataset and the new one can be accessed.

The Pile Format also supports image compression by applying public domain implementations of either lossless or lossy compression schemes to each individual tile. LibJPEG is used for image specific lossy compression, with each tile being stored as a monochrome jpeg image. For lossless compression, either libzip or libbzip2 are used. The file access library structure is easy to expand to provide additional compression schemes as needed.

5. LARGE SCALE IMAGE OUTPUT

Just as the image viewing software scales on the input side, the software also scales on the output side, allowing displays ranging from single screen workstation displays up to large PowerWall displays. A PowerWall display is a synchronized matrix of display screens that act together as a single large display. For example, a 3 X 2 PowerWall composed of 1280 X 1024 pixel screens provides an effective resolution of 3840 X 2048 pixels. Single pipe and multi-pipe support is provided. In the single pipe case, the hardware views the PowerWall as one large display screen so no software synchronization is necessary. However, for multi-pipe configurations, each component screen of the PowerWall is separately managed. In this case we use MPI to synchronize the screens in software. The software can be configured to use any rectangular subset of the available display screens. The supported display configurations are specified in a configuration file and are easily selectable at run-time with a command line option or by setting an environment variable. High performance on a 3 X 2 PowerWall display (3840 X 2048 effective resolution) has been demonstrated.

6. RUN TIME DATA FUSION

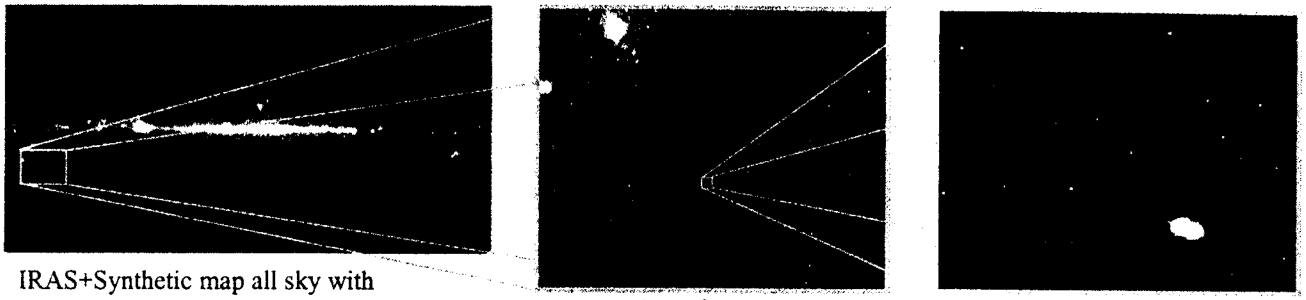
In this section we discuss the technical details about how multiple data sets can be automatically composited at run time. This automated compositing is a powerful visualization technique that can be used to generate composite images with greater information content than is contained in the individual components. Information about the underlying image processing framework that is used is provided below, followed by a discussion of the three compositing types that are supported.

6.1 Image Processing Framework

The SGI ImageVision Library [7] is used as the underlying image processing framework for manipulation of the input images for display. The image processing chain, illustrated in Figure 2, provides for run time data fusion in three ways: spatial compositing, wavelength compositing, and image overlays.

6.2 Spatial Compositing

In spatial compositing, multiple images having potentially different resolutions and covering different regions of the



IRAS+Synthetic map all sky with 2MASS+DPOSS high resolution inset highlighted in the blue quadrilateral.

Arc minute

Arc second

Figure 2. Automatic dataset compositing.

