Interactive High-Fidelity Biomolecular and Cellular Visualization with RTX Ray Tracing APIs

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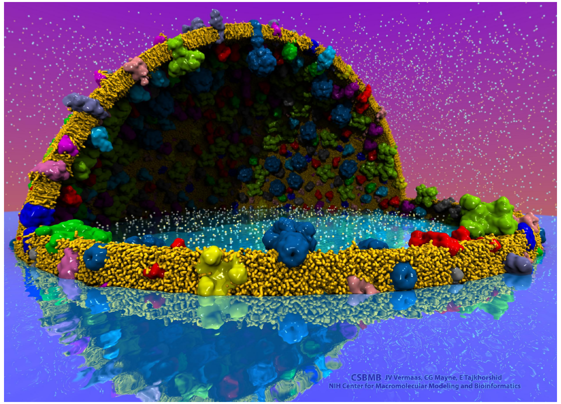
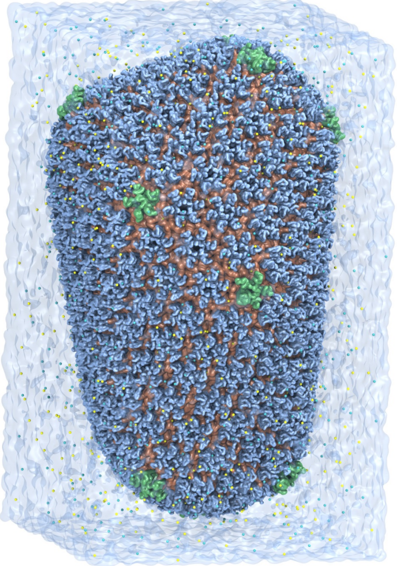
15:00-15:50, Room 230B, San Jose Convention Center
San Jose, CA, Wednesday March 20th, 2019

VMD – "Visual Molecular Dynamics"

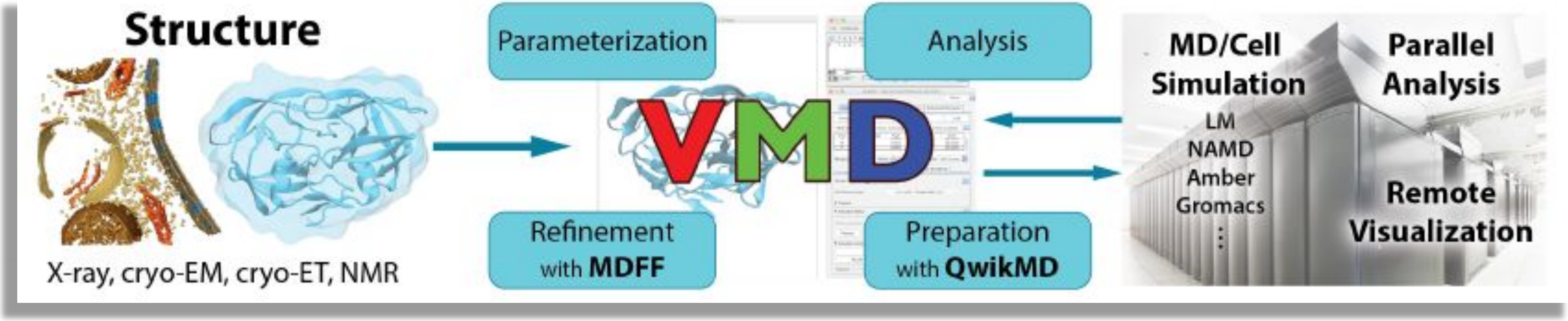
- Visualization and analysis of:
  - Molecular dynamics simulations
  - Lattice cell simulations
  - Quantum chemistry calculations
  - Cryo-EM densities, volumetric data
  - Sequence information
- User extensible scripting and plugins
- http://www.ks.uiuc.edu/Research/vmd/



Cell-Scale Modeling



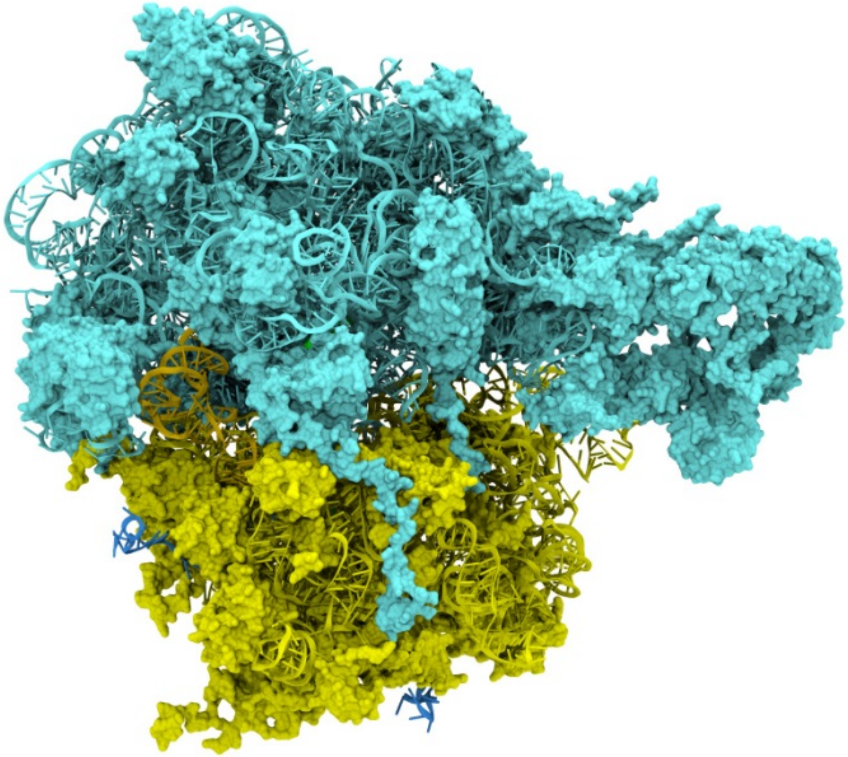
MD Simulation



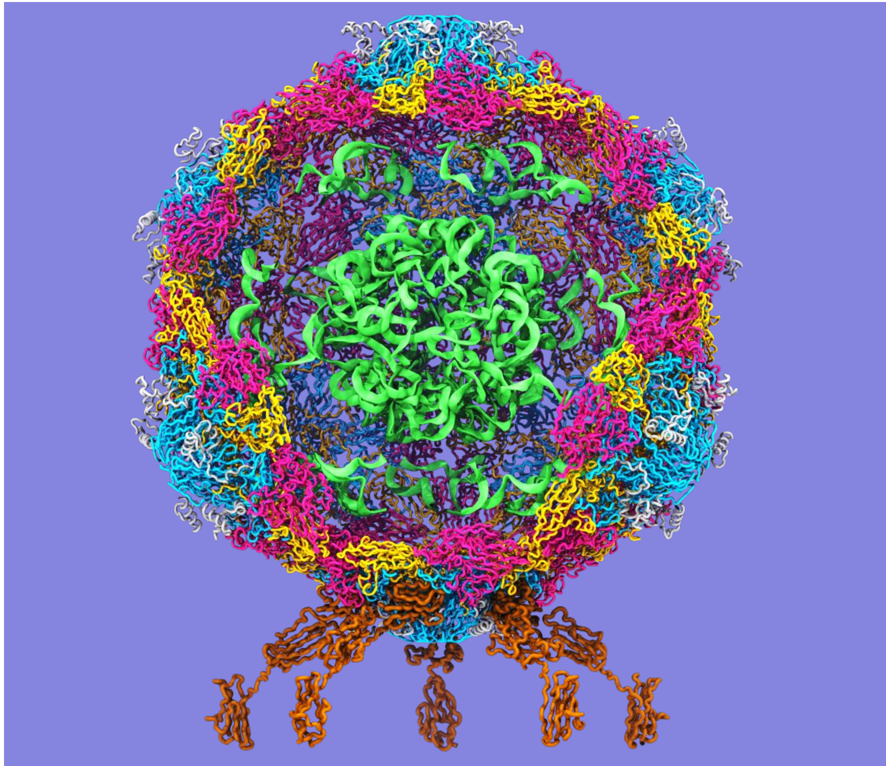
Goal: A Computational Microscope

Study the molecular machines in living cells

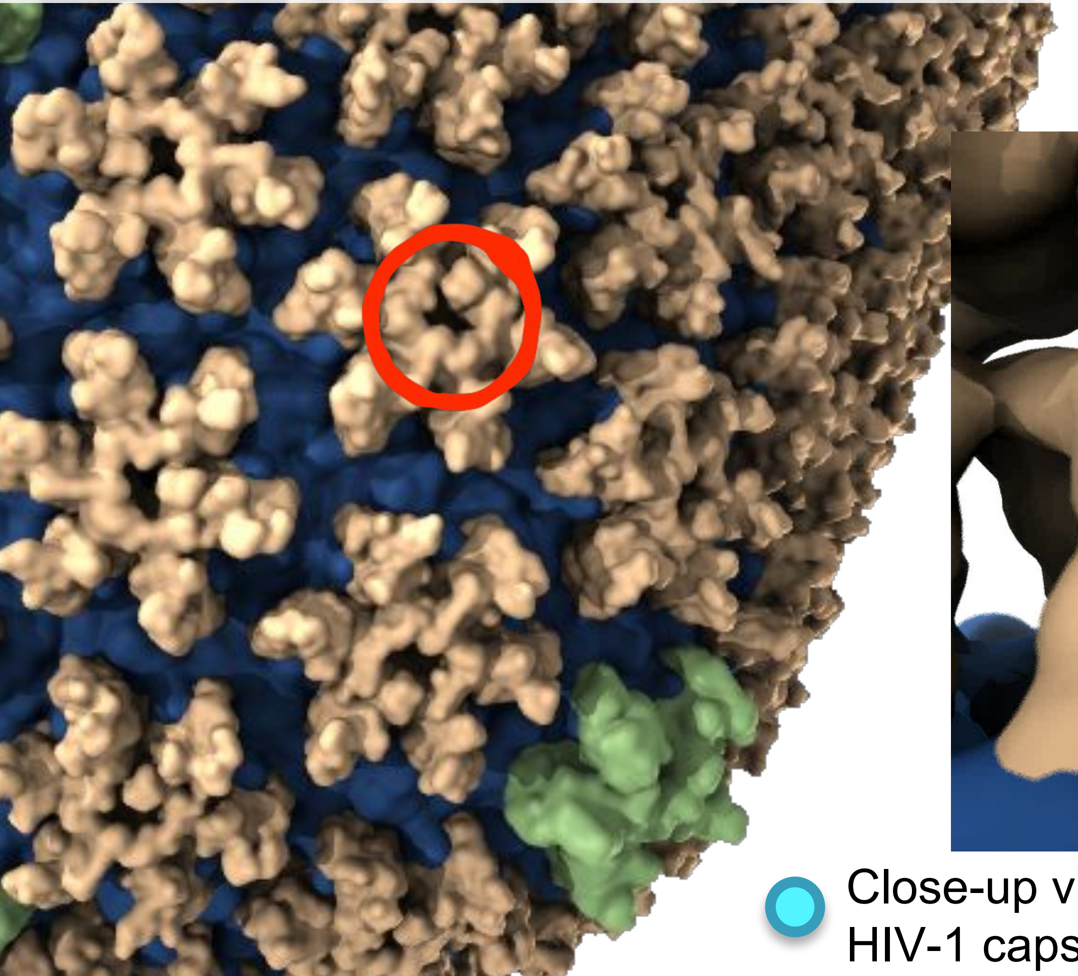
Ribosome: target for antibiotics



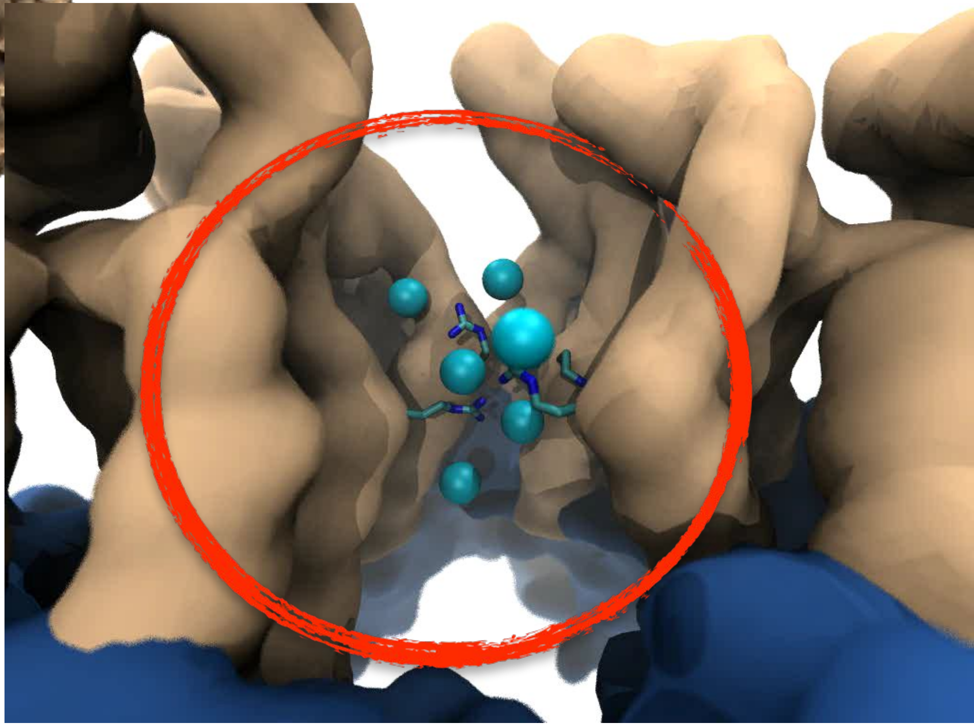
Poliovirus



Goal: Intuitive interactive viz. in crowded molecular complexes



Results from 64M atom, 1 μs sim!



