

# Remote Visualization at JSC (with ParaView)

Jülich Supercomputing Centre, Forschungszentrum Jülich GmbH, Germany  
Algorithms, Tools and Methods Lab Visualization & interactive HPC

Herwig Zilken, 2025/05/15

# Visualization at JSC

Algorithms, Tools and Methods Lab Visualization & interactive HPC

- **Scientific Visualization**
  - R&D + support  
for visualization of scientific data
- **Virtual/Augmented Reality**
  - VR visualization based on Unreal Engine, with head mounted displays and tablet computers  
for data analysis and presentation
- **Multimedia**
  - Multimedia productions  
for websites (e.g. Youtube) or presentations
- **Interactive HPC**
  - Jupyter@JSC
  - Workflows

# Visualization at JSC

JUWELS: closer look at login nodes

## Cluster

4 x Login Nodes with GPU

- juwelsvis00 to juwelsvis03
- (juwelsvis.fz-juelich.de)
- 768 GB RAM each
- 1 GPUs Nvidia Pascal P100 per node
- 12 GB RAM on GPU

9 x Login Nodes without GPU

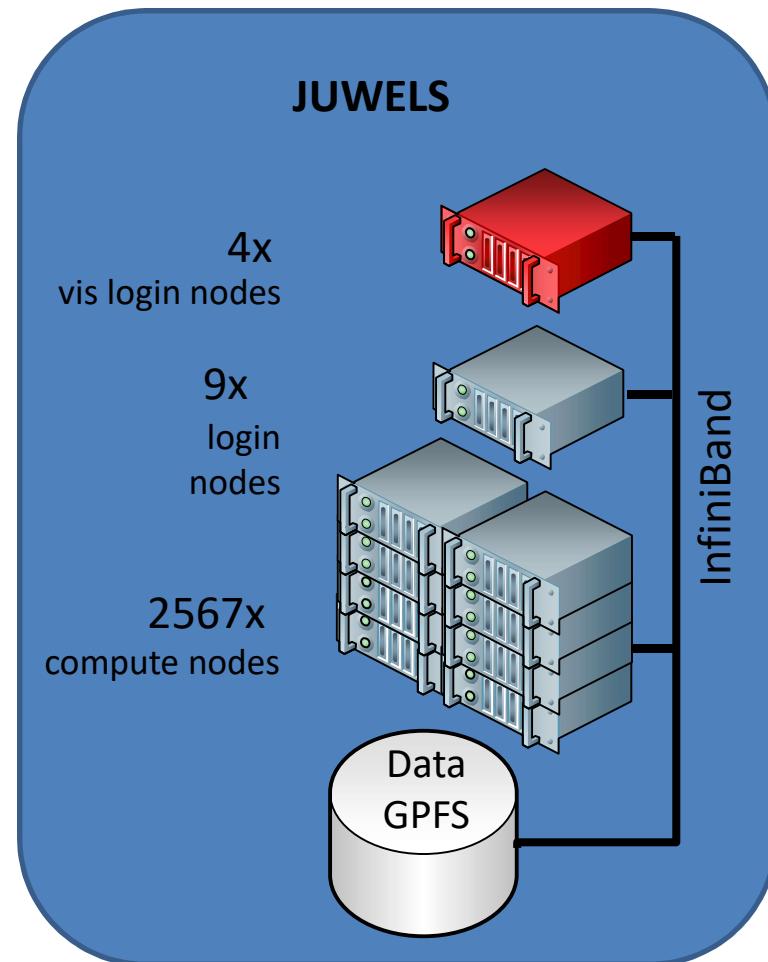
- juwels-cluster

## Booster:

4 x Login Nodes without GPU

- juwels-booster
- no Xserver, no GPU → limited usage for visualization

**Keep in mind:** software rendering is possible on any node



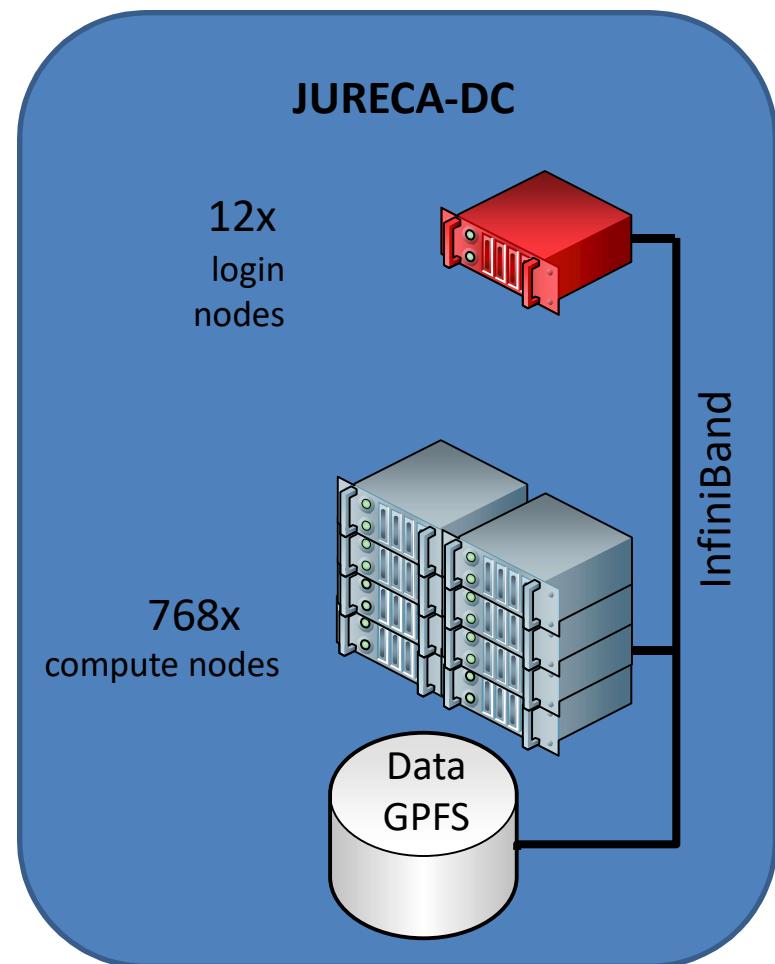
# Visualization at JSC

## JURECA-DC: closer look at login nodes

### 12 x Login Nodes with GPU

- jureca01 to jureca12
- (jureca.fz-juelich.de)
- 1024 GB RAM each
  
- 2 x Nvidia Quadro RTX8000 per node
- 48 GB RAM on each GPU

**Keep in mind:** software rendering is possible on any node



# Visualization at JSC

## General Software Setup

### Typical Software Stack for Visualization

Base Software:



X-Server, X-Client (Window-Manager)



OpenGL (libGL.so, libGLU.so, libglx.so), Nvidia or Mesa driver

Middleware:



Xpra



Virtual Network Computing: VNC-Server, VNC-Client



VirtualGL (for remote hardware rendering, if possible)

Parallel and Remote Rendering App, In-Situ Visualization:



ParaView



Ascent, Conduit



VisIt

Other Visualization Packages: Blender, GPicView

# Remote 3D Visualization

at Jülich Supercomputing Centre

## Bad

- X forwarding (“ssh -X”) + indirect Rendering  
**slow, maybe incompatible → bad idea**

## Medium good

- “intrinsic remote capable” visualization apps  
**application dependent, error-prone setup**

## Our recommendation

- Remote Windows or Desktop
  - Xpra - stream application content with H.264 + VirtualGL
    - Can be started with a single click in Jupyter@JSC
  - VNC + VirtualGL can be used also
    - Simple, but full featured remote desktop
    - Does not be started from Jupyter@JSC

# Remote 3D Visualization

with Xpra or VNC + VirtualGL

- X-applications forwarded by Xpra (or VNC) appear on the local desktop as normal windows
- allows disconnection and reconnection without disrupting the forwarded application
- **advantages**
  - **No X is required** on user's workstation (X display on server).
  - **No OpenGL is required** on user's workstation (only images are send).
  - Quality of visualization does **not depend** on user's workstation.
  - Data size send is **independent** from data of 3d scene.
  - Disconnection and reconnection possible.
- **VirtualGL** for hardware accelerated rendering: use `vglrun <application>`
  - it **intercepts the GLX** function calls from the application and **rewrites them**.
  - The corresponding GLX commands are then sent to the X display of **the 3d X server**, which has a 3D hardware accelerator attached.
- Good solution for any OpenGL application