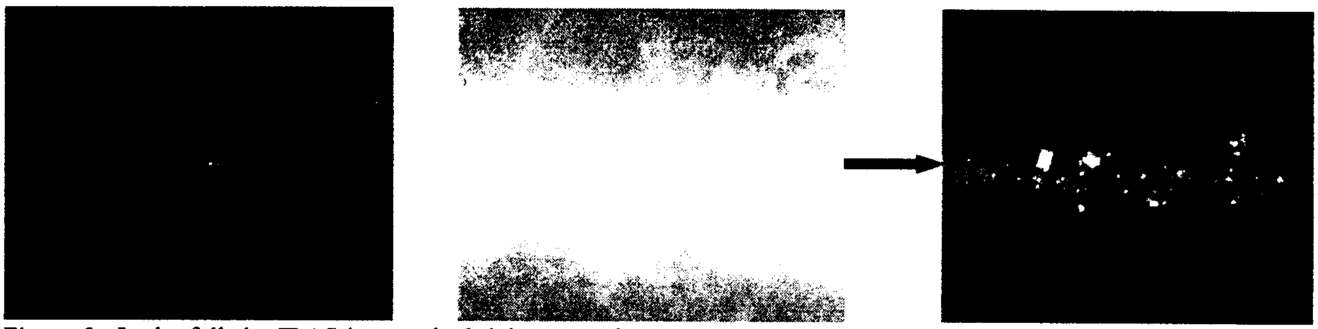


Figure 5. In the full sky IRAS image, the brightness and contrast settings for optimal viewing of the Andromeda galaxy (left) causes the center of the Milky Way to saturate (center). The brightness and contrast can then be adjusted to enhance the structure at the center of the Milky Way (right).

sky are combined to produce a single image. This allows the user to do such things as inset high resolution images of regions of interest on top of lower resolution imagery covering much larger regions of the sky. As an example, refer to Figure 4, which shows a high resolution, multi-spectral 2MASS and DPOSS mosaic composited on the fly with an all sky IRAS mosaic.

6.3 Wavelength Compositing

In wavelength compositing, multiple co-registered images covering the same region of the sky are combined. The user can select the images to map to each of the red, green and blue video channels. This allows generation of novel, multi-spectral views of the sky. For example, the 2MASS H band in the infrared may be mapped to red and DPOSS F and J bands to blue and green, respectively. Objects that appear red would then be easily identifiable as 2MASS sources that do not appear in DPOSS. At run time, this mapping may be changed to interactively examine multiple sky surveys.

6.4 Image/Catalog Relation

The third type of data fusion that is supported is the compositing of sky images with information derived from sky catalog data. Catalog entries may be overlaid as shapes drawn on top of the images with size or color determined by the value of any catalog column. These overlays will pan and zoom in concert with the images. Furthermore, the images and catalogs are tightly coupled, allowing the user to do such things as select a region of the image and see those objects highlighted in both the image and in the catalog. Alternatively an object in the catalog may be selected to highlight it in the image or to jump to its position in the image.

7. Remote Access

When the viewer needs to access data that resides on a remote host, the network image server must be used. We expanded the IFL by adding a network file format, allowing for image access from any networked computer. A client-server strategy was employed, in which the image server uses the IFL to open local image files and serves them to the client via a TCP socket. An IFL image loader was added to the client viewer, permitting it to access any IFL supported image residing on the server machine using the network file format. Since a network image file in this implementation is no different from any other IFL image file the servers can be cascaded, with various processing being done by intermediate sites. When used in conjunction with the Pile or Tile formats, the protocol can be used to fetch each tile data independently, with possible decompression at either the server side or the client side.

8. Image and Catalog Navigation

The software that has been developed permits high performance visualization of both sky image and catalog data. A number of features are provided to enable efficient navigation of the potentially huge images. Mouse and