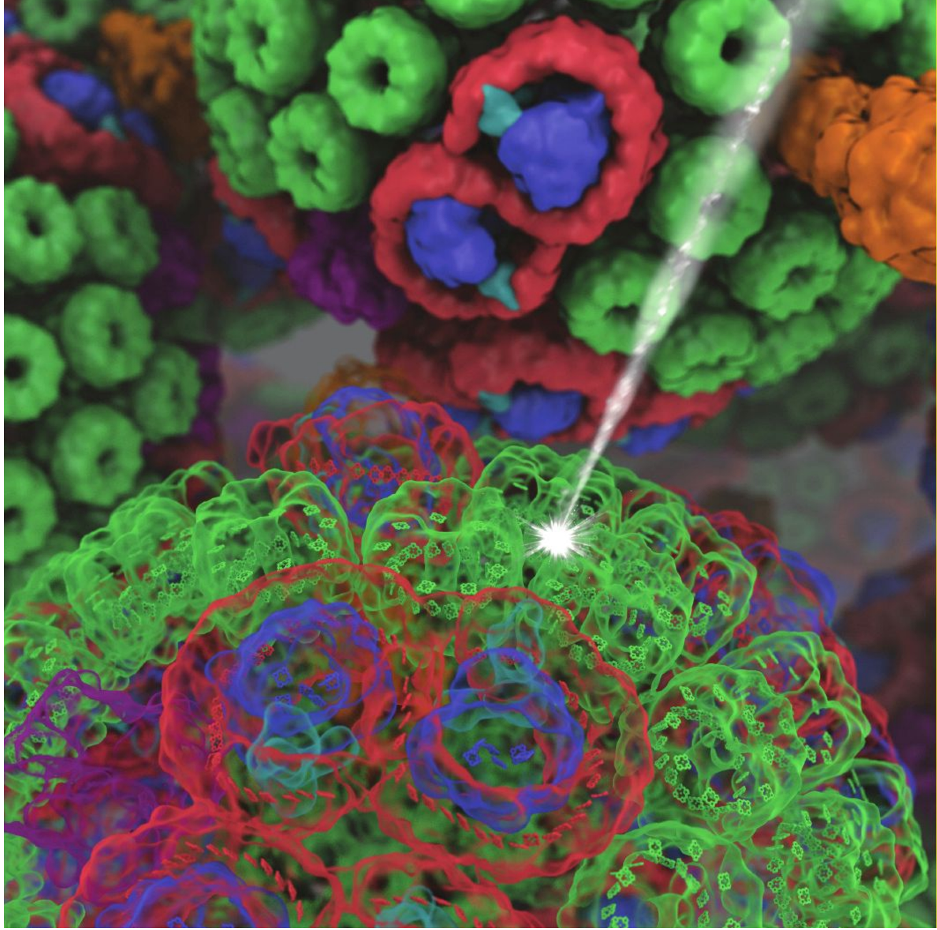
Close-up view of chloride ions permeating through HIV-1 capsid hexameric centers

High Fidelity Ray Tracing with OptiX

- Advanced rendering techniques save scientists time, produce images that are easier to interpret
- Ambient Occlusion, Depth of Field, high quality transparency, instancing, ….

- **Interactive RT** on laptop, desk, cloud
- Interactivity is critically important for scientists that need to obtain results without becoming a graphics expert

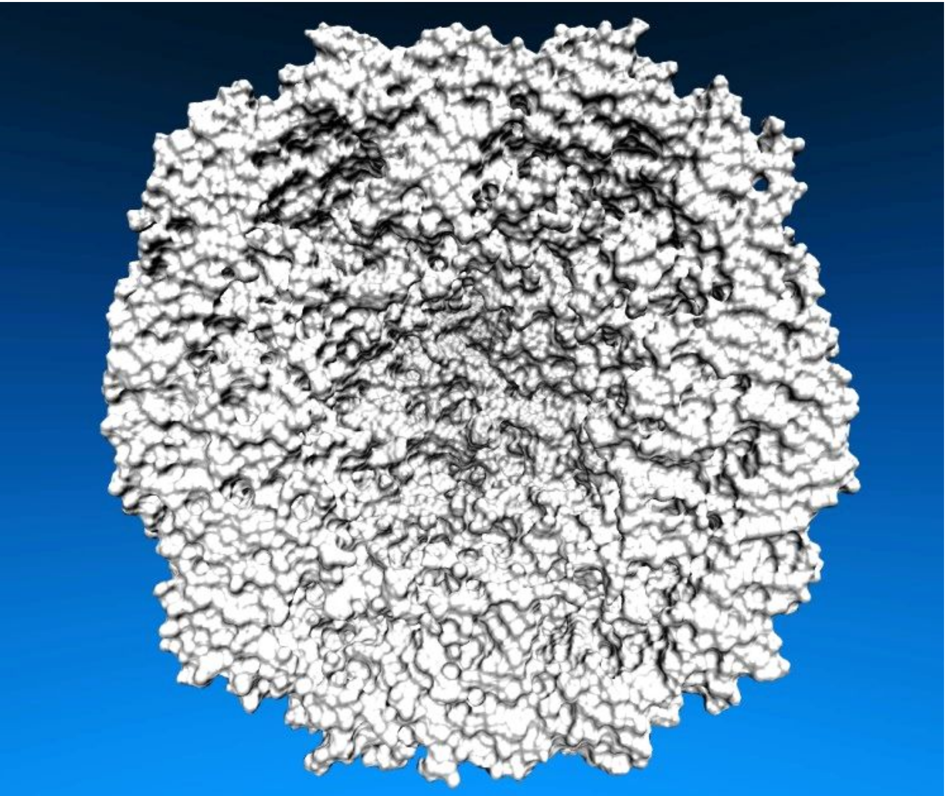
- Large-scale parallel rendering:
  in situ or post hoc visualization tasks
- **Stereoscopic panorama and full-dome projections**
- **Omnidirectional VR: YouTube, HMDs**



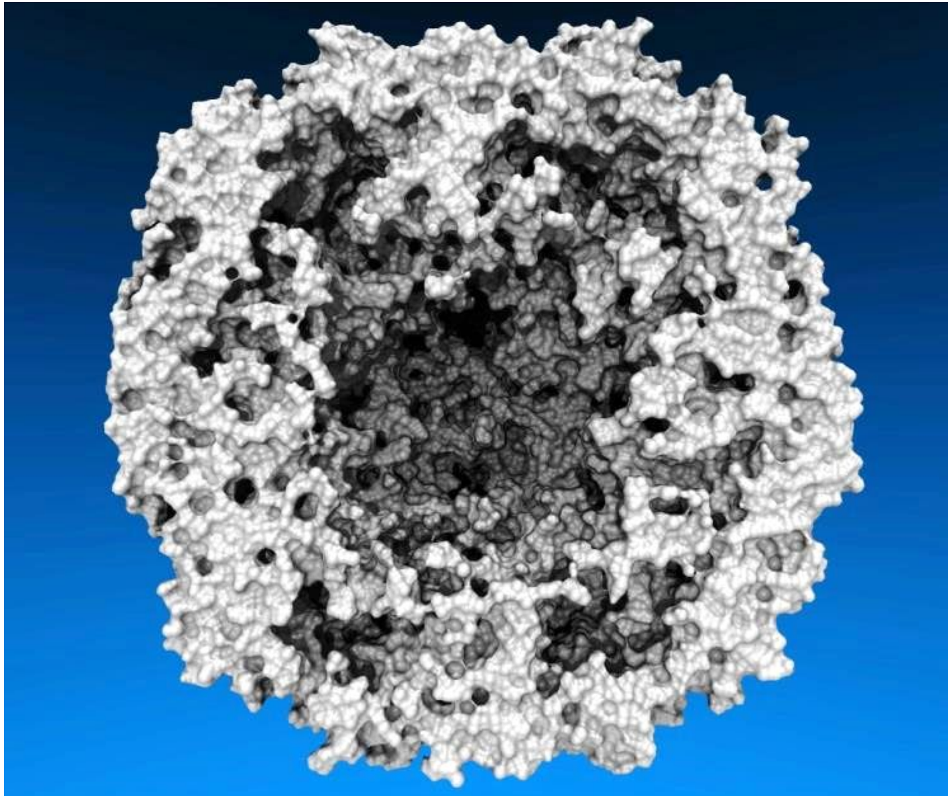
VMD/OptiX all-atom Chromatophore

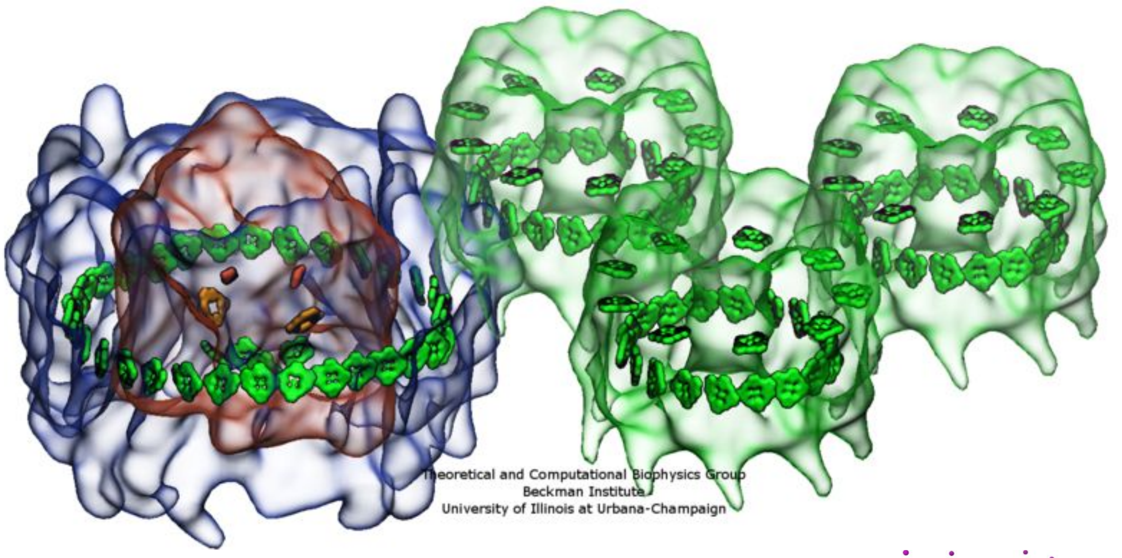
Lighting Comparison, STMV Capsid

Two lights, no shadows



Ambient occlusion + two lights, 144 AO rays/hit

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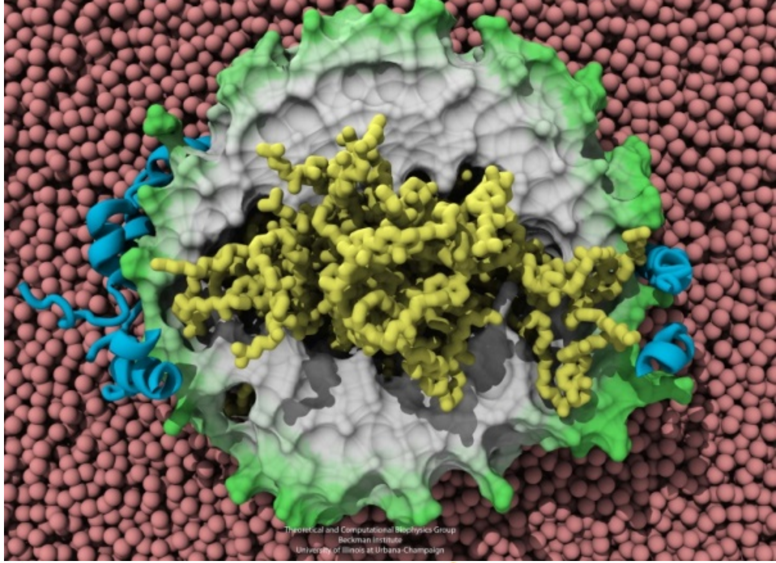
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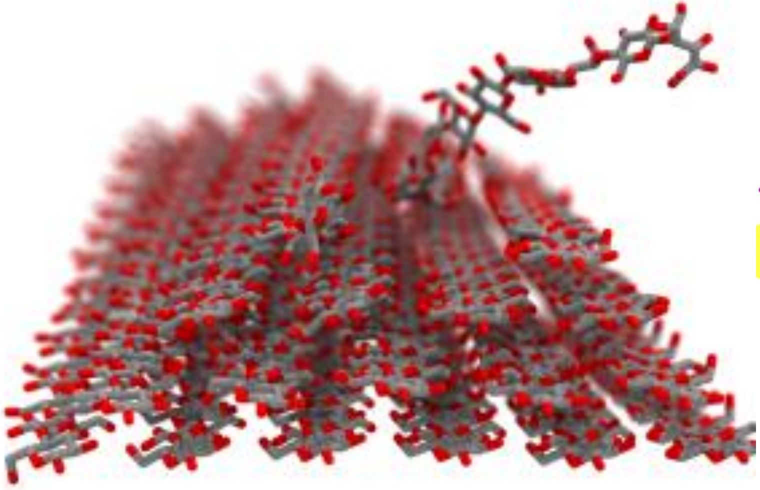
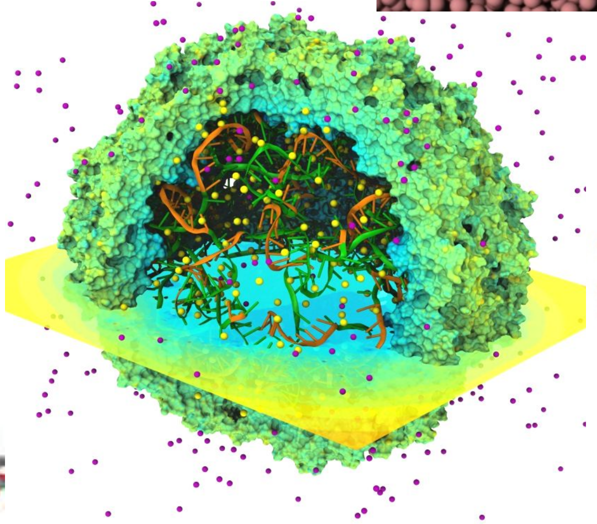
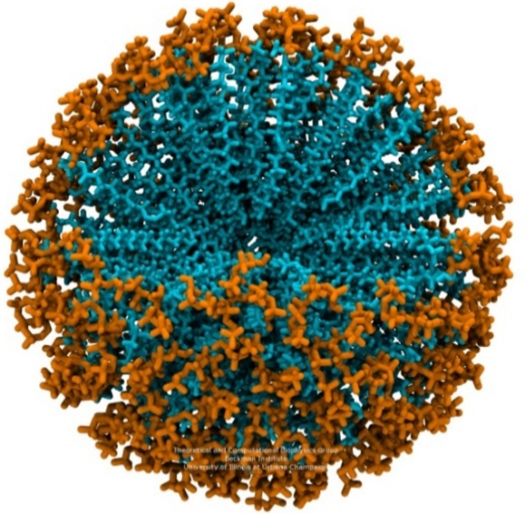
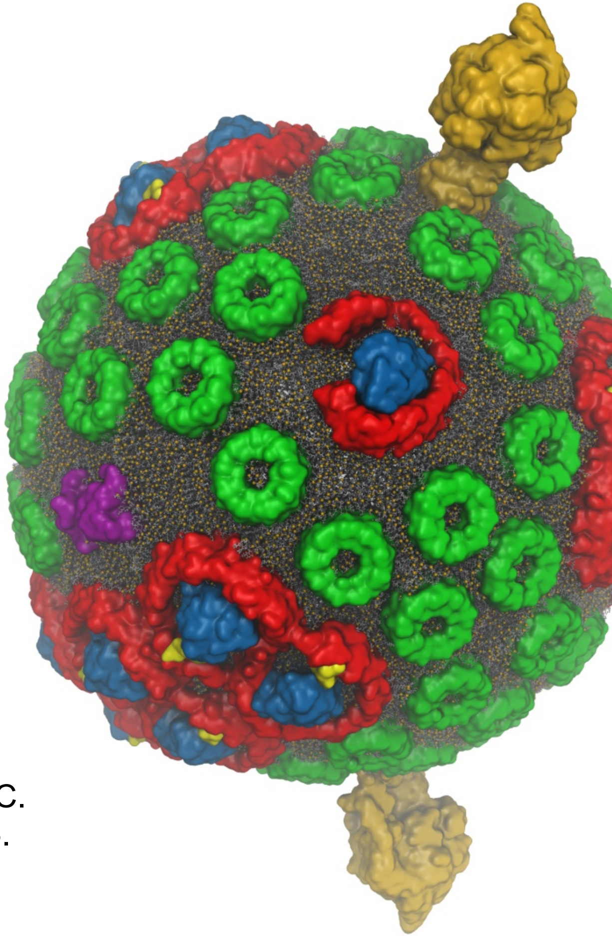