<https://xpra.org/>

<https://sourceforge.net/projects/turbovnc/>

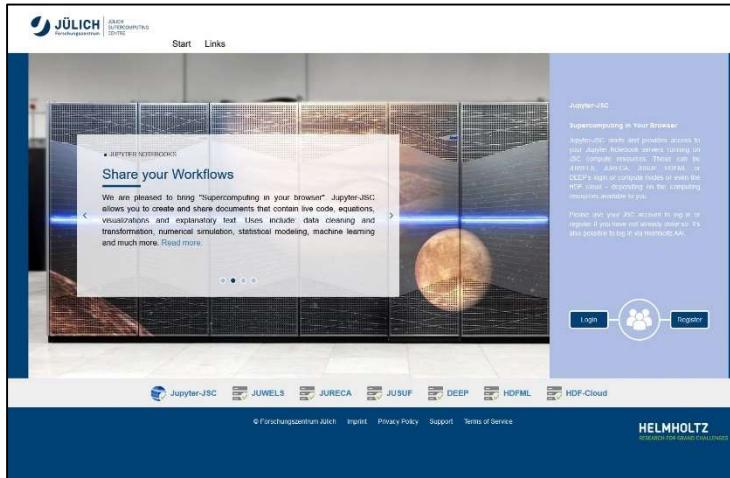
# How to use Xpra @ JSC

Two ways to start an Xpra session:

- **From JupyterLab@JSC**  
<https://jupyter-jsc.fz-juelich.de>
  - Very easy setup, no additional software needed (only browser). Can be a little bit “blurry” sometimes
- **Start Xpra session manually**
  - Can be a little bit faster than Xpra in browser
  - Xpra client needs to be installed on your local machine
  - Need to start Xpra on HPC system and locally by hand
  - Drawback: since recently, Xpra got very picky regarding versions of client and server: some combinations work, some do not!

# Xpra Integration in JupyterLab@JSC

1. Go to <https://jupyter-jsc.fz-juelich.de> and login

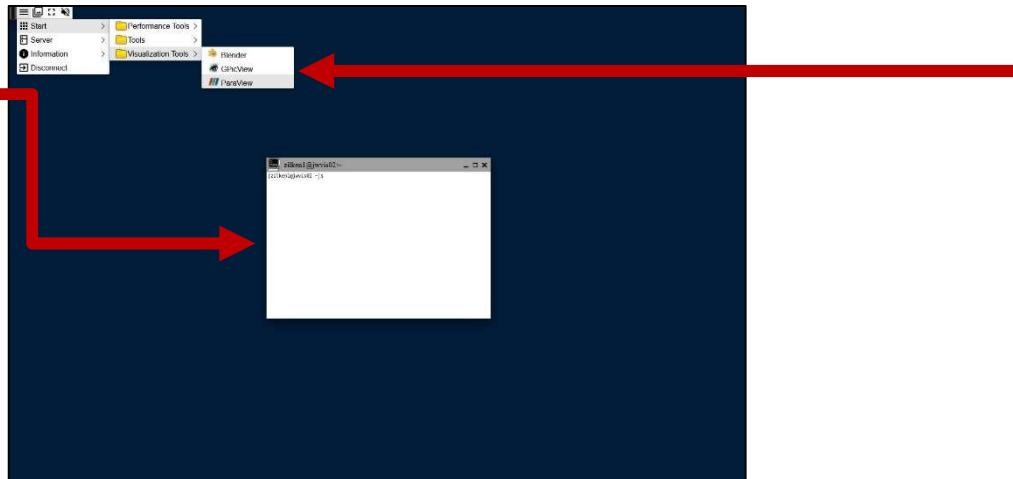


2. Add a new “JuperLab” on JUWELS vis login node or JURECA. Under “Select Version” select “Xpra (Remote Desktop)”

You can configure your existing JupyterLabs by expanding the corresponding table row.				
Name	Configuration	Status	Action	
+ New JupyterLab		N/A	<input type="button" value="Start"/>	<input type="button" value="Delete"/>
JUSUF LoginNode training2509	reservation interactive_hpc_gpu currently not available	N/A	<input type="button" value="Start"/>	<input type="button" value="Delete"/>
Xpra	System: JUWELS Option: xpra Project: ccsfs Partition: LoginNodeVis	<input type="button" value="Start"/>		
<b>Lab Config</b>	Name: Xpra Select Version: Xpra (Remote Desktop)			
Logs	Systems: JUWELS Account: zilken1 Project: ccsfs Partition: LoginNodeVis Reservation: None			
<input type="button" value="Save"/> <input type="button" value="Reset"/> <input type="button" value="Delete"/>				