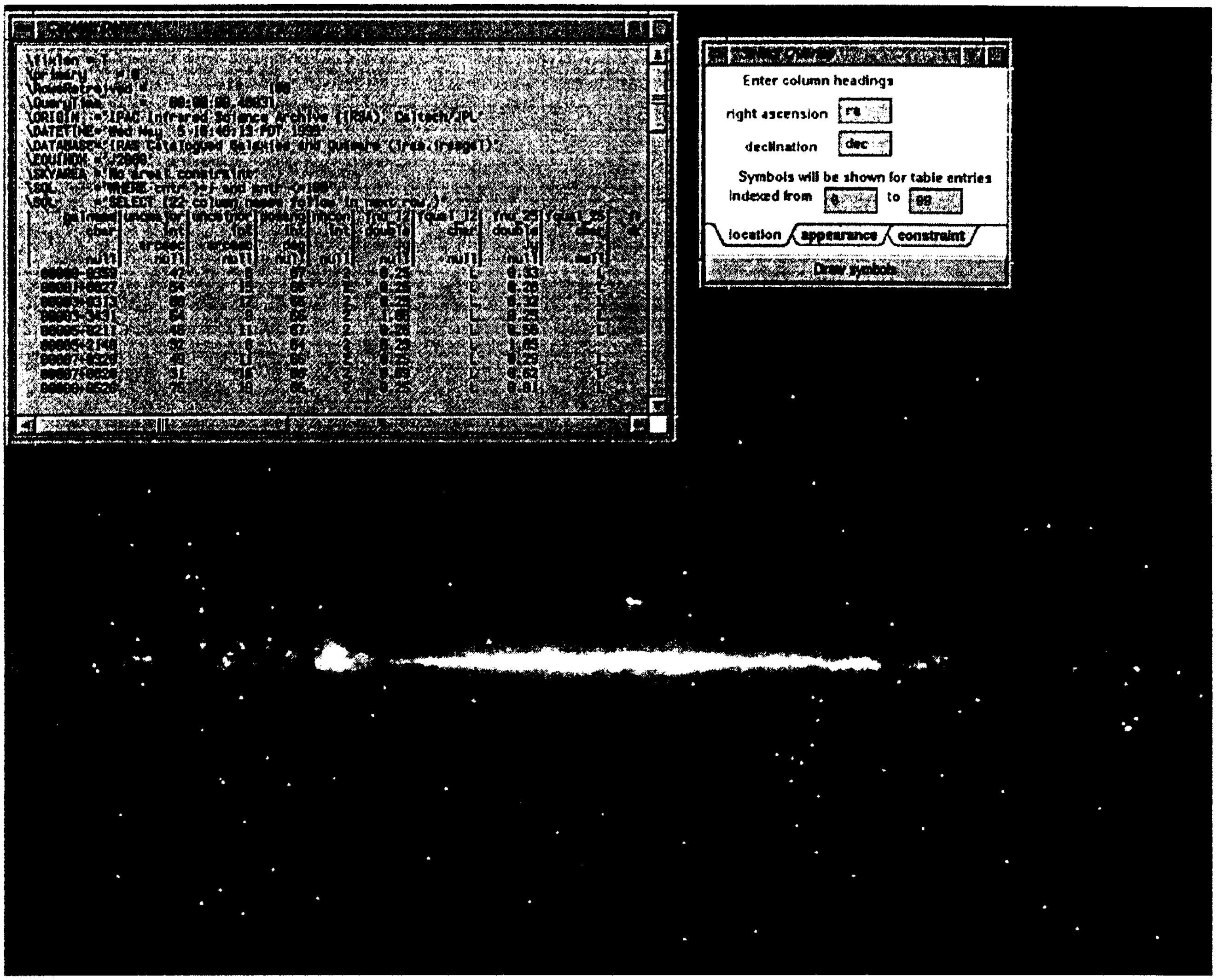


Figure 6. Catalog data may be viewed as ASCII text in a scrollable window or as an image overlay.

keyboard interfaces for smooth, variable speed panning and zooming are provided. A Global Map View of the dataset is a popup window that shows the entire dataset with a box highlighting the region that is currently visible on the display. Users may jump to any location in the image by clicking at the location in the Global Map View. Another way to quickly jump to any location in the image is to specify that location in either pixel or sky coordinates in the Coordinate Selection window. Galactic, ecliptic, and celestial coordinate systems are supported. The Coordinate Selection window may also be used to retrieve the pixel or sky coordinate of any pixel that is selected by clicking with the mouse on the image.

The image mosaicking software described in Section 3 is capable of constructing mosaics having many spectral bands. The image viewing software permits any subset of three bands to be mapped to red, green, and blue at run-time. This allows the user to do such things as view both visible and infrared bands from different sky surveys simultaneously and then switch back to all visible or all infrared.

Keyboard and graphical user interfaces for brightness and contrast adjustments are provided, and may be applied to all three video channels (red, green, and blue), or to any channel individually. For example, this feature allows viewing of both Andromeda and the center of the Milky Way in our IRAS mosaic, as illustrated in Figure 5.