VMD w/ OptiX

- Interactive RT on laptops, desktops, and cloud
- Large-scale parallel rendering: in situ or post hoc visualization
- Remote RT on NVIDIA GPU clusters
- Stereoscopic panoramic and full-dome projections
- Omnidirectional VR for YouTube, VR HMDs
- **GPU memory sharing via NVLink on Quadro, Tesla GPUs**
- **VMD+OptiX 5, NVIDIA NGC container: https://ngc.nvidia.com/registry/**
- **In-progress:**
  - **OptiX denoising support: fast turnaround w/ AO, DoF, etc**

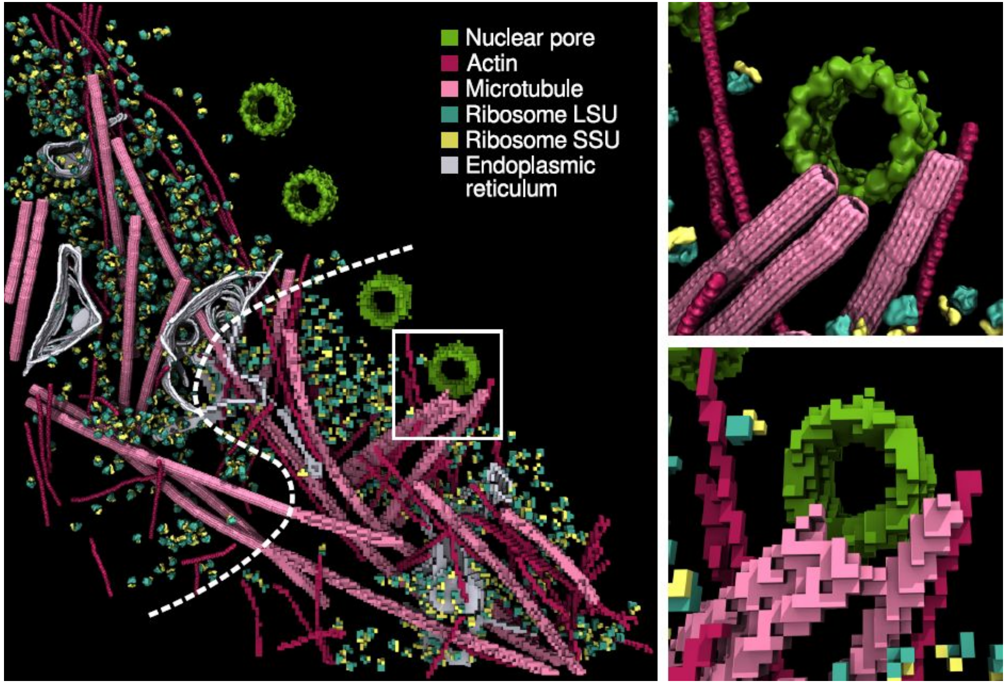
GPU-Accelerated Molecular Visualization on Petascale Supercomputing Platforms. J. E. Stone, K. L. Vandivort, and K. Schulten. UltraVis'13, pp. 6:1-6:8, 2013.
Visualization of Energy Conversion Processes in a Light Harvesting Organelle at Atomic Detail. M. Sener, et al. SC'14 Visualization and Data Analytics Showcase, 2014.
Chemical Visualization of Human Pathogens: the Retroviral Capsids. J. R. Perilla, B.-C. Goh, J. E. Stone, and K. Schulten. SC'15 Visualization and Data Analytics Showcase, 2015.
Atomic Detail Visualization of Photosynthetic Membranes with GPU-Accelerated Ray Tracing. J. E. Stone et al., J. Parallel Computing, 55:17-27, 2016.
Immersive Molecular Visualization with Omnidirectional Stereoscopic Ray Tracing and Remote Rendering J. E. Stone, W. R. Sherman, and K. HPDAV, IPDPSW, pp. 1048-1057, 2016.



VMD/OptiX GPU Ray Tracing of all-atom Chromatophore w/ lipids.

Interactive Ray Tracing of Cells

- High resolution cellular tomograms, **billions of voxels**
- Even isosurface or lattice site graphical representations involve ~100M geometric primitives
- 24GB GPUs allow interactive RT of large cellular tomograms
- **VMD exploits GPUs with NVLink and OptiX distribution of scene data across multiple GPUs for greater capacity and higher performance**



Earnest, et al. J. Physical Chemistry B, 121(15): 3871-3881, 2017.

VMD Petascale Visualization and Analysis

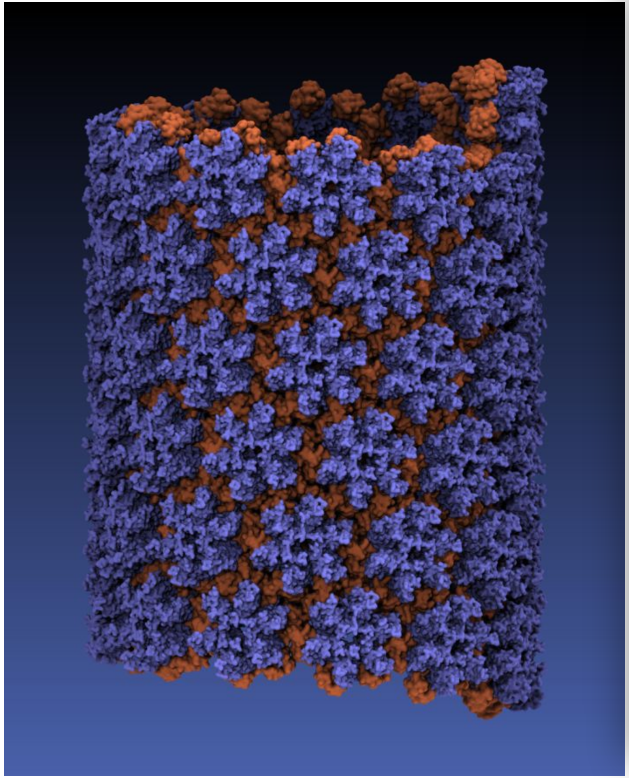
- Analyze/visualize large trajectories too large to transfer off-site:
  - User-defined parallel analysis operations, data types
  - Parallel rendering, movie making
- Supports GPU-accelerated Cray XK7 nodes for both visualization and analysis:
  - **GPU accelerated trajectory analysis w/ CUDA**
  - **OpenGL and GPU ray tracing for visualization and movie rendering**
- Parallel I/O rates up to **275 GB/sec** on 8192 Cray XE6 nodes – can read in **231 TB in 15 minutes!**

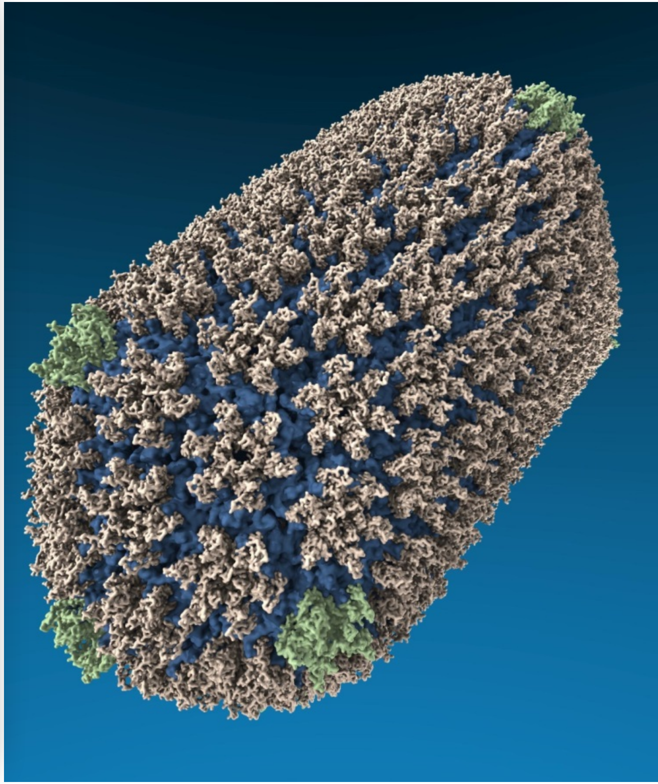
Parallel VMD currently available on:

ORNL Titan, NCSA Blue Waters, Indiana Big Red II, CSCS Piz Daint, and similar systems

NCSA Blue Waters Hybrid Cray XE6 / XK7
22,640 XE6 dual-Opteron CPU nodes
4,224 XK7 nodes w/ Telsa K20X GPUs

VMD "QuickSurf" Representation, Ray Tracing

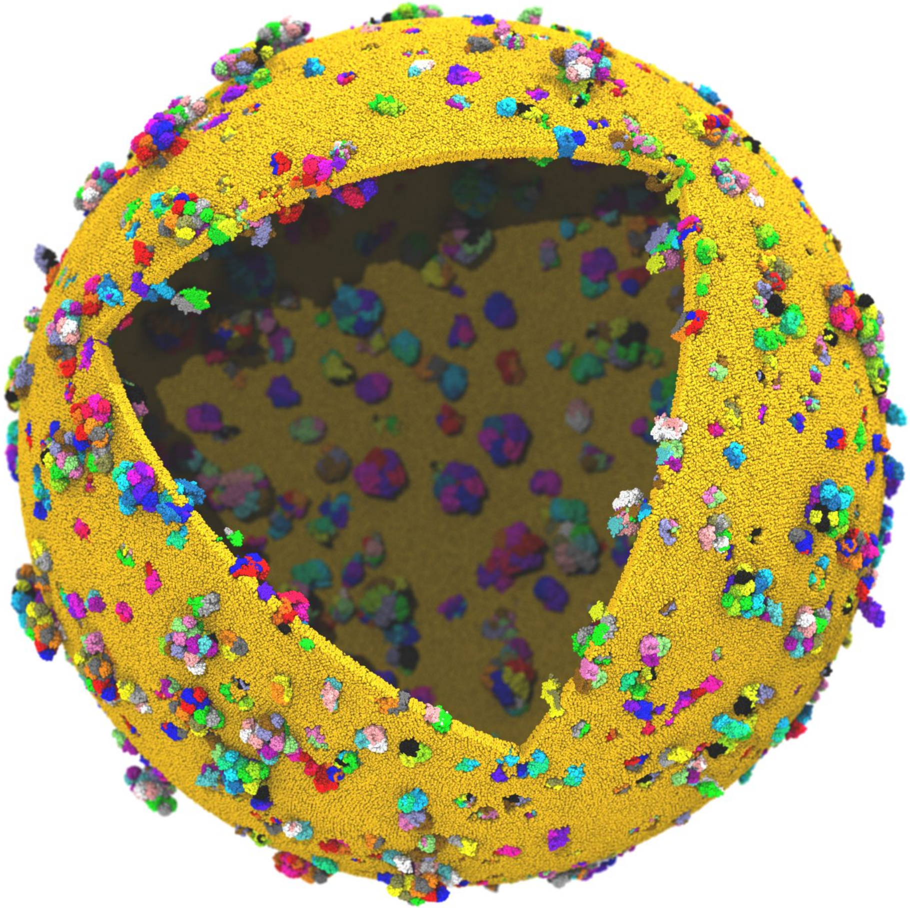




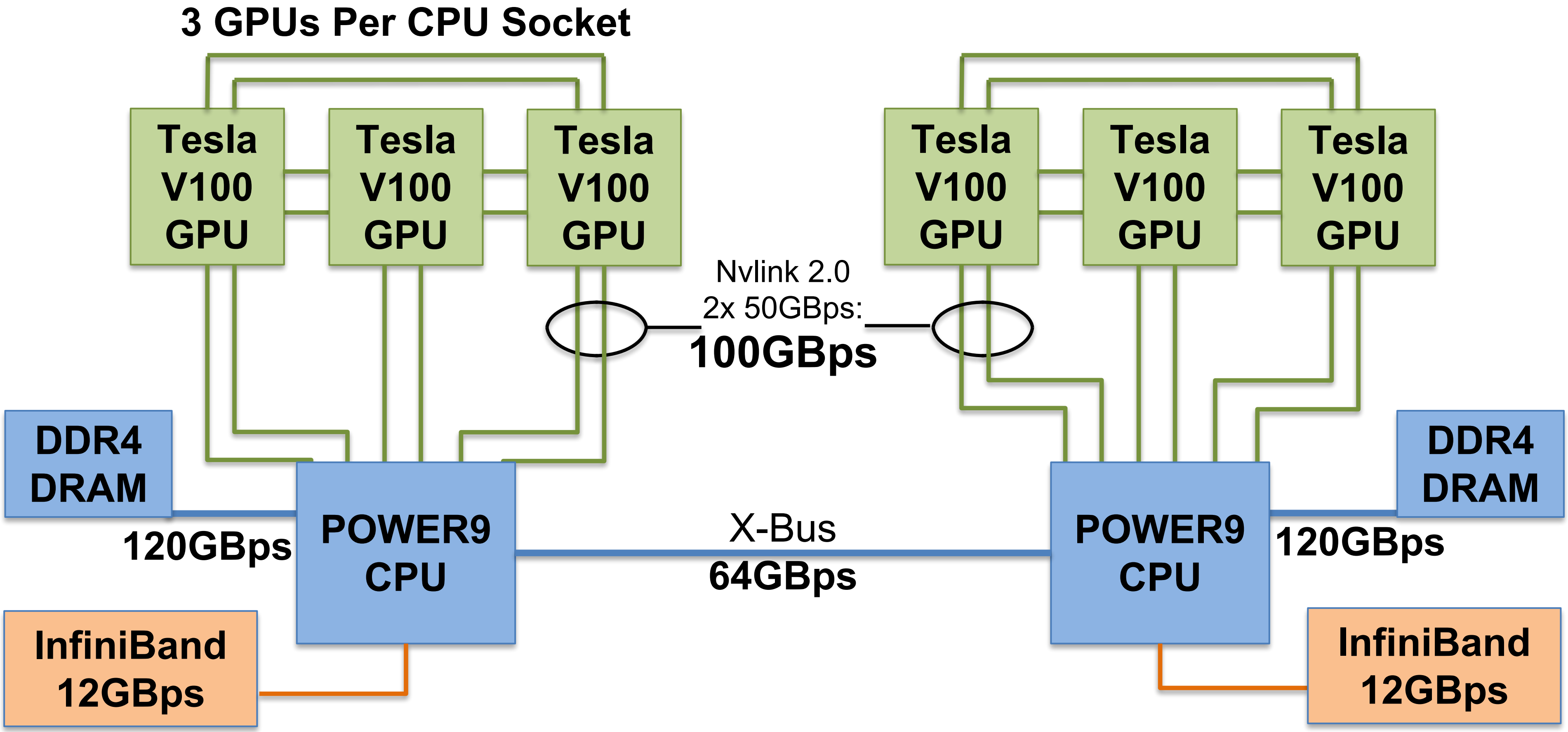
All-atom HIV capsid simulations w/ up to 64M atoms on Blue Waters