# Xpra Integration in JupyterLab@JSC

3. Wait for the HTML desktop of Xpra. Start apps from the menu or from the Xterm.



Hint: make the Xpra desktop fullscreen with key F11

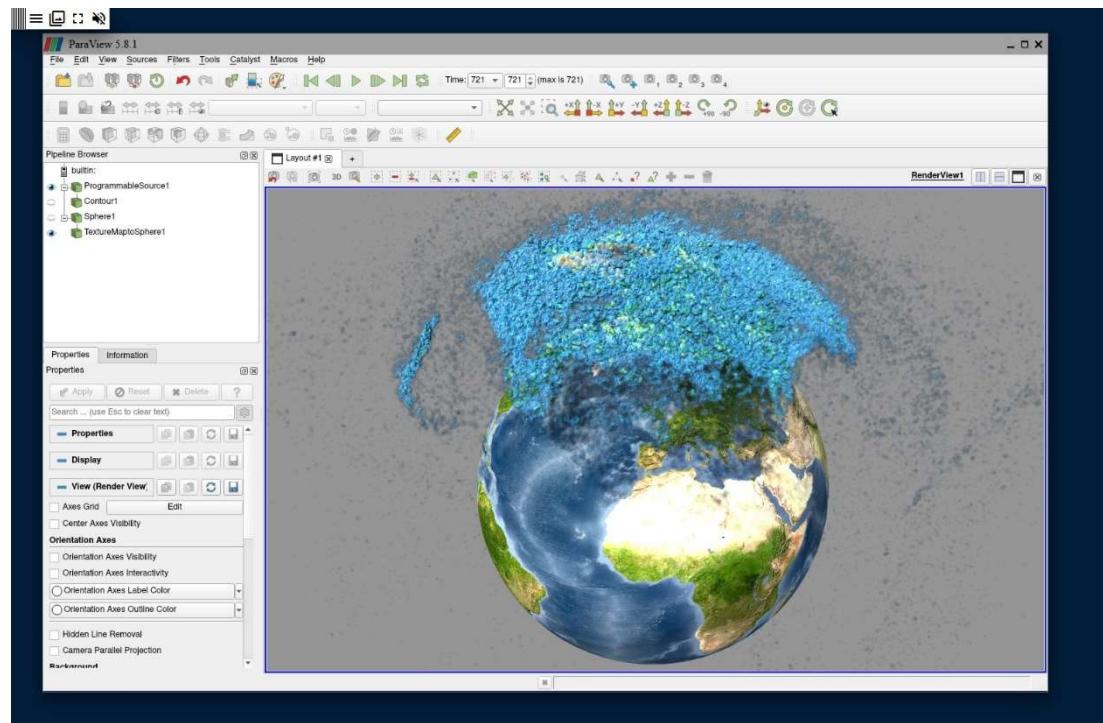
# Xpra Integration in JupyterLab@JSC

4. Start ParaView in the Xpra environment in your browser, direct access to data stored on HPC filesystem

Use **Xpra Menue** or load modules

m1 Stages/2025    GCC/13.3.0    ParaStationMPI/5.10.0-1

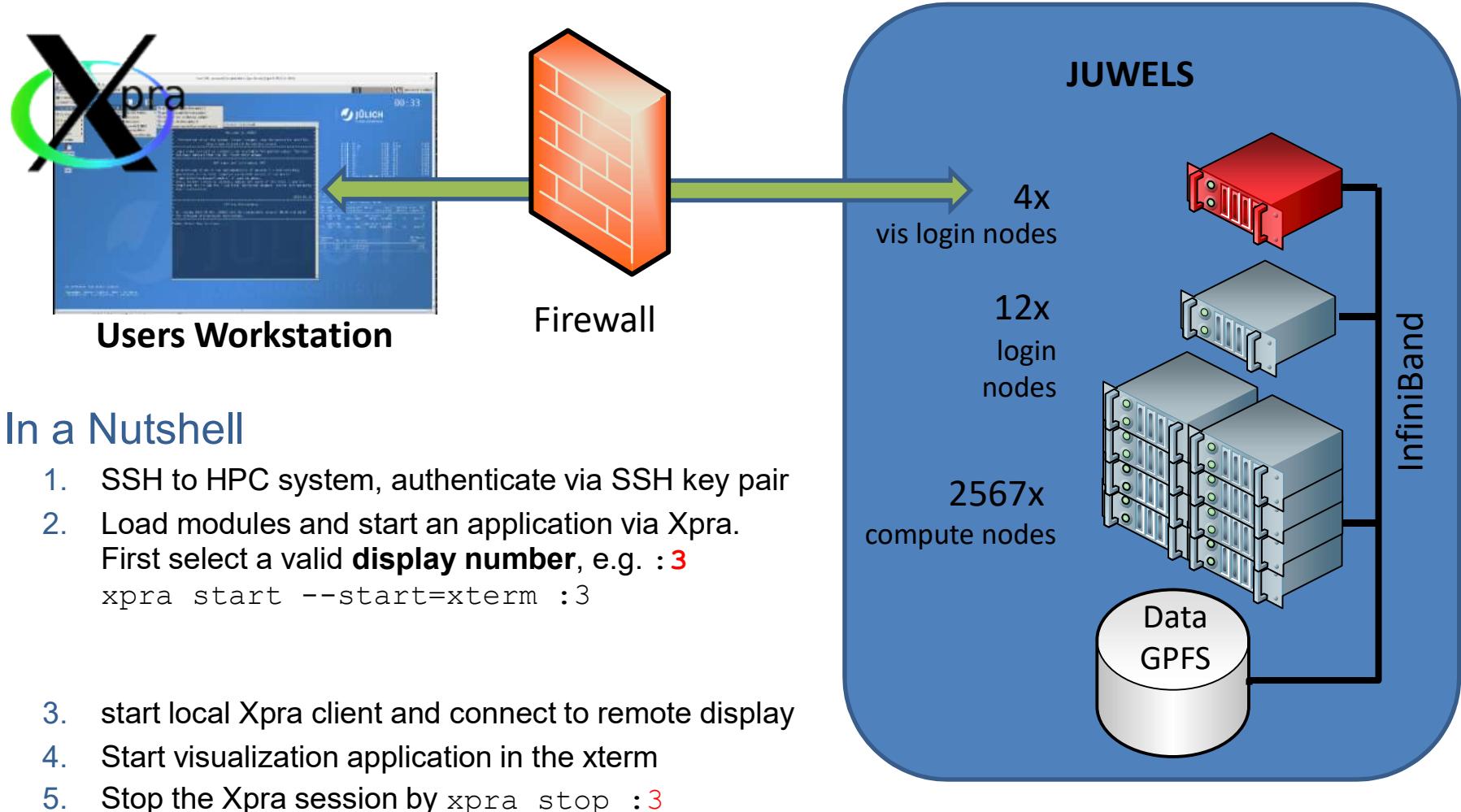
m1 ParaView/5.13.2



# How to start Xpra manually

# Manual Setup of Xpra

with Xpra + VirtualGL



## In a Nutshell

1. SSH to HPC system, authenticate via SSH key pair
2. Load modules and start an application via Xpra.  
First select a valid **display number**, e.g. :3  
`xpra start --start=xterm :3`
3. start local Xpra client and connect to remote display
4. Start visualization application in the xterm
5. Stop the Xpra session by `xpra stop :3`

# Manual Setup of Xpra

Step 1: store your private ssh key in a key manager

- **Windows:** use pageant from the PuTTY  
(<https://www.putty.org/>)
- **Linux:** start ssh-agent (if not already running)  
ssh-add your private key

Step 2: login to a (visualization) login node,  
e.g. juwelsvis02

- **Windows:**  
connect via a ssh client, e.g. PuTTY
- **Linux:**  
`ssh <USERID>@juwelsvis02.fz-juelich.de`

# Manual Setup of Xpra

## Step 3: load Xpra modules, check for taken display numbers and choose a free one

```
jwvis02> ml Stages/2024 GCCcore/.12.3.0 xpra/5.0.8
```

```
jwvis02> xpra list # show taken display numbers
```

Found the following xpra sessions:

```
/tmp:
```

```
    INACCESSIBLE session at :0
```

```
    INACCESSIBLE session at :1
```

```
    INACCESSIBLE session at :2
```

Notice, that e.g. :3 is not taken. Try to start Xpra with a free display number:

```
jwvis02> xpra start :3 --start="xterm -xrm xterm*font:10x20"
```

```
...
```

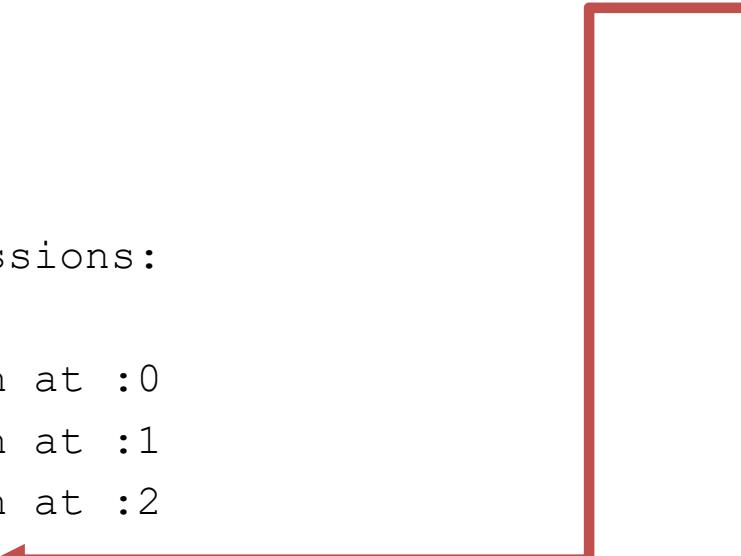
Actual display used: :3

- The display-number is needed to connect to the Xpra session

## Manual Setup of Xpra

Step 4: check again if Xpra is running properly on this display number

```
jwvis02> xpra list
Found the following xpra sessions:
/tmp:
    INACCESSIBLE session at :0
    INACCESSIBLE session at :1
    INACCESSIBLE session at :2
    LIVE session at :3
```



- The display-number (here :3) is needed to connect to the Xpra session

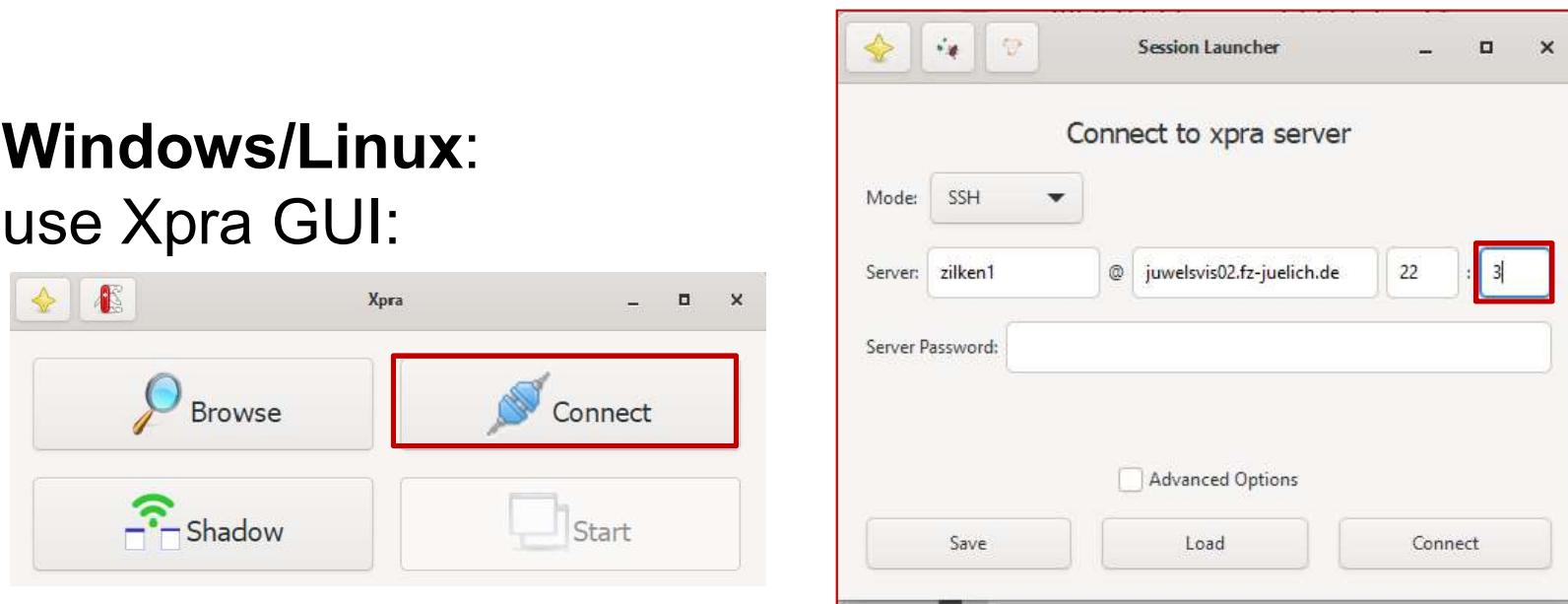
# Manual Setup of Xpra

Step 5: connect to Xpra session

Install Xpra on your local machine. Download from <https://www.xpra.org/> (or just use your packagemanager in Linux) Hint: older Xpra versions (3.1.9, 4.4.5) are working for me.