The catalogs may be viewed in ASCII text in a scrollable window and as image overlays, as illustrated in Figure 6, or as synthetic maps. With overlays, which are vectors drawn over the image, the shape, size, and color of the overlay objects may be set according to the values in one or more columns of the catalog. With synthetic maps, the catalog positions and values are used to generate a pixelated image. For instance, the Hipparcos catalog was used to generate a synthetic map of the sky with 118,218 stars down to magnitude 14.

The image and catalog viewing capabilities are tightly coupled, allowing easy relation of a location in the images to catalog entries for celestial objects in the proximity and vice versa. For instance, the user may select a region of the sky in an image and see the catalog entries for those objects in that region highlighted in both the image and in the catalog window, as illustrated in Figure 7. Alternatively, the user may select a catalog entry in the scrollable list and see that object highlighted in the image or jump to the position of that object in the image. This demonstrates both image to catalog and catalog to image relations.

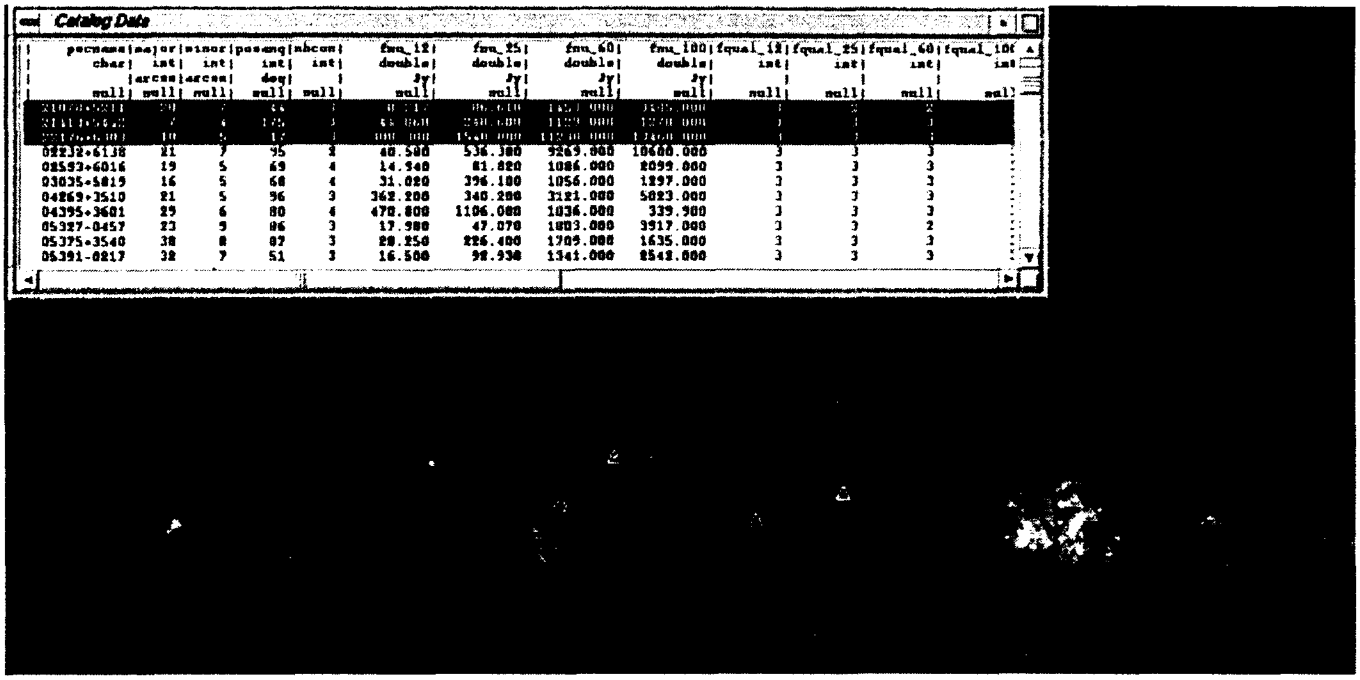


Figure 7. Image to catalog relation.

9. SUMMARY

In this paper we presented our system for visualization of large images and sky catalogs. The system consists of software for construction of large image mosaics, a network image server that can deliver image tiles from remote hosts, and a high performance viewer. The viewer has support for smooth pan and zoom of large images, automatic insetting of high resolution images, automatic joining of multi-wavelength images, and image to catalog relation.

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