Next Generation: Simulating a Proto-Cell

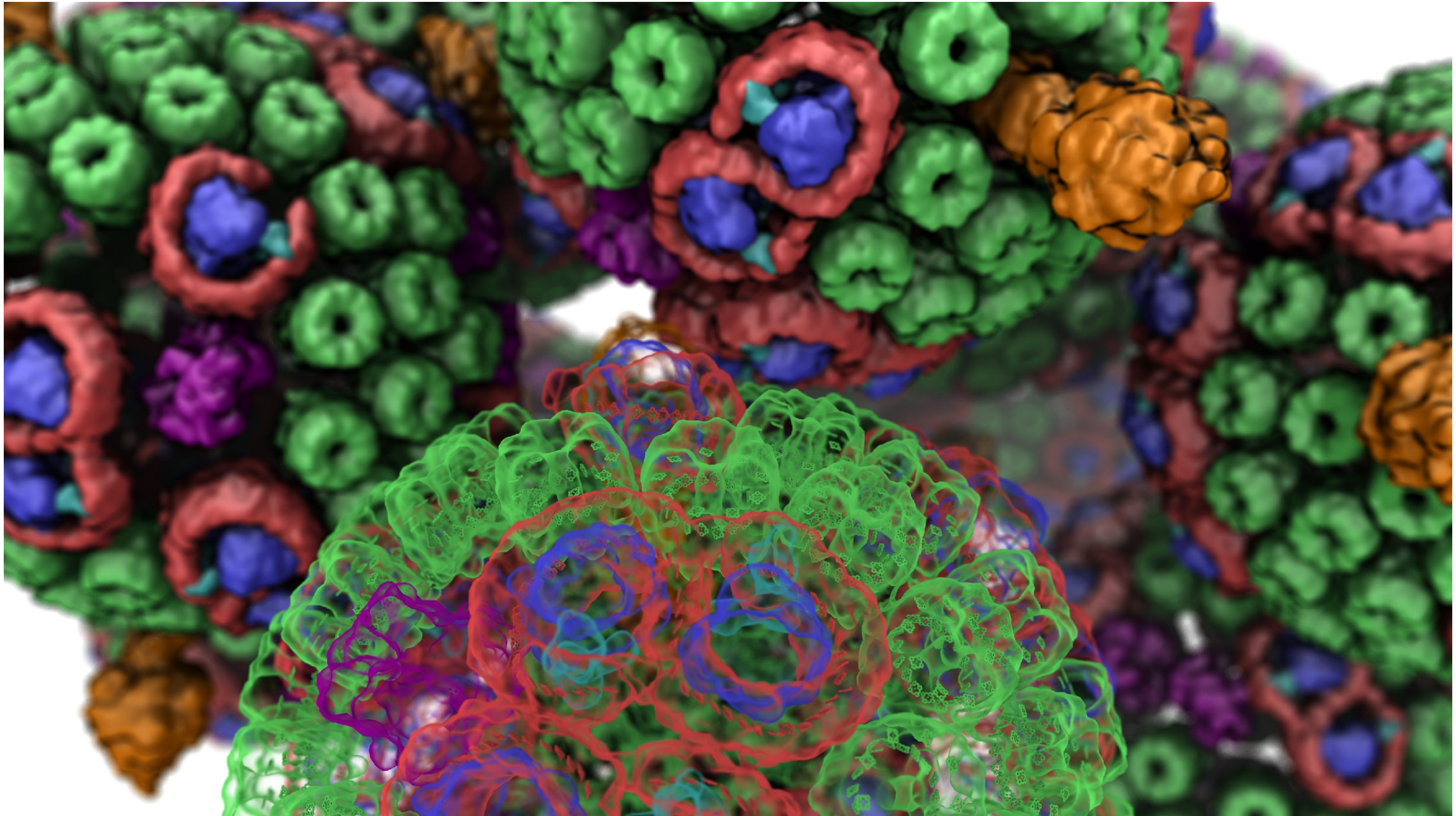
- **ORNL Summit: NVLink-connected Tesla V100 GPUs enable next-gen visualizations**
- 200nm diameter
- ~1 billion atoms w/ solvent
- ~1400 proteins in membrane