**Linux:** use command (or GUI like Windows)

```
local_machine> xpra attach  
ssh://USERNAME@juwelsvis02.fz-juelich.de:3
```



## Manual Setup of Xpra

### Step 6: start visualization application

After successful connection, an xterm window will show up on your local desktop.

Start your application there, e.g. ParaView 5.13.2:

```
jwvis02> ml Stages/2025   GCC/13.3.0
ParaStationMPI/5.10.0-1 ParaView/5.13.2
```

```
jwvis02>vglrun paraview
```

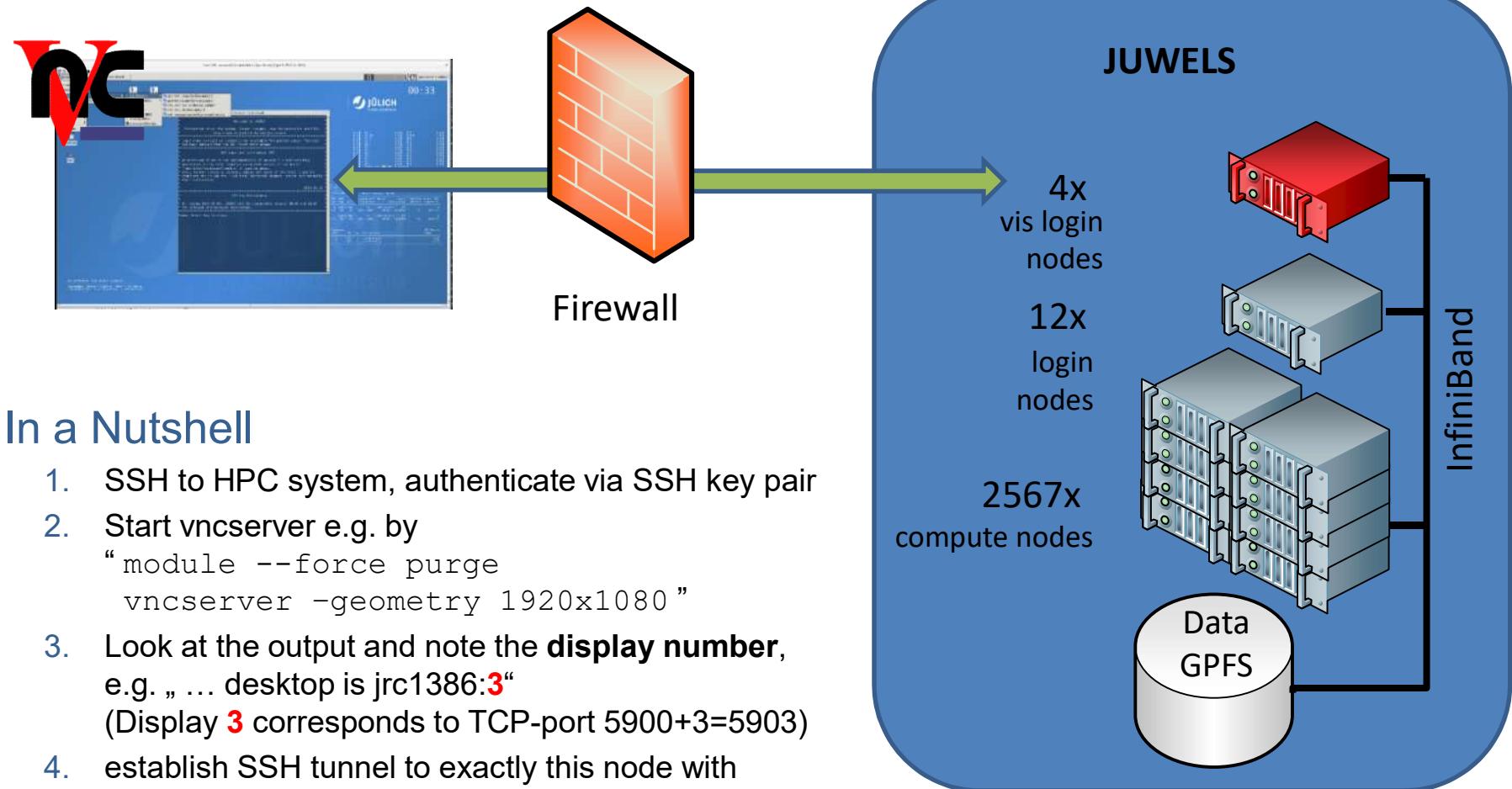
### Step 7: When you are done, stop the session by

```
jwvis02> xpra stop :3 # `xpra stop` works as well
```

# How to start a VNC session

# Remote 3D Visualization

## with VNC + VirtualGL



### In a Nutshell

1. SSH to HPC system, authenticate via SSH key pair
2. Start vncserver e.g. by  

```
"module --force purge
vncserver -geometry 1920x1080"
```
3. Look at the output and note the **display number**,  
e.g. „... desktop is jrc1386:**3**“  
(Display **3** corresponds to TCP-port 5900+3=5903)
4. establish SSH tunnel to exactly this node with  
correct source and destination port  
(5903 in the example above)
5. start local VNC client and connect to remote display

# Setup VNC Connection

Preliminary step: **setup a VNC Password**  
(needs only be done once)

- Login to a JUWELS or JURECA visualization node, create the directory `~/.vnc` and define VNC password
- E.g.:

```
ssh <USERID>@juwelsvis00.fz-juelich.de
```

```
mkdir ~/.vnc  
chmod 700 ~/.vnc  
vncpasswd
```

# Setup VNC Connection

## Step 1: login to a specific visualization login node

- Hint: to establish a ssh tunnel, you need to connect to the **same** login node twice! Therefore:  
**Don't use the „generic“ names (juwelsvis, jurecavis).**  
**Instead select a specific node randomly**  
(juwelsvis00 .. juwelsvis03, jureca01 .. Jureca12)
- **Linux:**  
ssh <USERID>@juwelsvis00.fz-juelich.de
- **Windows:**  
connect via a ssh client, e.g. PuTTY. The PuTTY ssh keyagent pageant may be usefull, too.

# Setup VNC Connection

Step 2: start VNC-server on HPC node and locate the display-number in the output

## Example:

```
module --force purge
/opt/TurboVNC/bin/vncserver -geometry 1920x1080
...
desktop is <node-name>:3
...
```

- The display-number is needed to establish the ssh tunnel (see step 3).  
The VNC-server listens to TCP-port **5900 + display-number**  
(**5903** in the example)

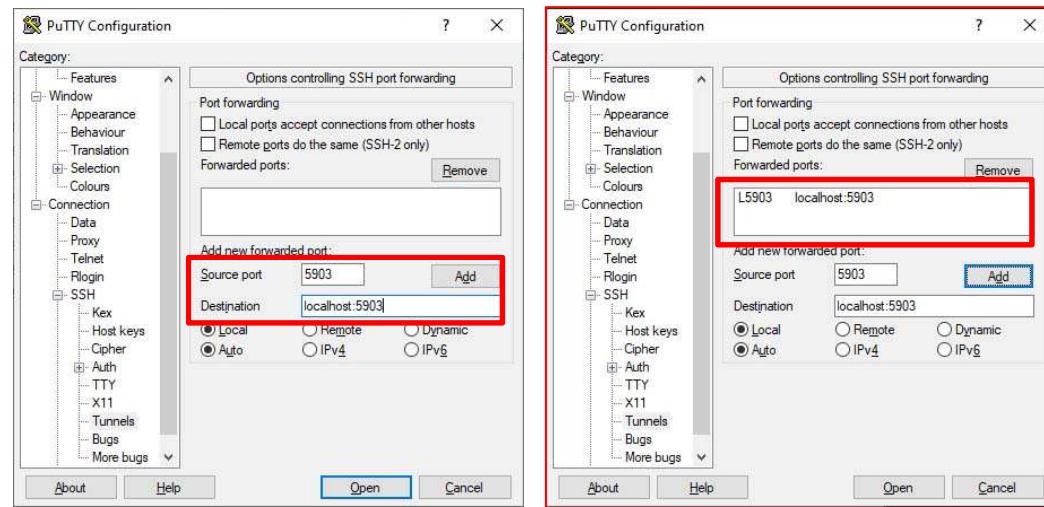
# Setup VNC Connection

## Step 3: establish the ssh tunnel

- Use the correct TCP port! Port must correspond to the display number (**3** in this example)
- **Linux:**

```
ssh -N -L 5903:localhost:5903  
<USERID>@juwelsvis00.fz-juelich.de
```