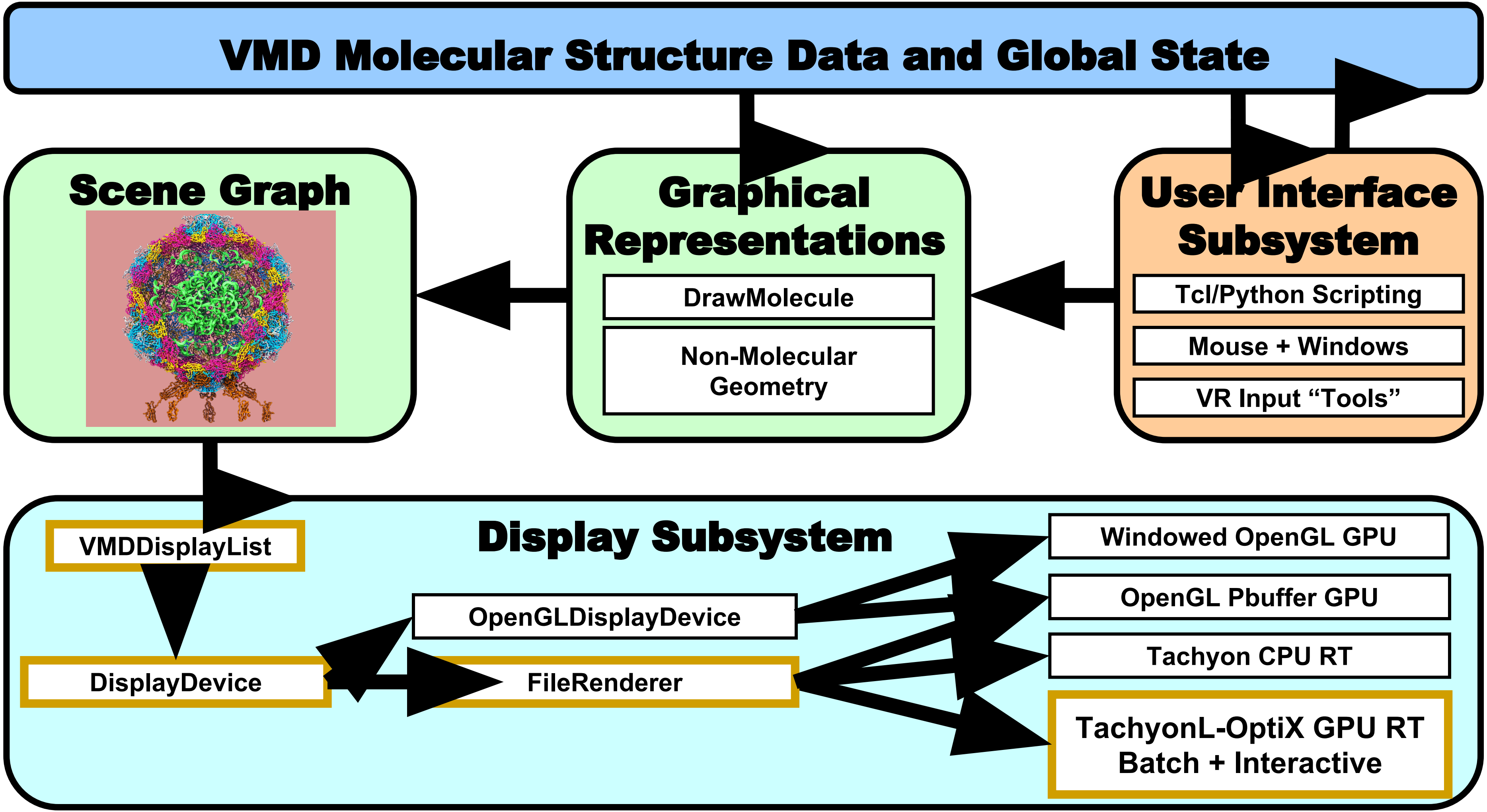


IBM AC922, ORNL Summit Node

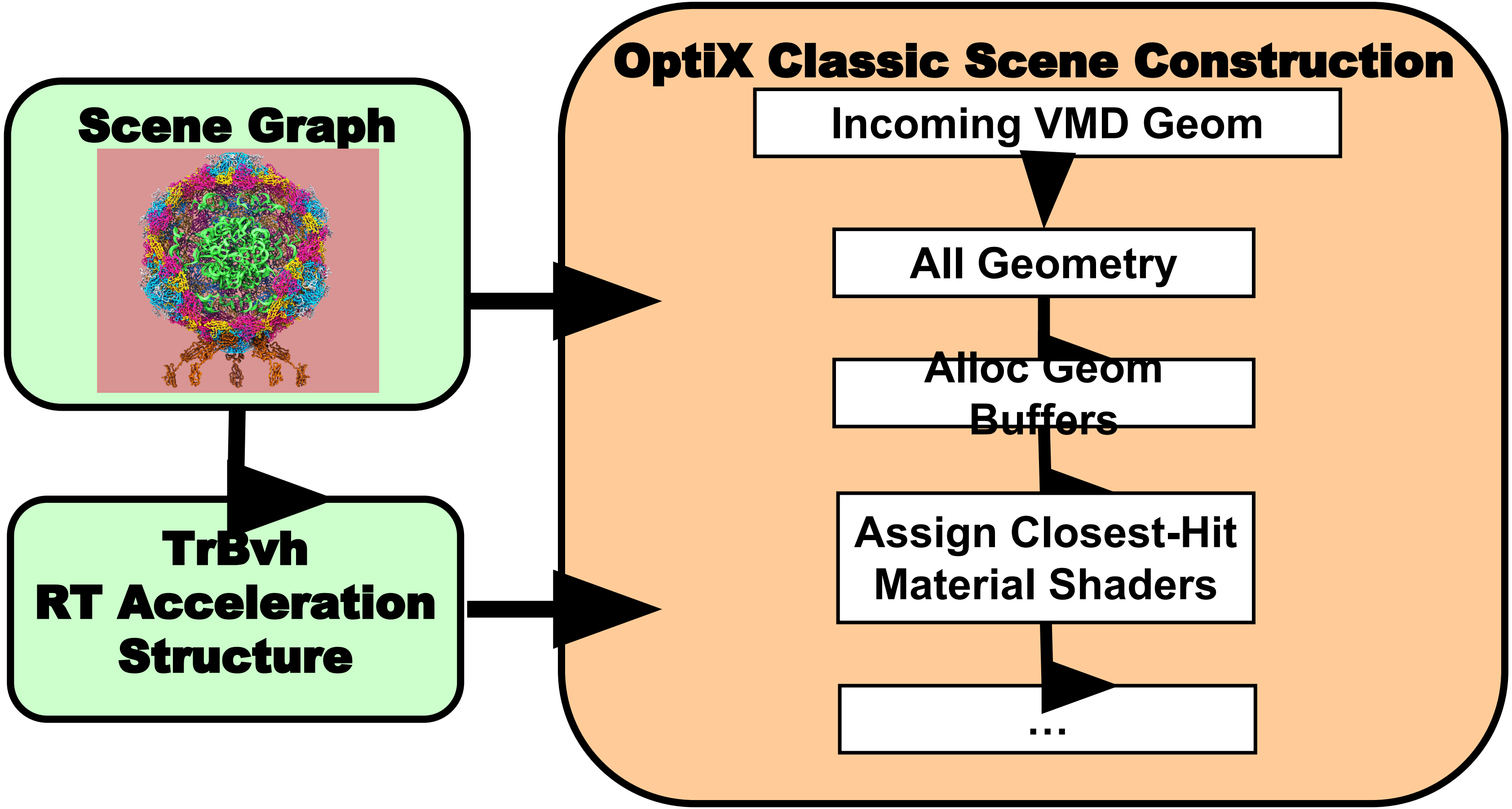


VMD/OpiX RTX Acceleration

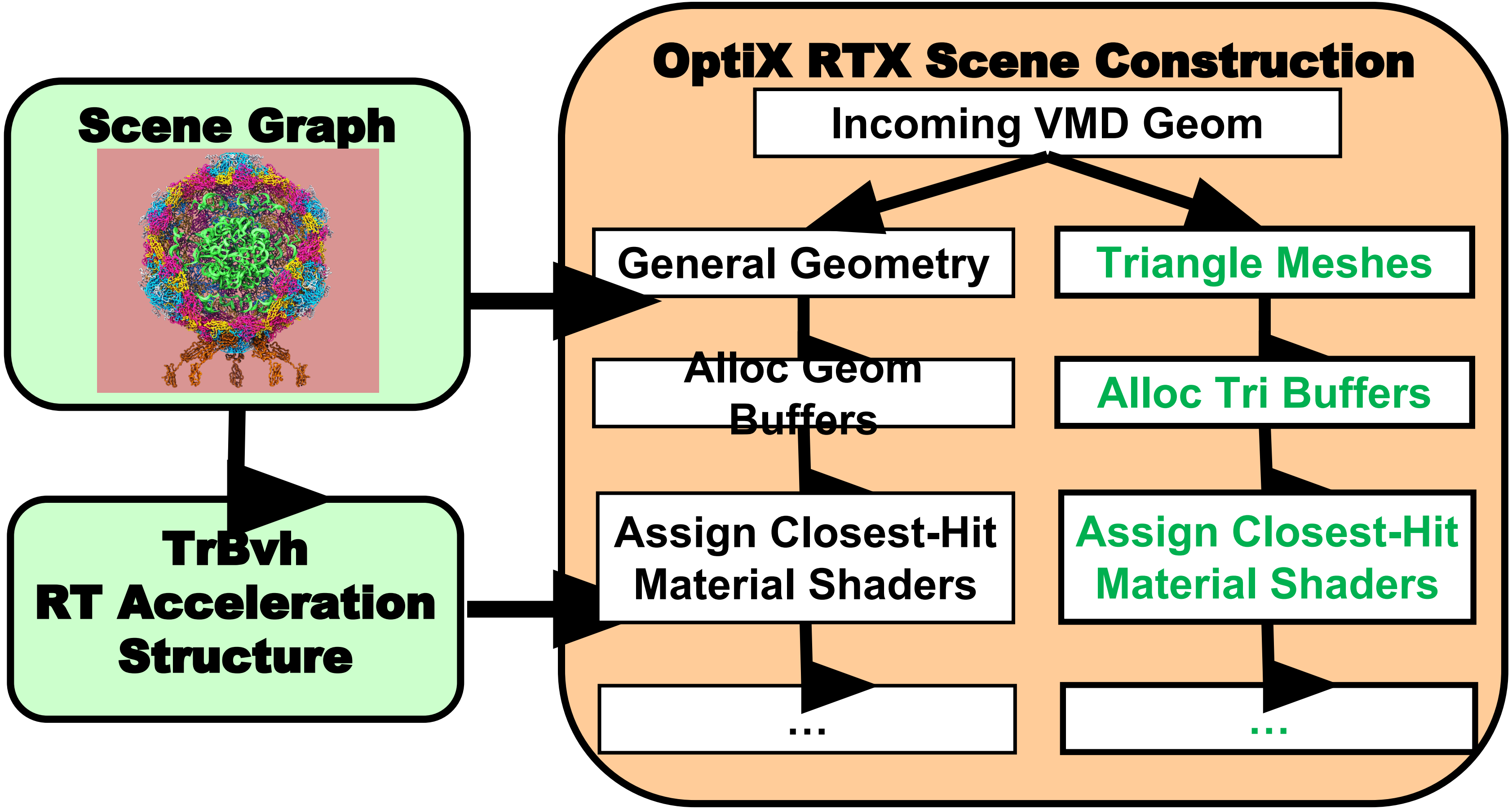



VMD Molecular Structure Data and Global State
Scene Graph
Graphical Representations
DrawMolecule
Non-Molecular Geometry
User Interface Subsystem
Tcl/Python Scripting
Mouse + Windows
VR Input “Tools”
Display Subsystem
VMDDisplayList
DisplayDevice
OpenGLDisplayDevice
FileRenderer
Windowed OpenGL GPU
OpenGL Pbuffer GPU
Tachyon CPU RT
TachyonL-OptiX GPU RT
Batch + Interactive

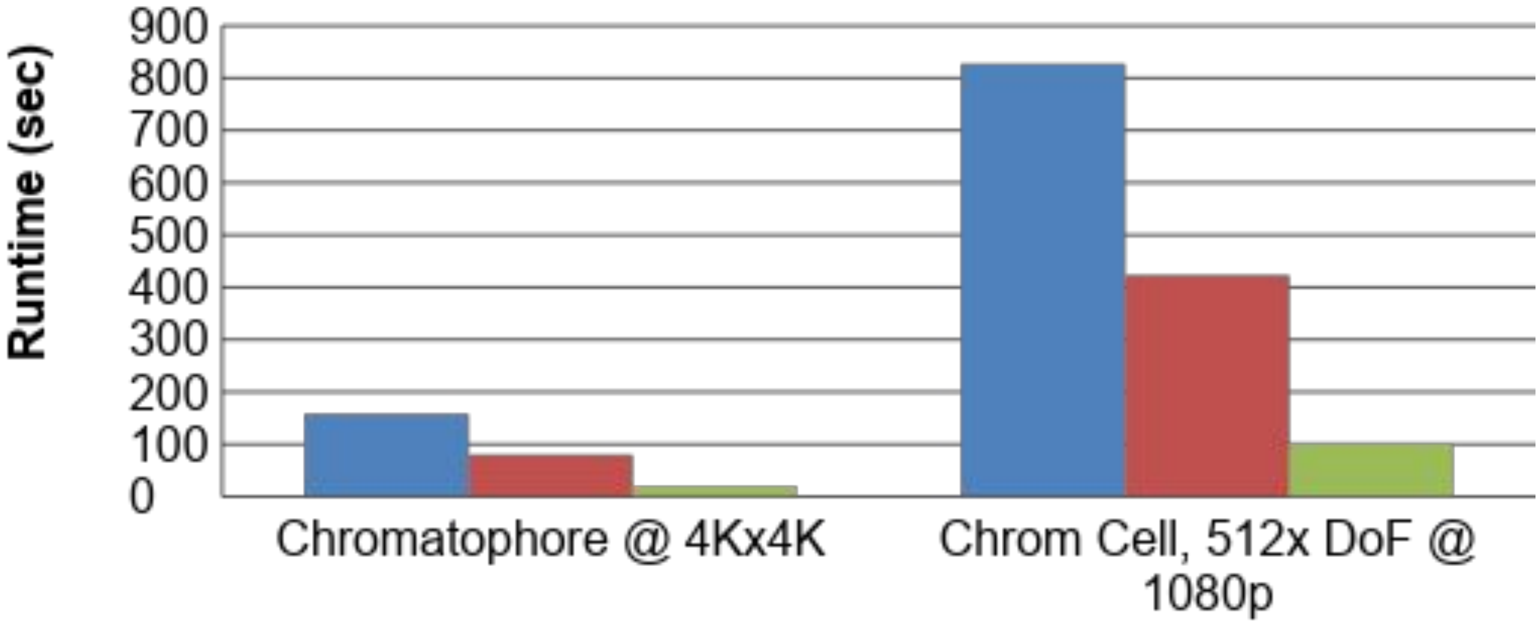
VMD Scene w/ OptiX Classic APIs



VMD Scene w/ OptiX RTX APIs



VMD OptiX RT performance on Quadro RTX 6000



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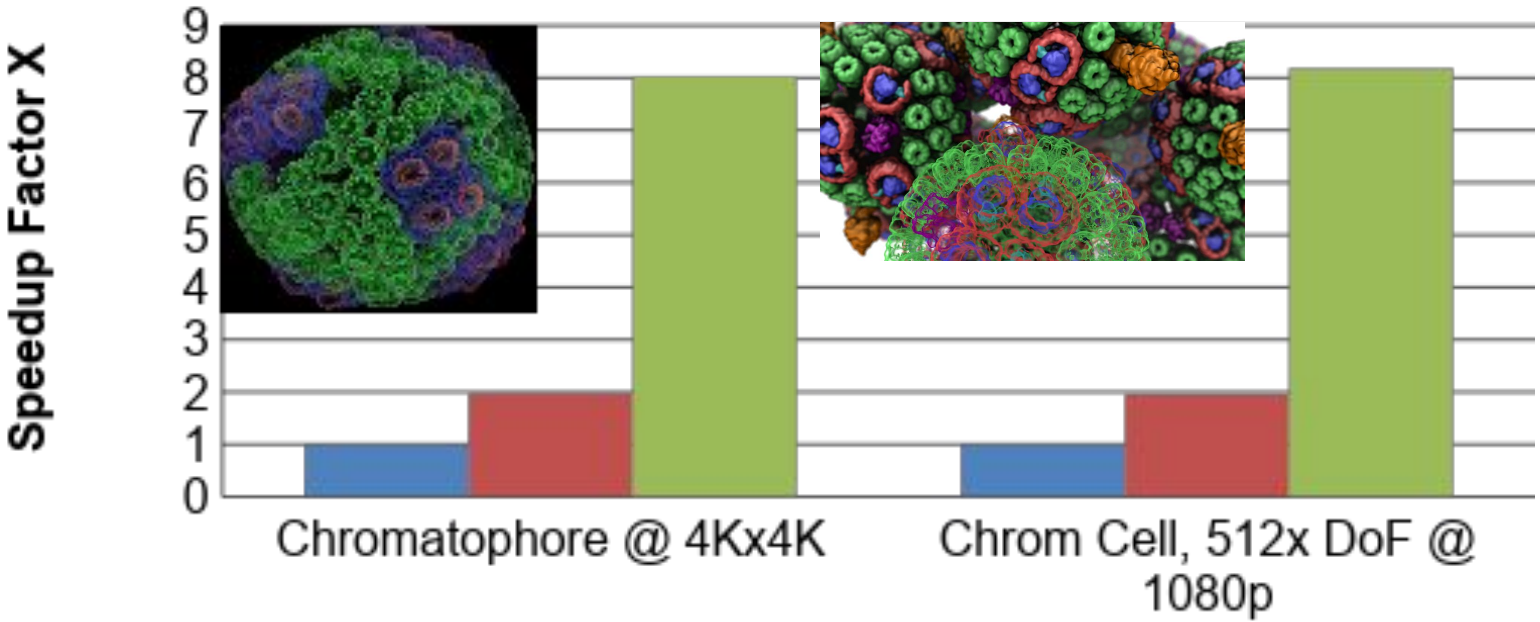

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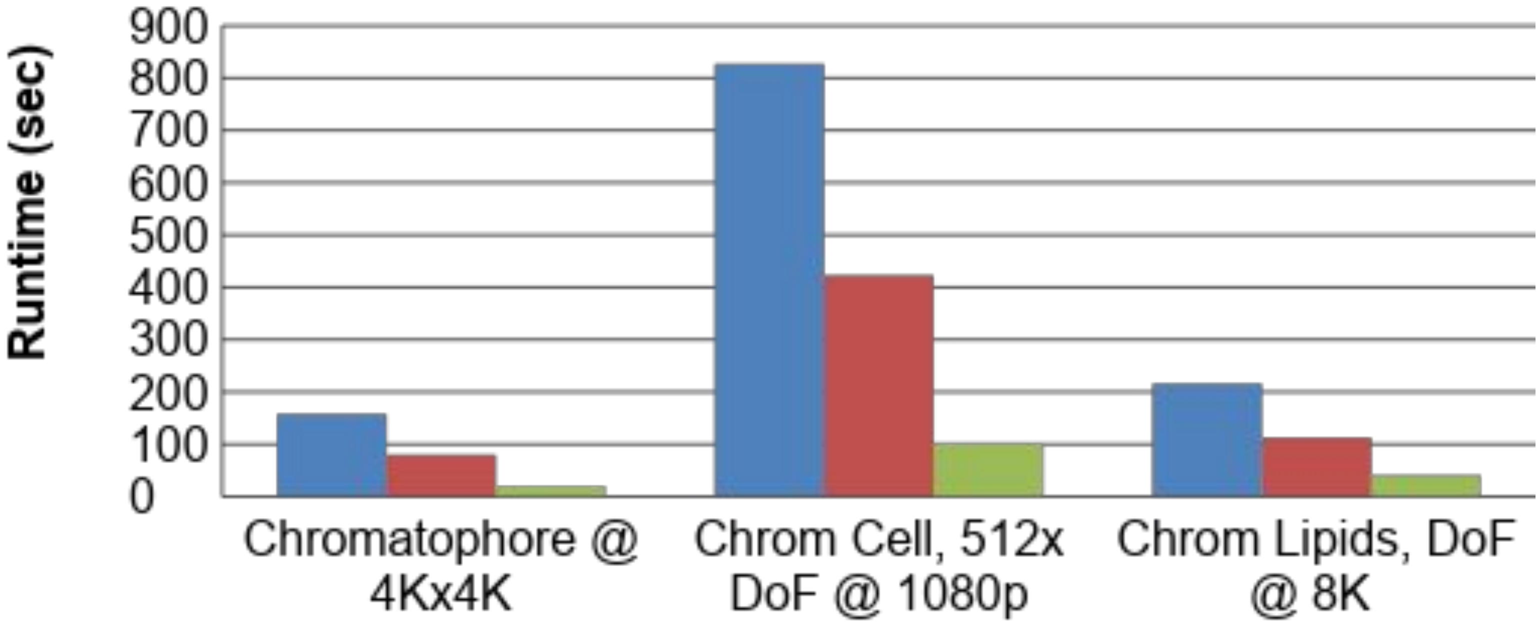