- **Windows:**  
Use e.g. PuTTY  
to setup the tunnel



# Setup VNC Connection

Step 4: start your local VNC viewer

## Linux:

VNC viewer typically is already part of many Linux distributions or can be installed from a repository. Just start vncviewer with the correct display-number:

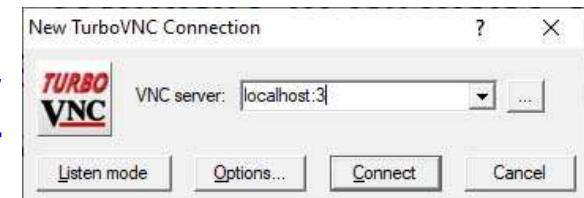
vncviewer localhost:3

## Windows:

Download and install TurboVNC:

<https://sourceforge.net/projects/turbovnc/>

Connect to localhost:3



# Start ParaView

**Open a Terminal and execute:**

```
ml Stages/2025  GCC/13.3.0  ParaStationMPI/5.10.0-1
ml ParaView/5.13.2
vglrun paraview
```

**To stop the session:**

```
/opt/TurboVNC/bin/vncserver -kill :3
```

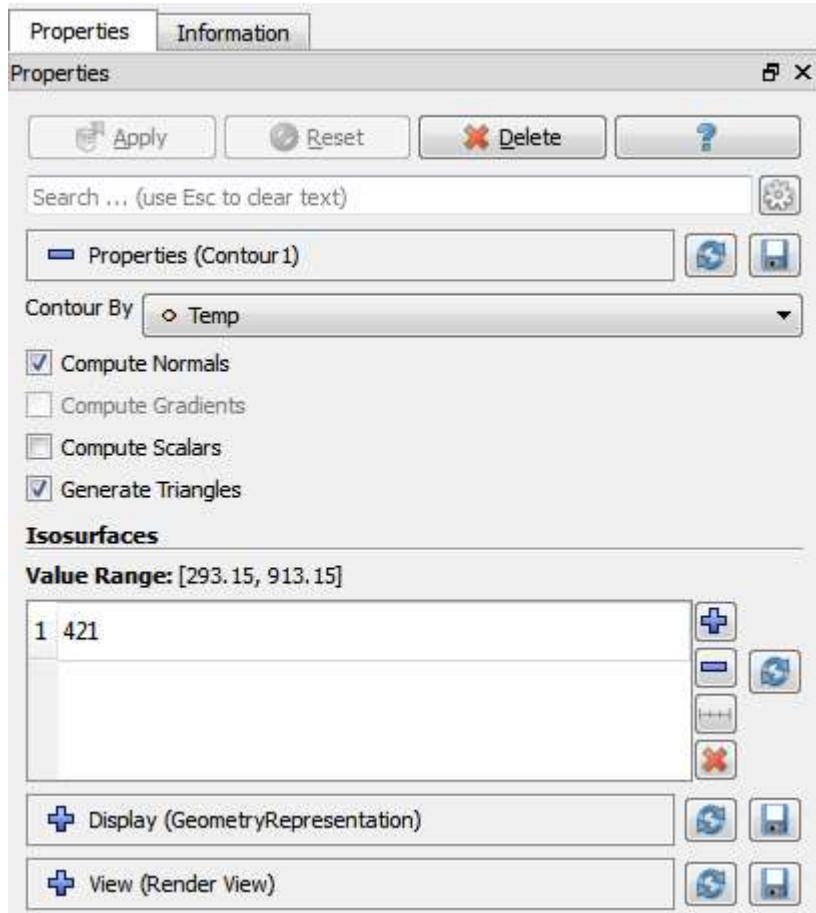
# ParaView

## for data visualization

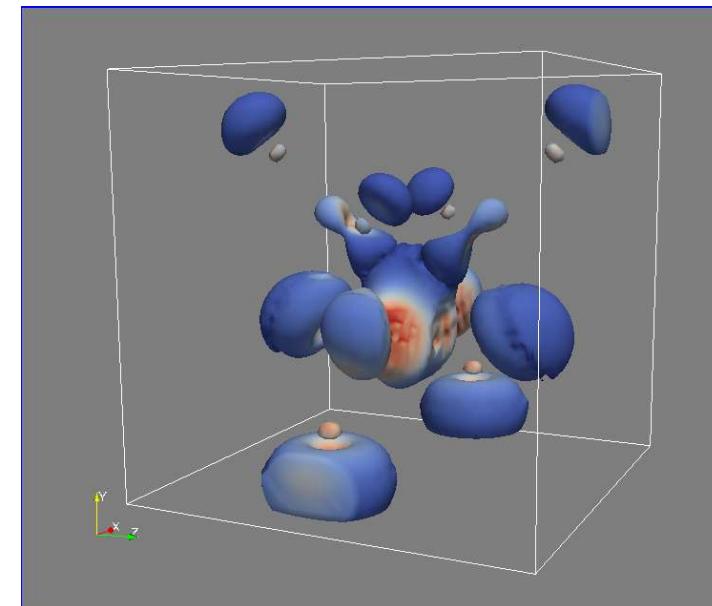
## Exercise 1

- Login to jupyter-jsc.fz-juelich.de
- Start xpra or a vncserver and paraview
- Load some data, e.g.  
`/p/scratch/share/zilken1/HandsOn_Remote_Vis/  
headsq.vti`
- Lets have some fun with **filters**, see next slides

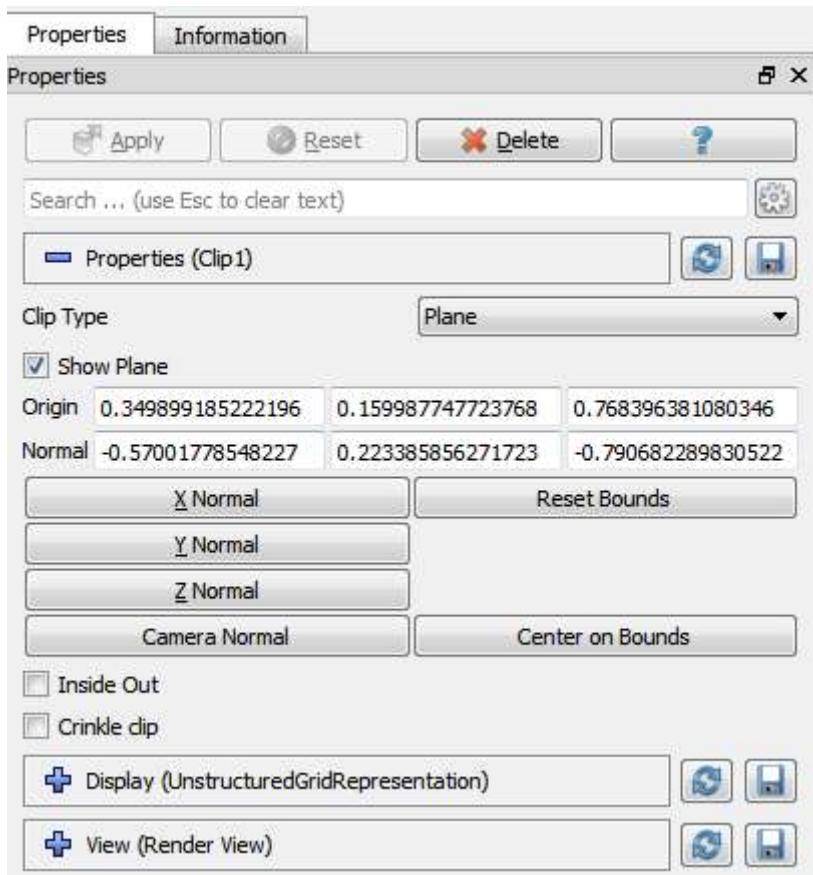
## Common Filters: Contour



- Extracts the points, curves, or surfaces where a scalar field is equal to a user-defined value.
- This surface is often also called an isosurface