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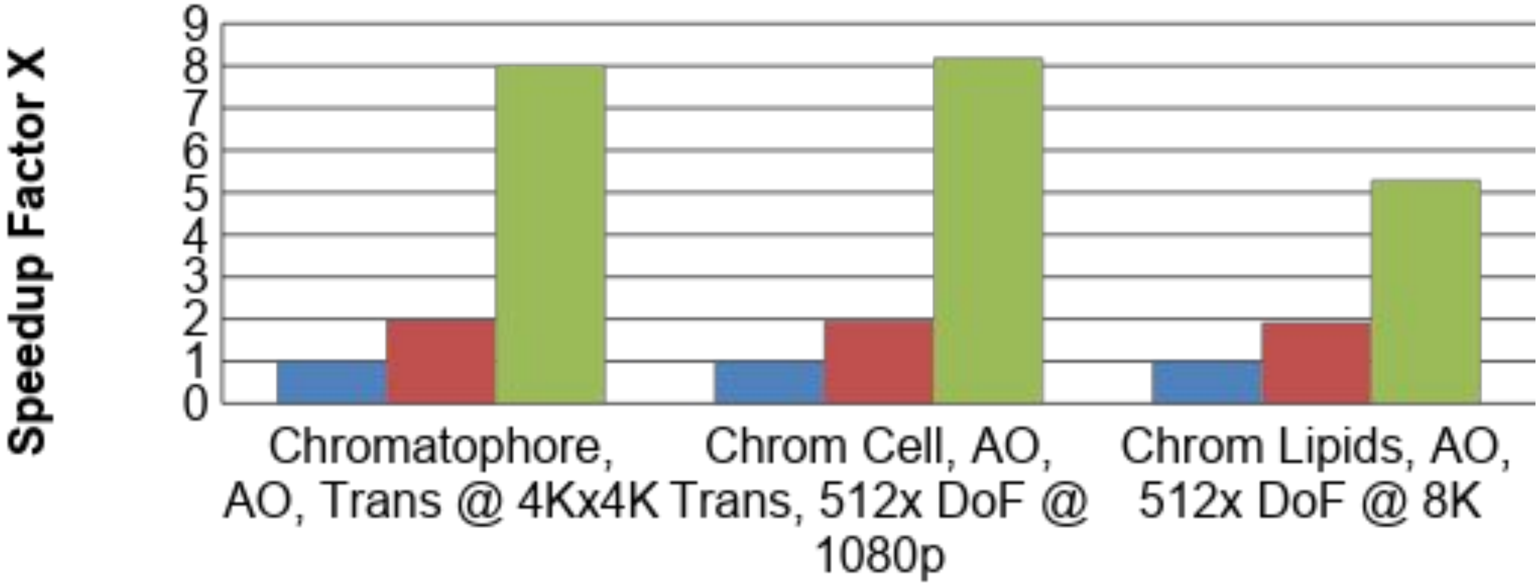
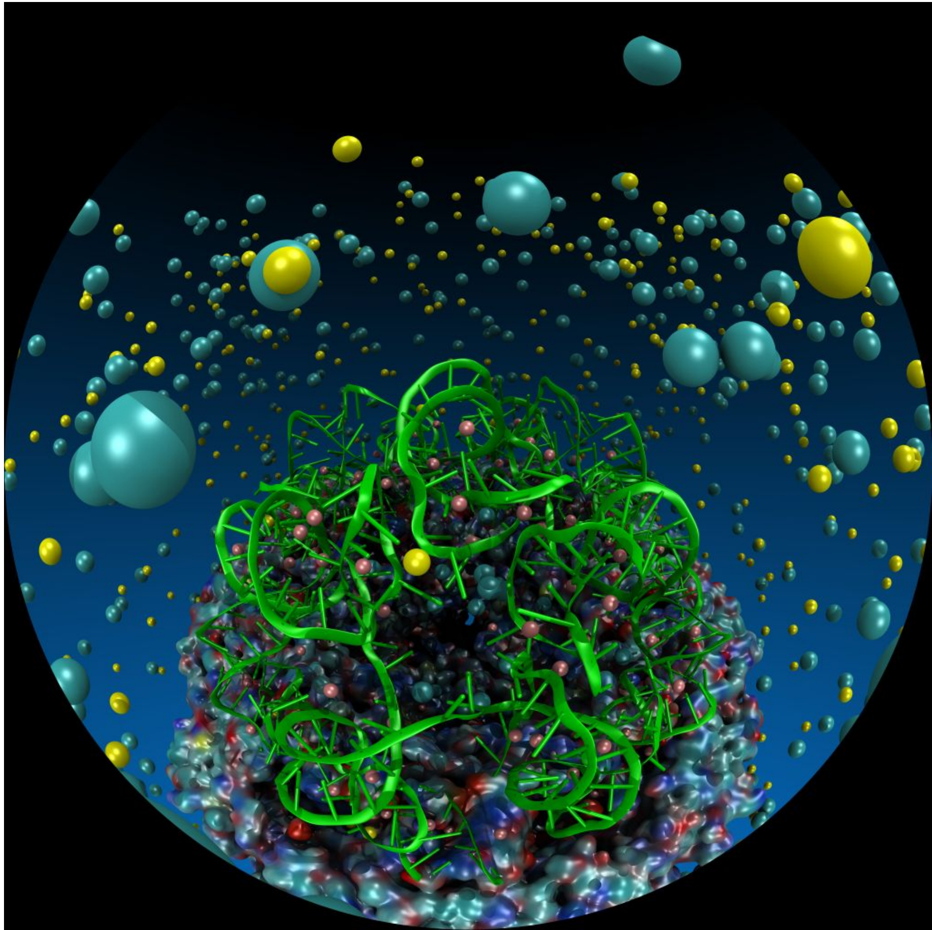


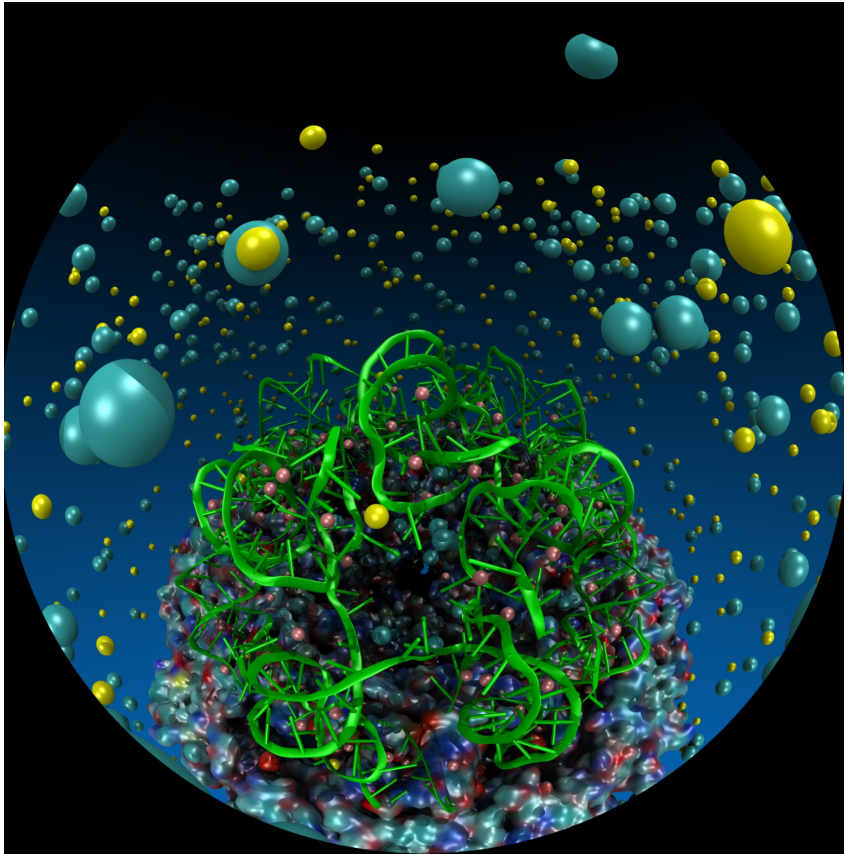
VMD Planetarium Dome Master Camera

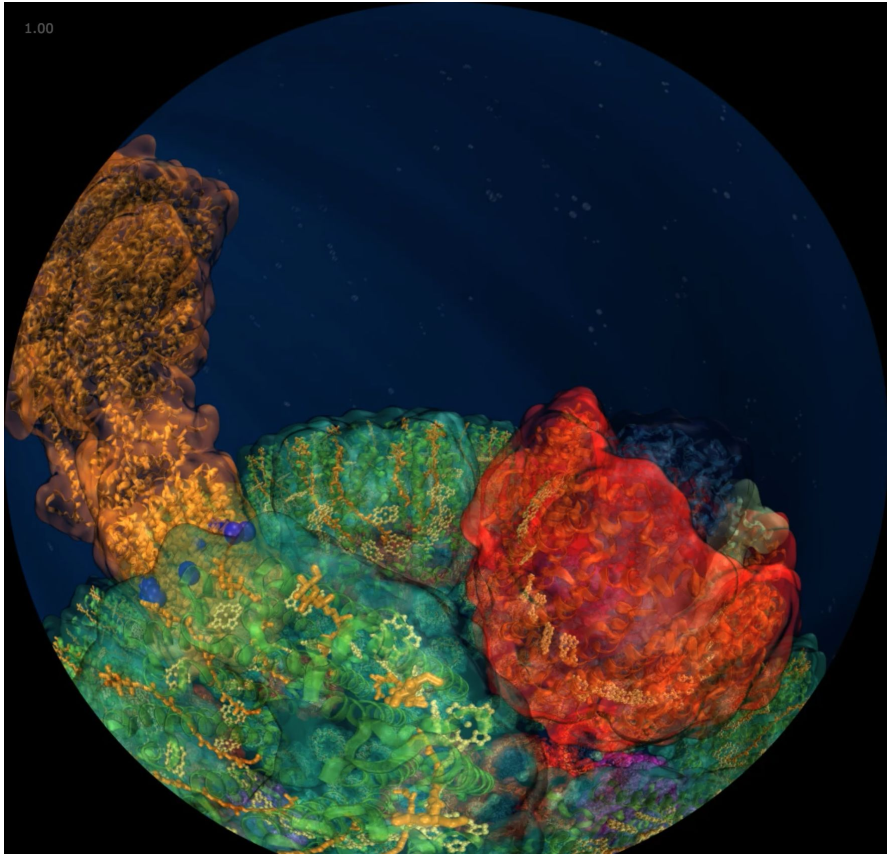
- Fully interactive RT with ambient occlusion, shadows, depth of field, reflections, …
- Both mono and stereoscopic
- No further post-processing required



Planetarium Dome Master Projections

NSF CADENS Dome Show w/ NCSA AVL





In-Progress VMD VR Development, Demos

VMD VR ray tracing:
- Google Cardboard [1]
- Demo w/ Indiana U., SC'15 [2]

Prototype of VR user interaction with VMD models in **room-scale VR** with NVIDIA @ SC'16

[1] Atomic Detail Visualization of Photosynthetic Membranes with GPU-Accelerated Ray Tracing. Stone et al., J. Parallel Computing, 55:17-27, 2016.

[2] Immersive Molecular Visualization with Omnidirectional Stereoscopic Ray Tracing and Remote Rendering. J.E. Stone, W.R. Sherman, K. Schulten. IEEE HPDAV (IPDPSW), pp. 1048-1057, 2016.

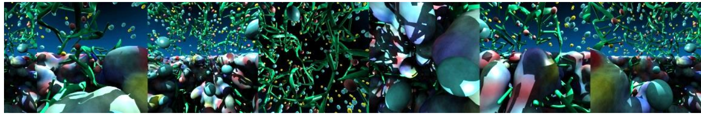
VMD Chromatophore Demo, NVIDIA VR Room at SC'16

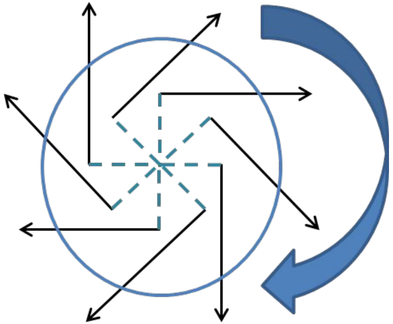
HMD Ray Tracing Challenges

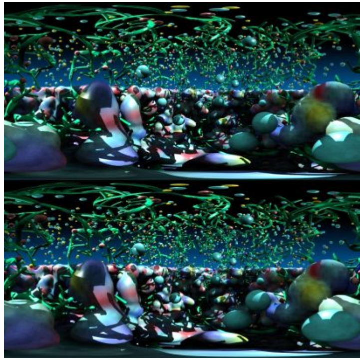
- HMDs require high frame rates **(90Hz or more)** and minimum latency between IMU sensor reads and presentation on the display
- Multi-GPU workstations fast enough to direct-drive HMDs at required frame rates for simple scenes with direct lighting, hard shadows
- Advanced RT effects such as AO lighting, depth of field require much **larger sample counts**, impractical for direct-driving HMDs
- **Remote viz. required for** many HPC problems due to **large data**
- **Remote viz. latencies too high for direct-drive of HMD**
- **Our two-phase approach: moderate-FPS remote RT combined with local high-FPS view-dependent HMD reprojection w/ OpenGL**

Omnidirectional Stereoscopic Ray Tracing

- **Ray trace 360° images and movies for Desk and VR HMDs: Oculus, Vive, Cardboard**
- Stereo spheremaps or cubemaps allow very high-frame-rate interactive OpenGL display
- **AO lighting, depth of field**, shadows, transparency, curved geometry, …

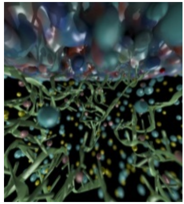


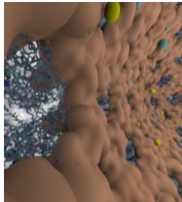




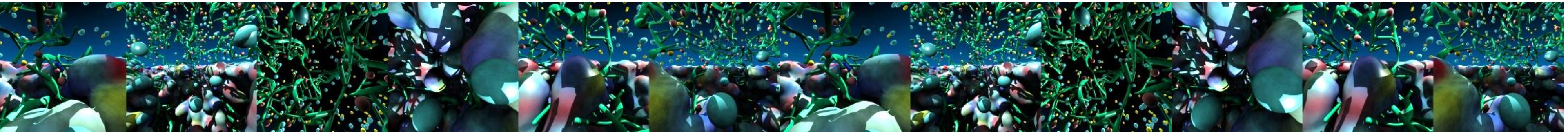
Atomic Detail Visualization of Photosynthetic Membranes with GPU-Accelerated Ray Tracing. J. E. Stone, et al. J. Parallel Computing, 55:17-27, 2016.

Immersive Molecular Visualization with Omnidirectional Stereoscopic Ray Tracing and Remote Rendering. J. E. Stone, W. R. Sherman, and K. Schulten. High Performance Data Analysis and Visualization Workshop, IEEE International Parallel and Distributed Processing Symposium Workshops (IPDPSW), pp. 1048-1057, 2016.