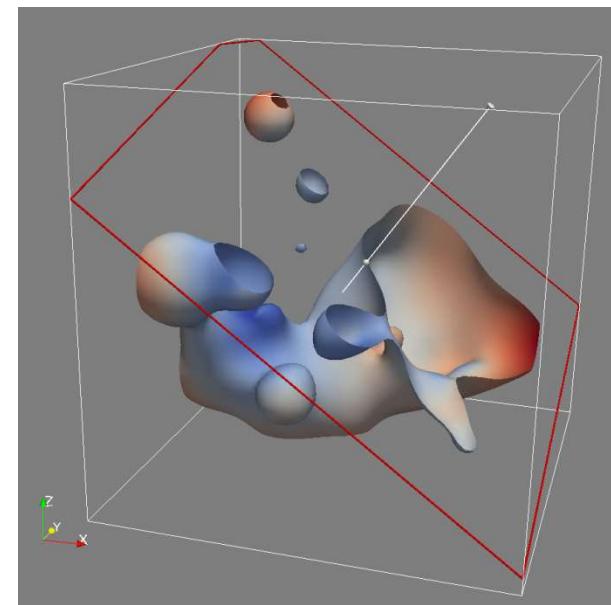
# Common Filters: Clip



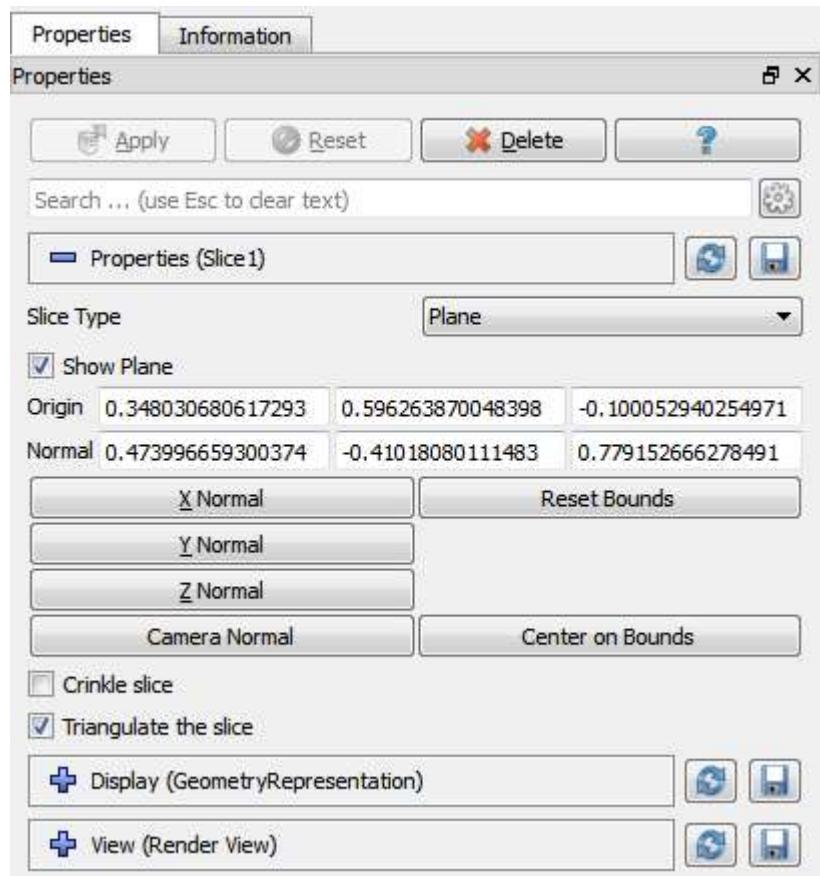
**Beware of data explosion:**  
Structured data is converted to  
unstructured!



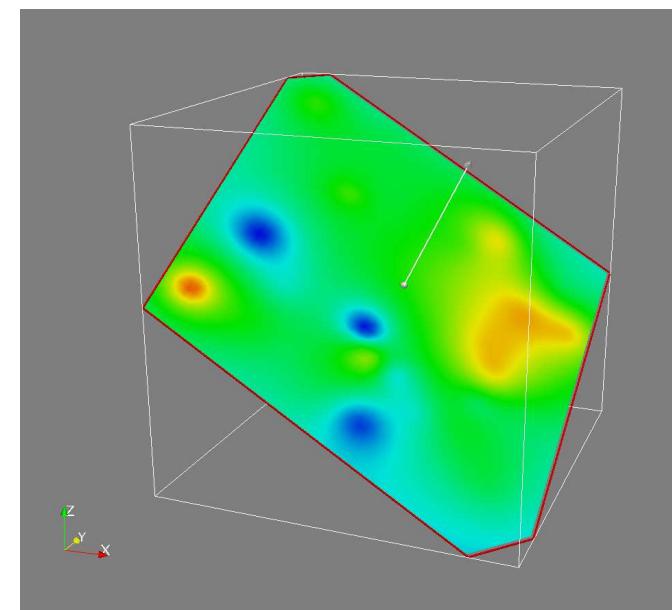
- Intersects the geometry with a user-defined plane, box or sphere
- Removes all the geometry on one side of this plane (box, sphere)



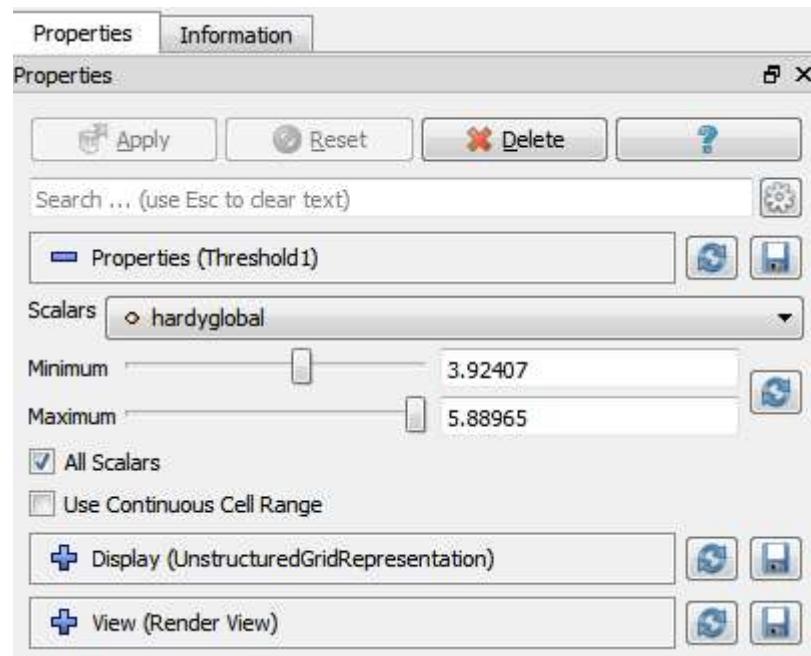
# Common Filters: Slice



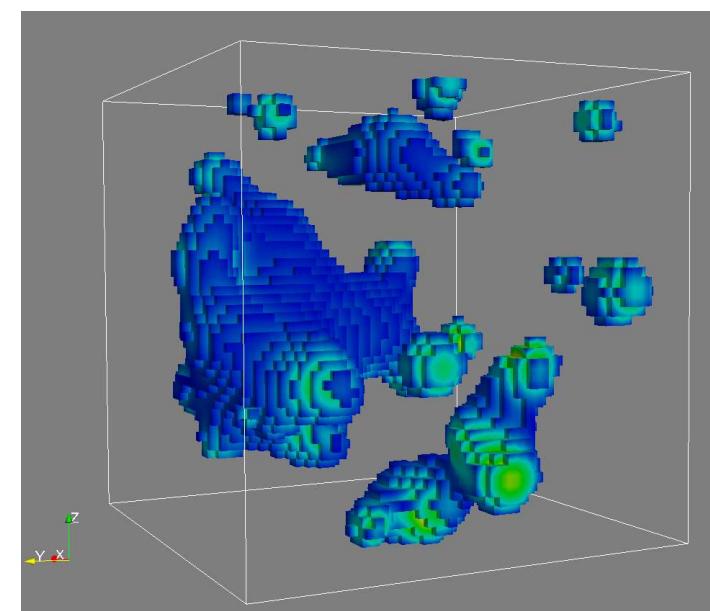
- Intersects the geometry with a plane, box, sphere or cylinder
- Similar to clipping, except that all that remains is the geometry where the plane is located.



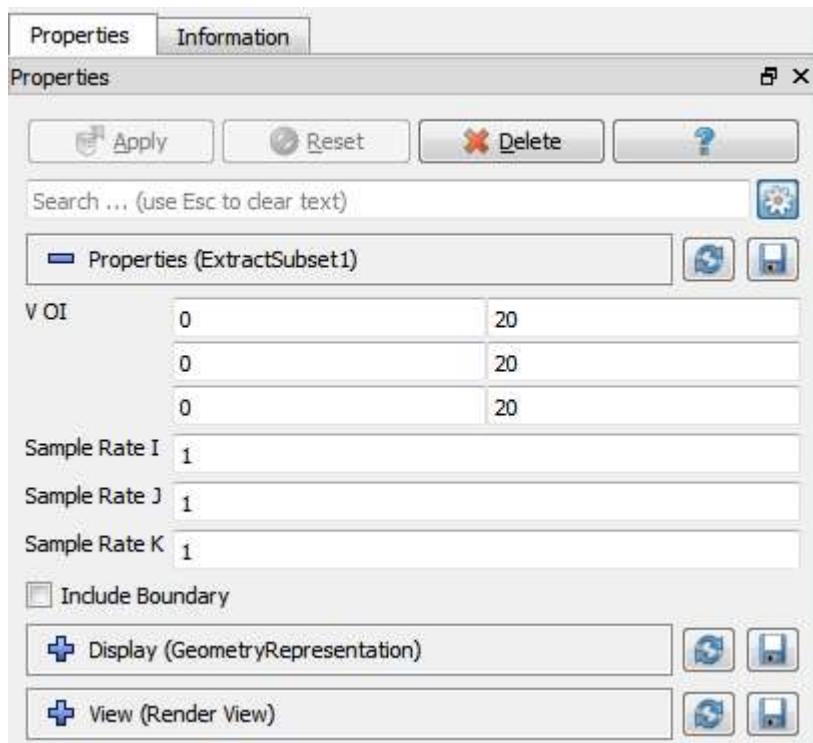
## Common Filters: Threshold



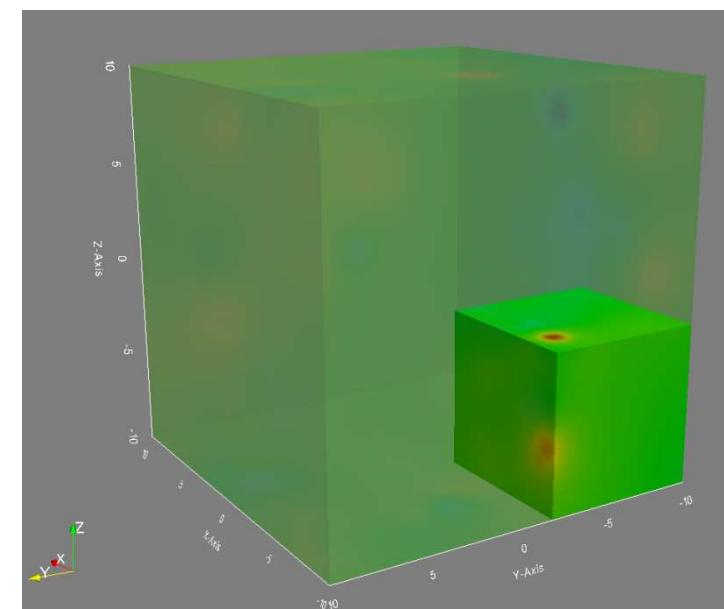
- Extracts cells that lie within a specified range of a scalar field



## Common Filters: Extract Subset



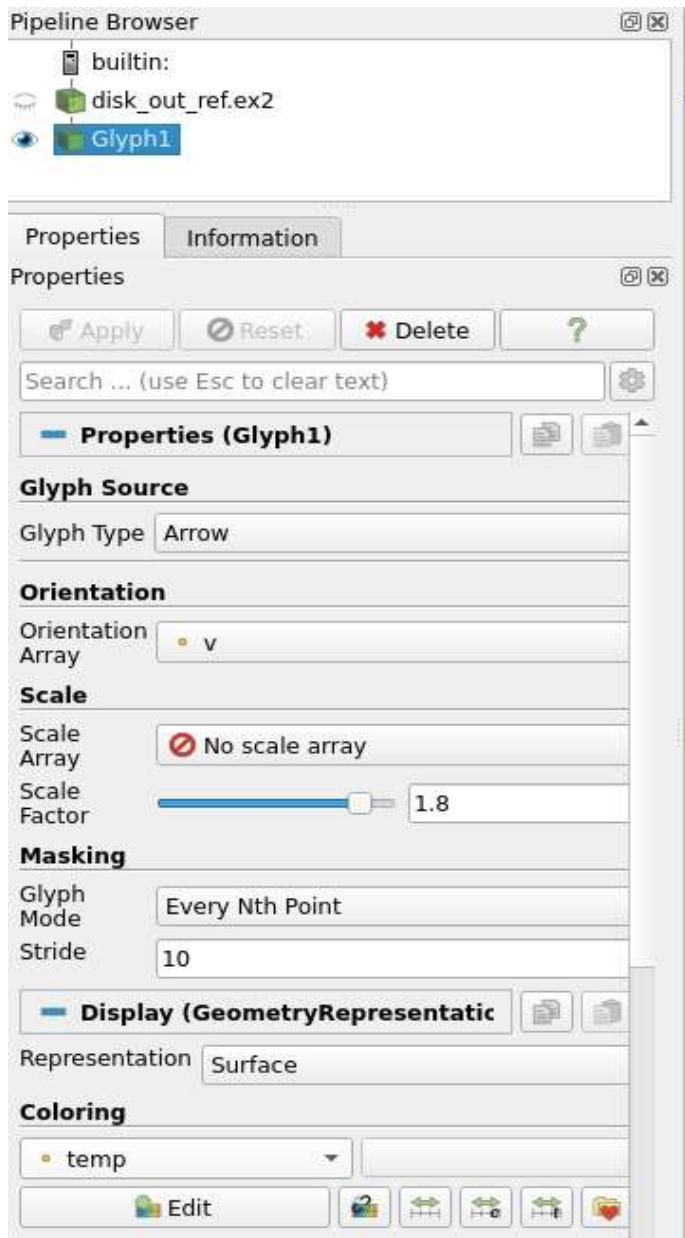
- Extracts a subset of a grid by defining a volume of interest and a sampling rate



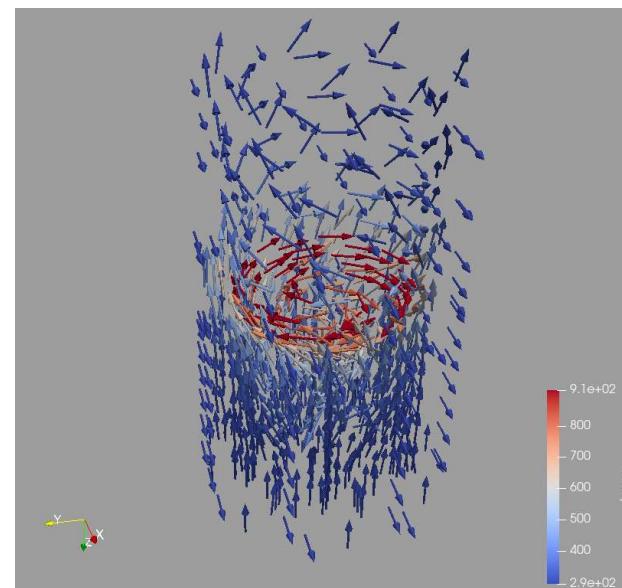
## Exercise 2

- Load  
`/p/scratch/share/zilken1/HandsOn_Remote_Vis/disk_out_ref2.ex2`
- Lets have some fun with filters for **vector-data**,  
see next slides