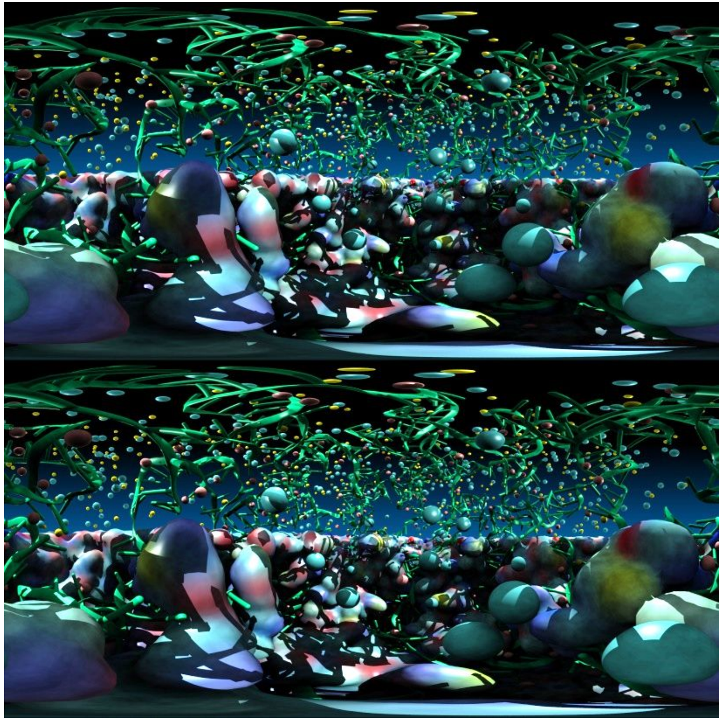


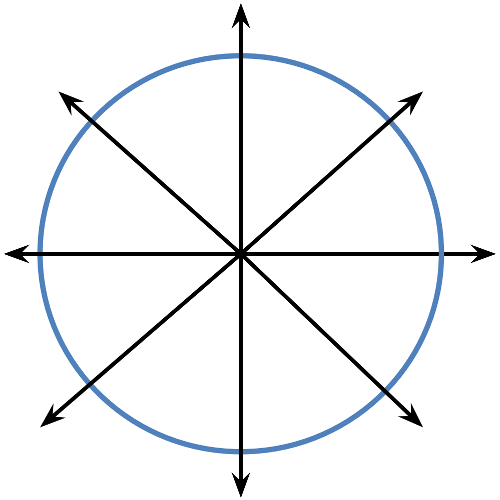


Stereoscopic Panorama Ray Tracing w/ OptiX

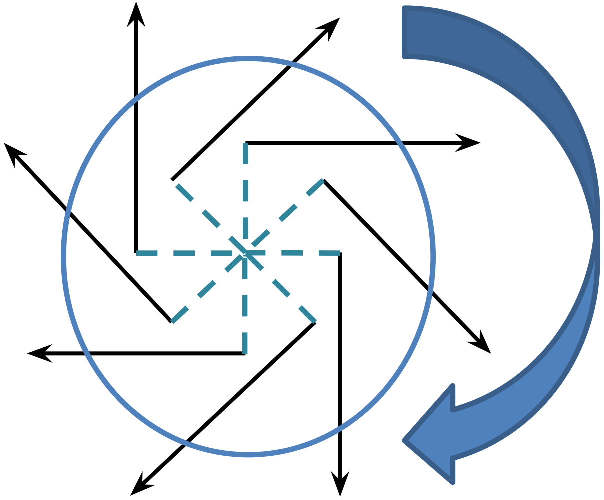


- **Render 360° images and movies for VR headsets such as Oculus Rift, Google Cardboard**
- Ray trace panoramic stereo spheremaps or cubemaps for very high-frame-rate display via OpenGL texturing onto simple geometry
- Stereo requires spherical camera projections **poorly suited to rasterization**
- Benefits from OptiX multi-GPU rendering and load balancing, **remote visualization**



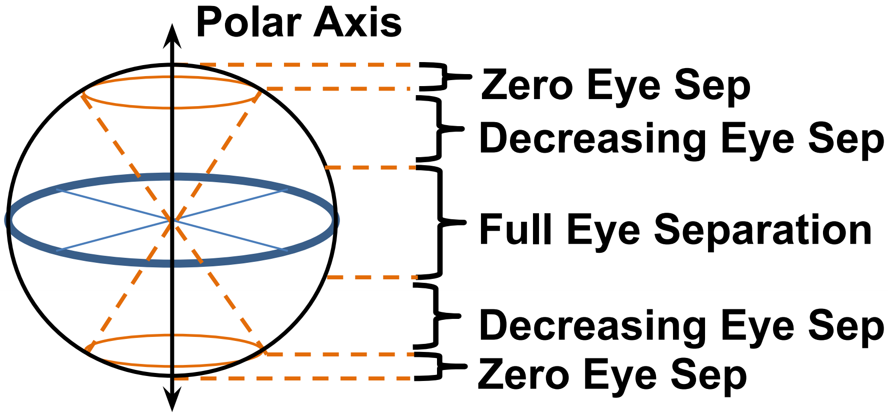


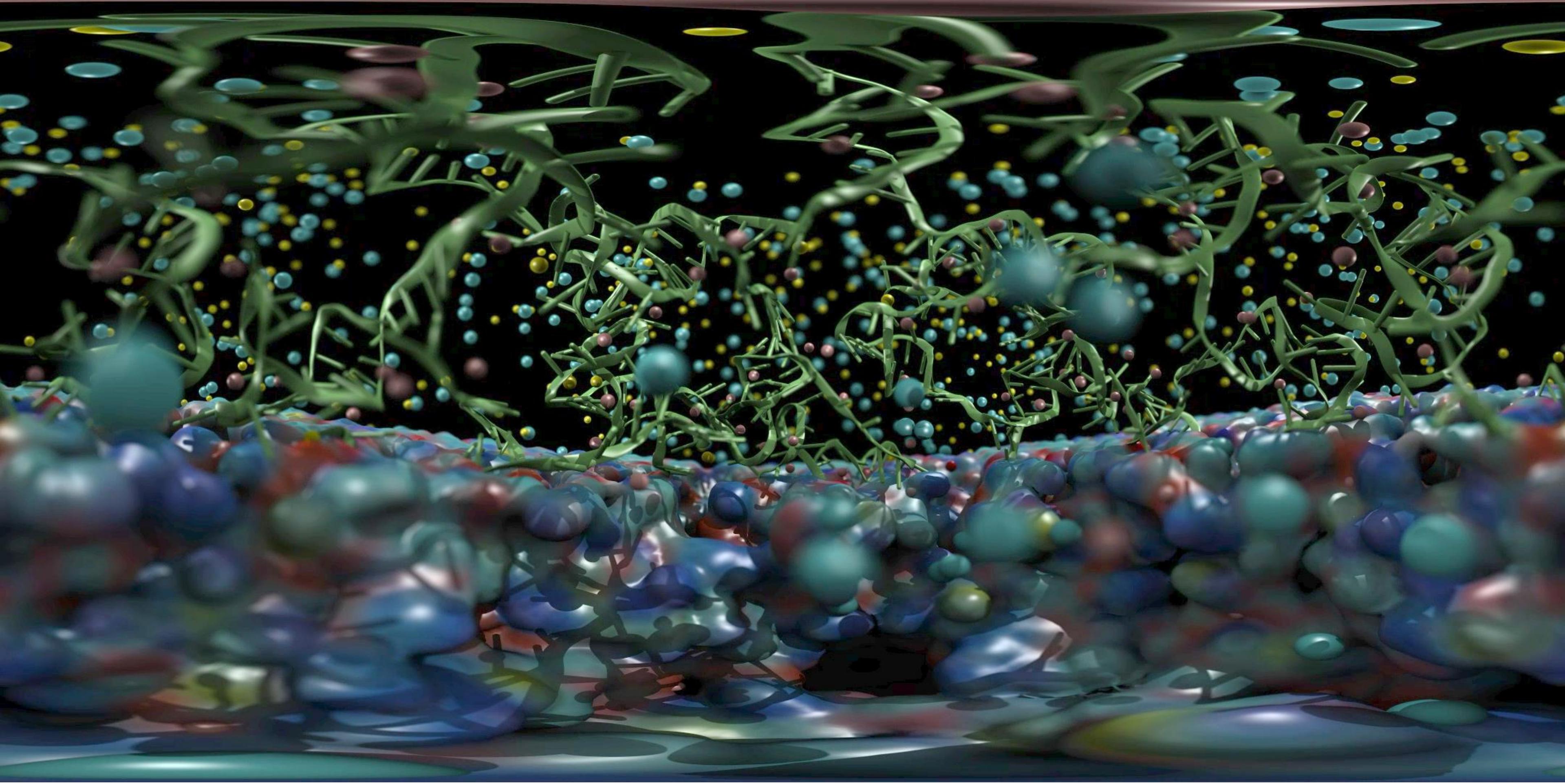
A) Monoscopic circular projection.
Eye at center of projection (COP).



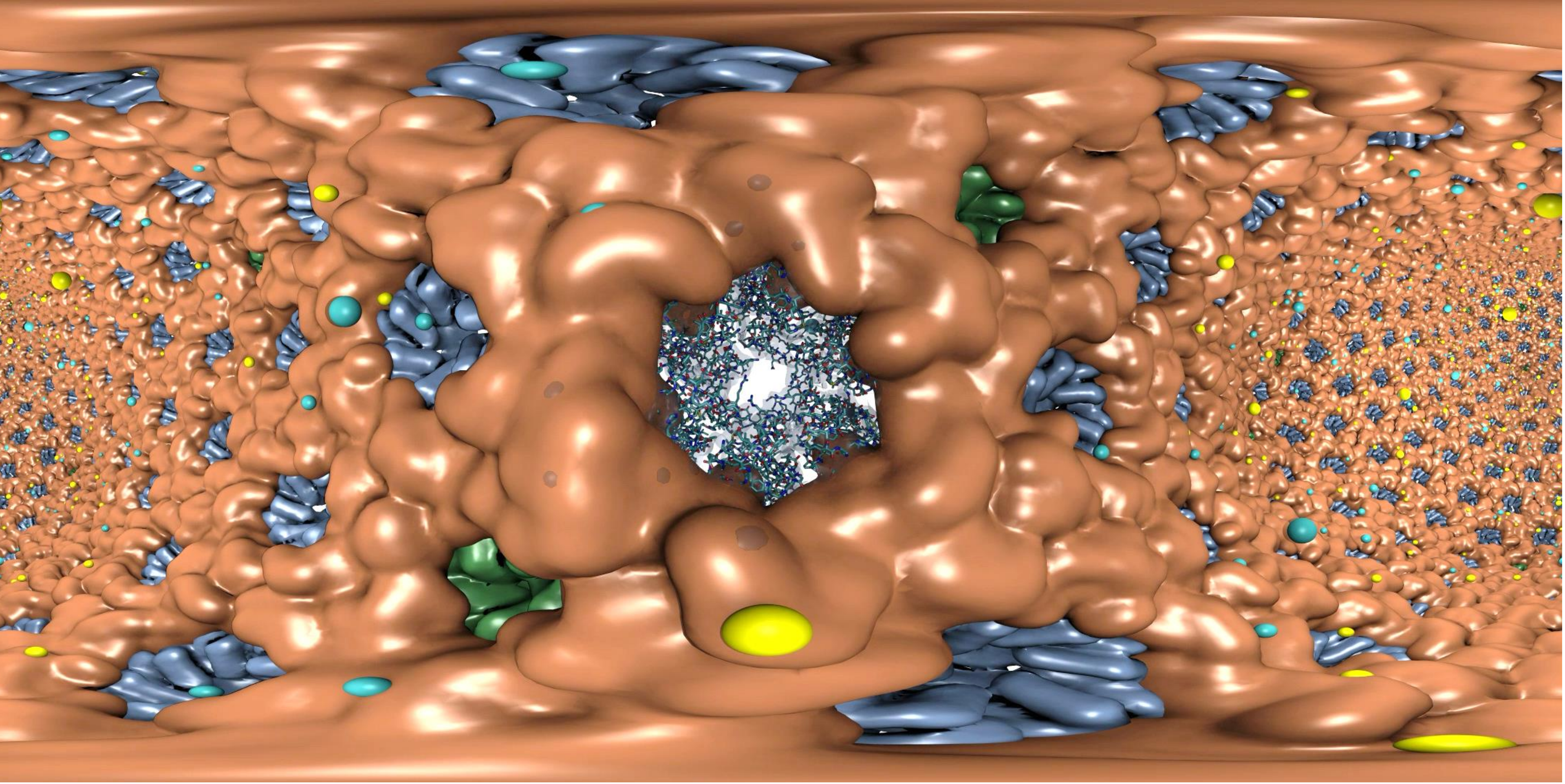
B) Left eye stereo circular projection.
Eye offset from COP by half of interocular distance.

C) Stereo eye separation smoothly decreased to zero at zenith and nadir points on the polar axis to prevent incorrect stereo when HMD sees the poles.

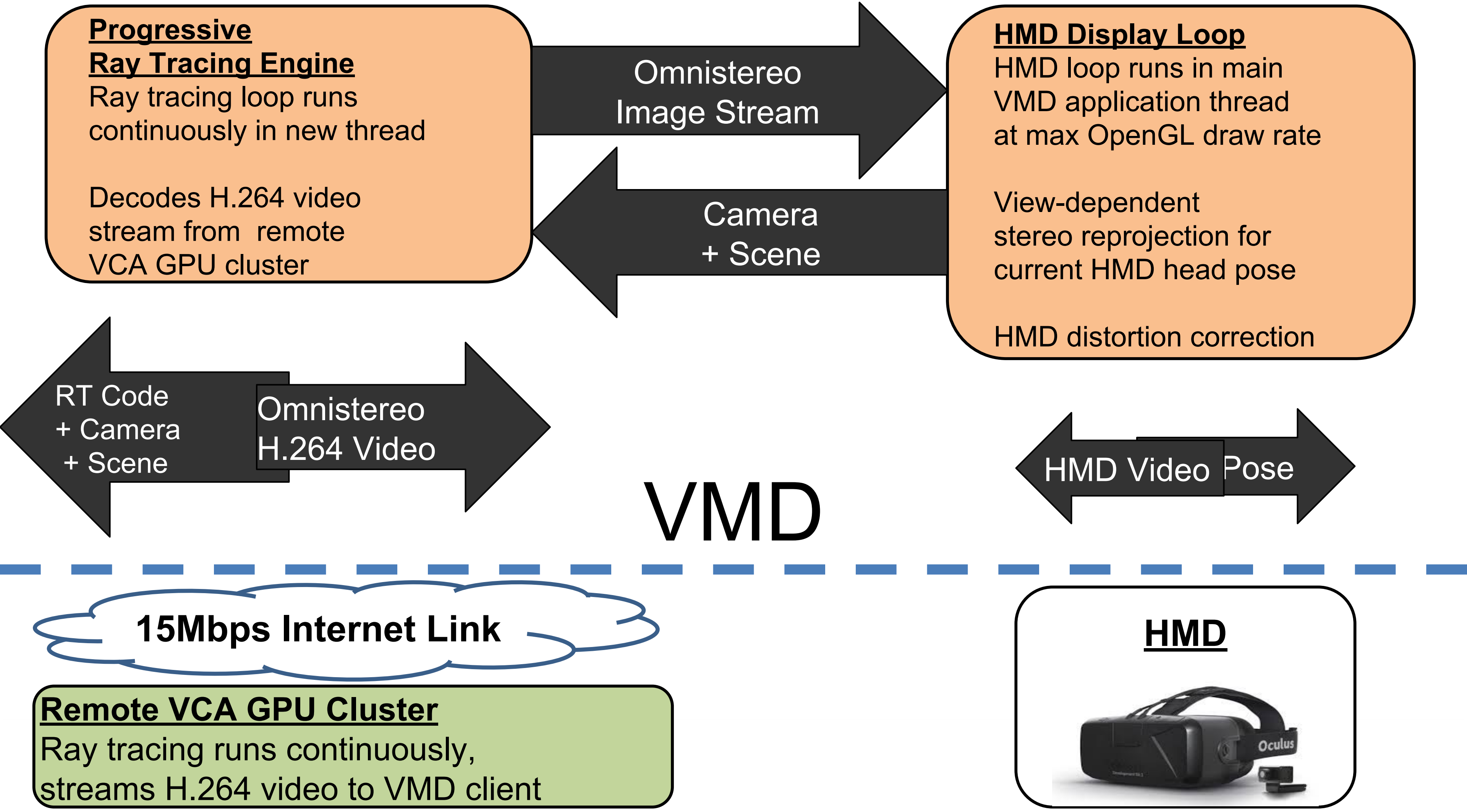




Satellite Tobacco Mosaic Virus: Capsid, Interior RNA, and Ions
Ambient Occlusion Lighting, Depth-of-Field Focal Blur, …



HIV-1 Capsid, Capsid Hexamer Detail, and Ions
Range-Limited Ambient Occlusion Lighting, VR “Headlight”, …


Progressive
Ray Tracing Engine
Ray tracing loop runs
continuously in new thread
Decodes H.264 video
stream from remote
VCA GPU cluster
Omnistereo
Image Stream
Camera
+ Scene
HMD Display Loop
HMD loop runs in main
VMD application thread
at max OpenGL draw rate
View-dependent
stereo reprojection for
current HMD head pose
HMD distortion correction
RT Code
+ Camera
+ Scene
Omnistereo
H.264 Video
HMD Video
Pose
VMD
15Mbps Internet Link
Remote VCA GPU Cluster
Ray tracing runs continuously,
streams H.264 video to VMD client
HMD
Oculus

HMD View-Dependent Reprojection with OpenGL

- Texture map panoramic image onto reprojection geometry that matches the original RT image formation surface (sphere for equirectangular, cube for cube map)
- HMD sees standard perspective frustum view of the textured surface
- Commodity HMD optics require **software lens distortion and chromatic aberration correction** prior to display, implemented with multi-pass FBO rendering
- **Enables low-latency, high-frame-rate redraw** as HMD head pose changes **(150Hz or more)**

Immersive Molecular Visualization with Omnidirectional Stereoscopic Ray Tracing and Remote Rendering. J. E. Stone, W. R. Sherman, and K. Schulten. High Performance Data Analysis and Visualization Workshop, IEEE International Parallel and Distributed Processing Symposium Workshops (IPDPSW), pp. 1048-1057, 2016.

Making Our Research Tools Easily Accessible

- Docker “container” images available in NVIDIA NGC registry
  - Users obtain Docker images via registry, download and run on the laptop, workstation, cloud, or supercomputer of their choosing
  - **https://ngc.nvidia.com/registry/**
  - **https://ngc.nvidia.com/registry/hpc-vmd**

- Cloud based deployment
  - Full virtual machines (known as “AMI” in Amazon terminology)
  - Amazon AWS EC2 GPU-accelerated instances:

    http://www.ks.uiuc.edu/Research/cloud/

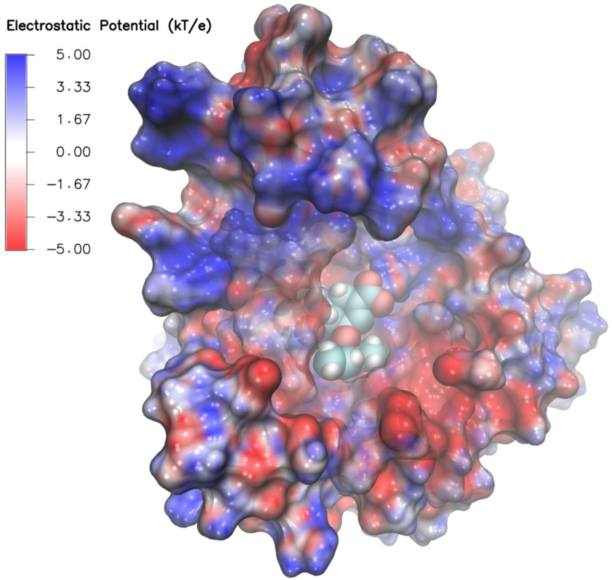
Clusters, Supercomputers

Workstations,
Servers,
Cloud

Molecular dynamics-based refinement and validation for sub-5 Å cryo-electron microscopy maps. Abhishek Singharoy, Ivan Teo, Ryan McGreevy, John E. Stone, Jianhua Zhao, and Klaus Schulten. *eLife*, 10.7554/eLife.16105, 2016. (66 pages).
QwikMD-integrative molecular dynamics toolkit for novices and experts. Joao V. Ribeiro, Rafael C. Bernardi, Till Rudack, John E. Stone, James C. Phillips, Peter L. Freddolino, and Klaus Schulten. *Scientific Reports*, 6:26536, 2016.
High performance molecular visualization: In-situ and parallel rendering with EGL. John E. Stone, Peter Messmer, Robert Sisneros, and Klaus Schulten. *2016 IEEE International Parallel and Distributed Processing Symposium Workshop (IPDPSW)*, pp. 1014-1023, 2016.

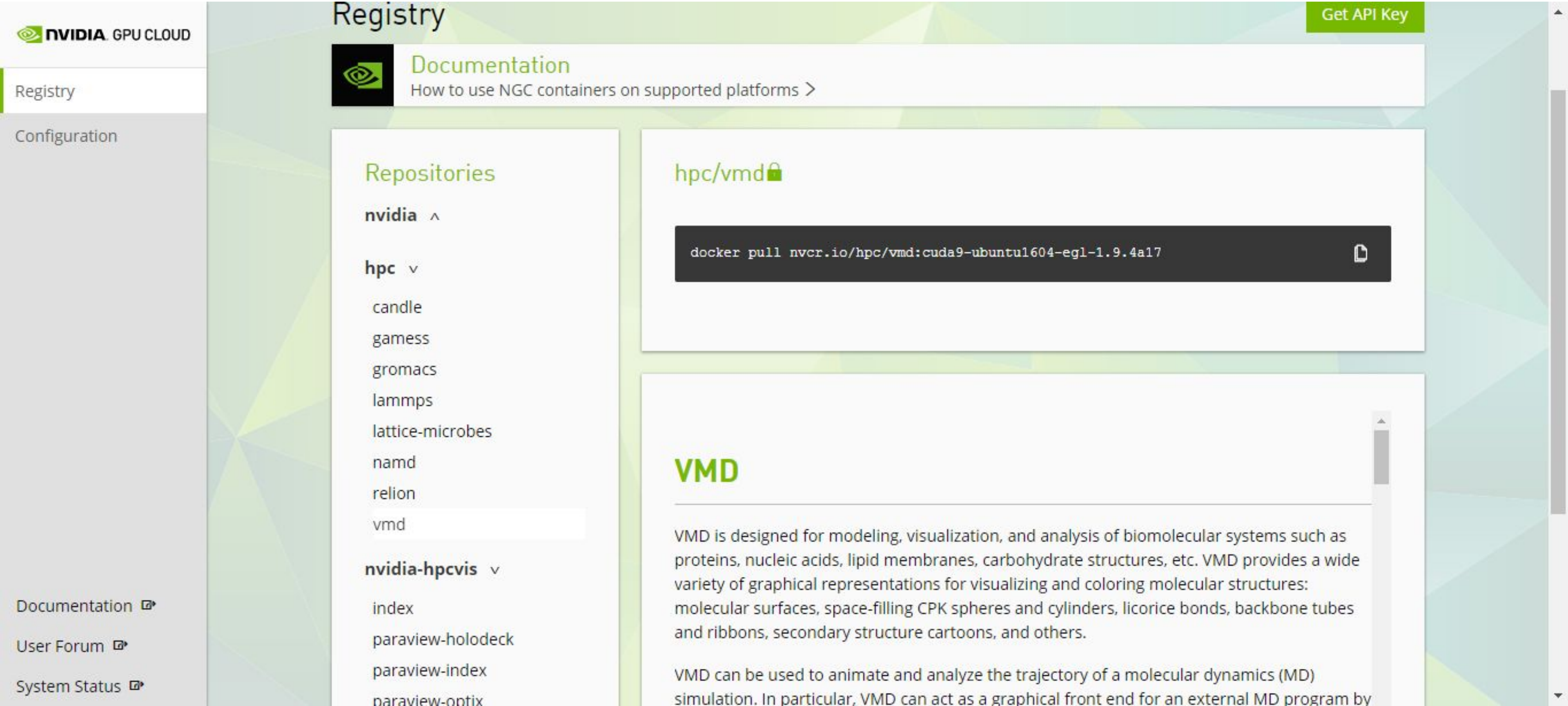
VMD OptiX/EGL NGC Container

- **https://ngc.nvidia.com/registry/**
- **CUDA-accelerated** viz+analysis
- **EGL off-screen rendering** – no windowing system needed
- **OptiX high-fidelity GPU ray tracing** engine built in
- All dependencies included
- **Easy to deploy on a wide range of GPU accelerated platforms**



High performance molecular visualization: In-situ and parallel rendering with EGL. J. E. Stone, P. Messmer, R. Sisneros, and K. Schulten. *2016 IEEE International Parallel and Distributed Processing Symposium Workshop (IPDPSW)*, pp. 1014-1023, 2016.

VMD / NAMD / LM, NGC Containers

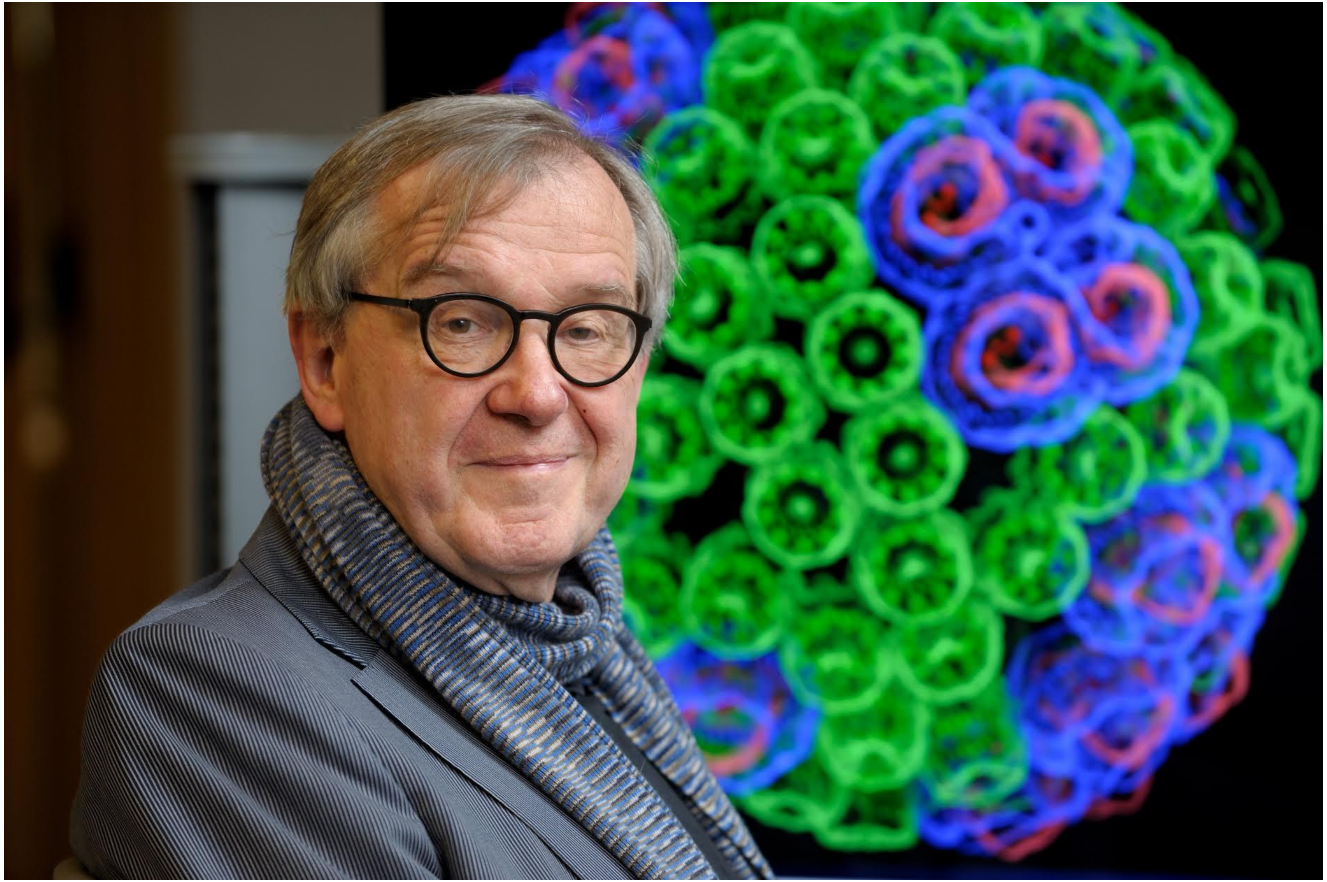


Ongoing VR Work

- OpenXR – cross platform muti-vendor HMD support
- Ray tracing engine and optimizations:
  - **AI denoising for better average quality**
  - Interactive RT stochastic sampling strategies to improve interactivity
  - Improved omnidirectional cubemap/spheremap sampling approaches
  - **AI multi-view warping to allow rapid in-between view generation amid multiple HMD head locations**
  - **H.265 for high-res omnidirectional video streaming**
  - **Multi-node parallel RT and remote viz. on general clusters and supercomputers, e.g. NCSA Blue Waters, ORNL Titan**
- Tons of work to do on VR user interfaces, multi-user collaborative visualization, …

Acknowledgements

- Theoretical and Computational Biophysics Group, University of Illinois at Urbana-Champaign
- NVIDIA CUDA and OptiX teams
- Funding:
  - NIH support: P41GM104601
  - DOE INCITE, ORNL Titan: DE-AC05-00OR22725
  - NSF Blue Waters:
    NSF OCI 07-25070, PRAC “The Computational Microscope”,
    ACI-1238993, ACI-1440026



"When I was a young man, my goal was to look with mathematical and computational means at the inside of cells, one atom at a time, to decipher how living systems work. That is what I strived for and I never deflected from this goal." – Klaus Schulten

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http://www.ks.uiuc.edu/Research/gpu/

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