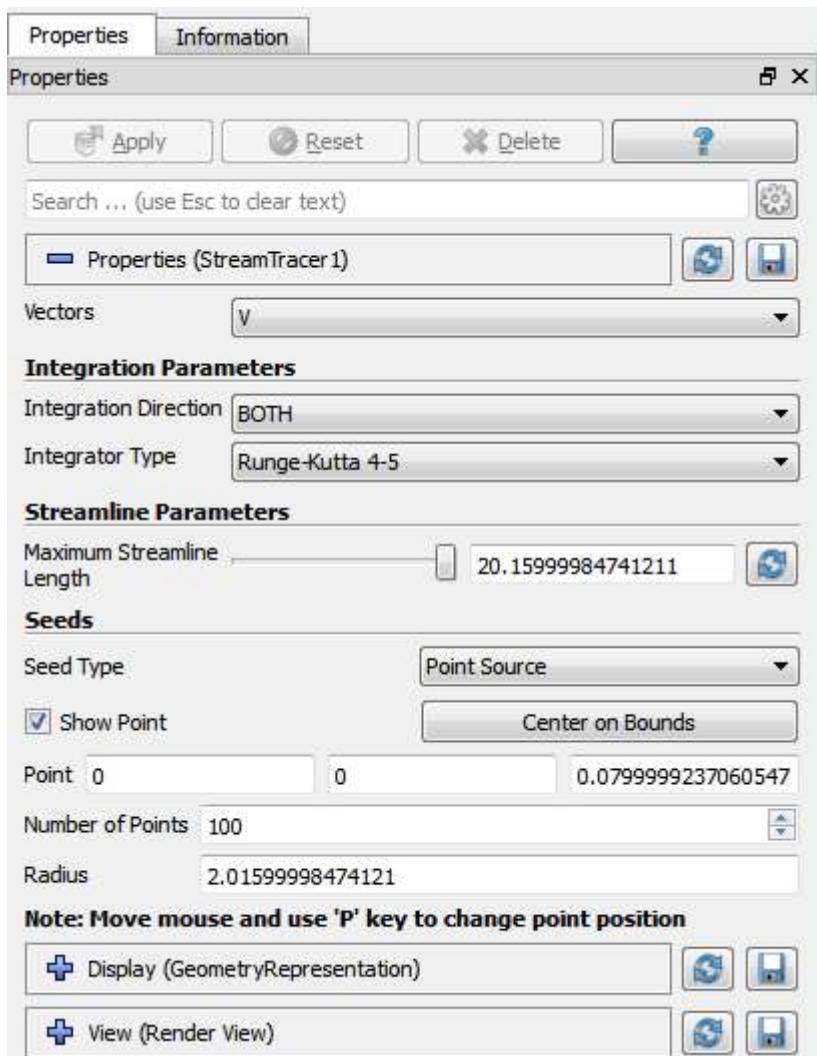
# Common Filters: Glyph



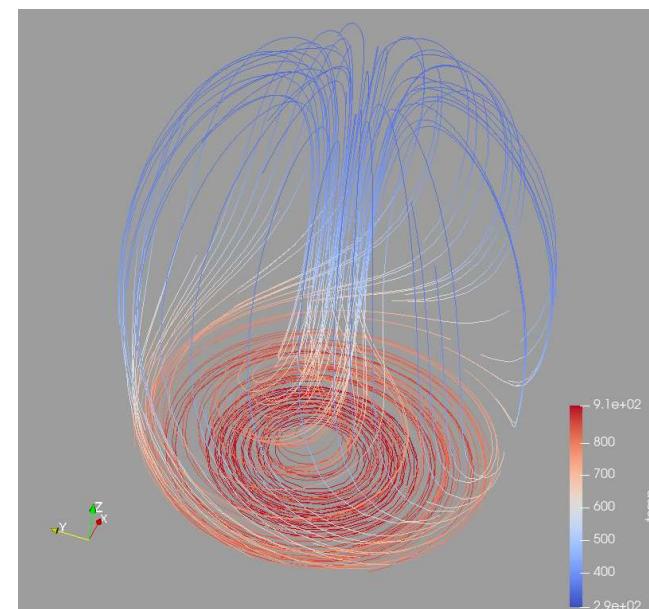
- Places a glyph, a simple shape, on each point (or subset) in a mesh
- glyphs may be oriented by a vector and scaled by a vector or scalar.



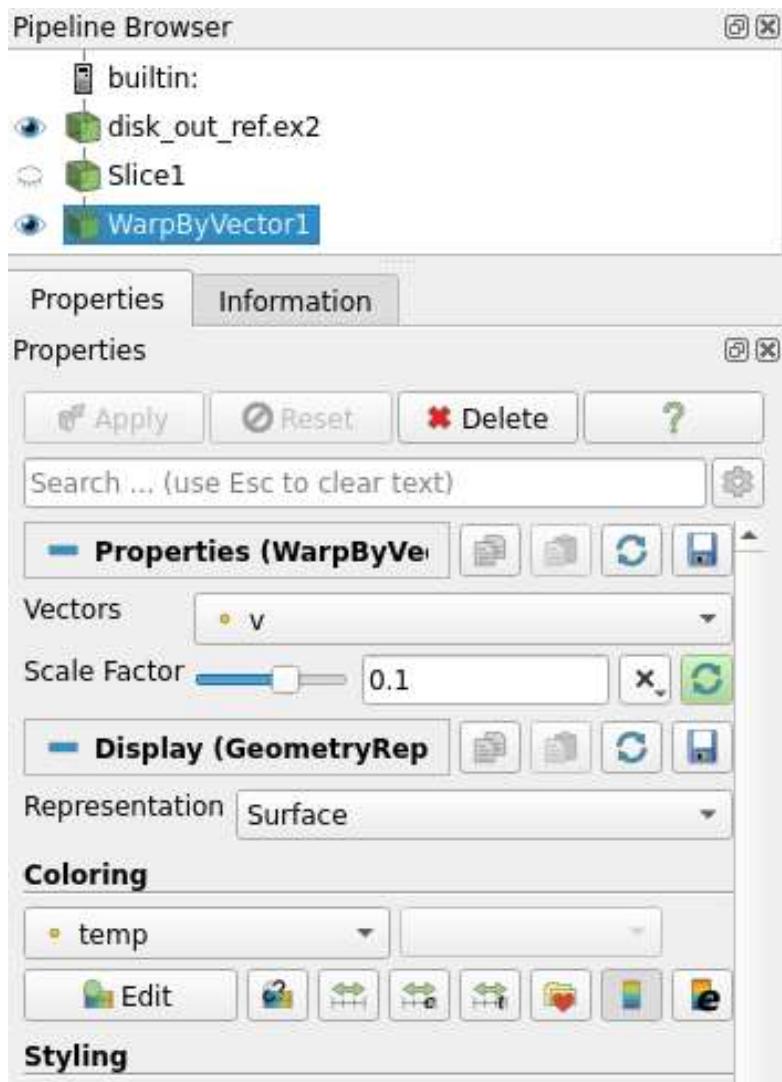
# Common Filters: Stream Tracer



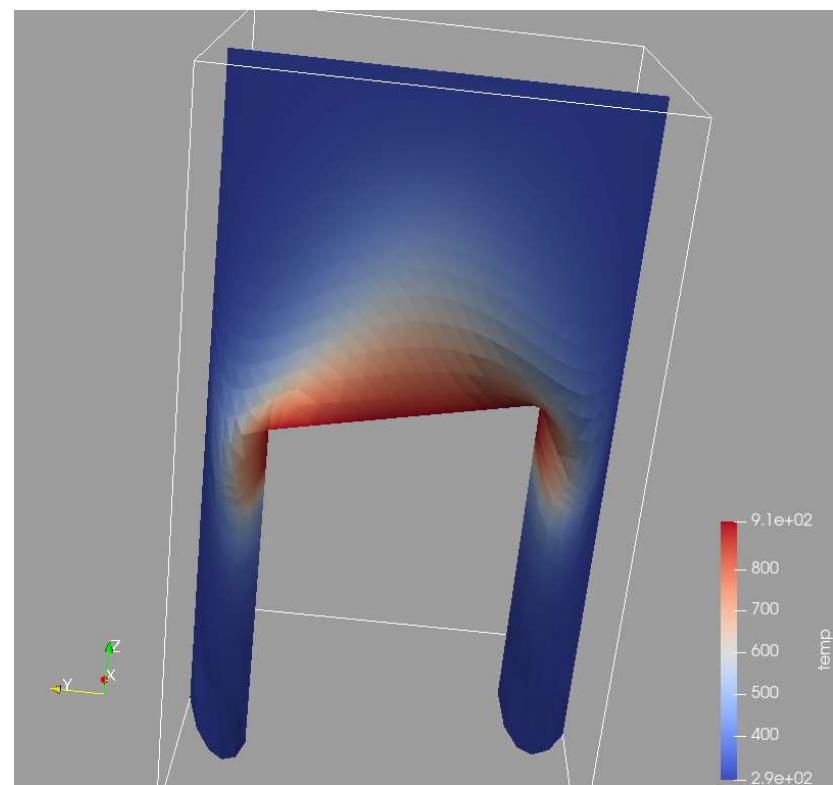
- Seeds a vector field with points and then traces those seed points through the (steady state) vector field.



# Common Filters: Warp (vector)



- Displaces each point in a mesh by a given vector field.



# Calculations within ParaView

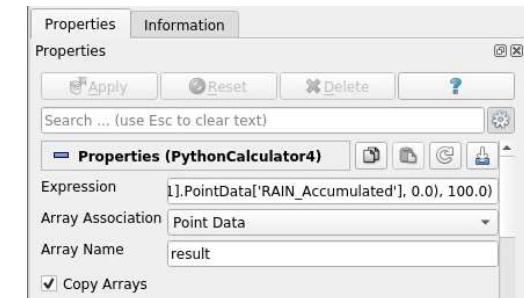
**Calculator:** calculates new attributes based on simple expression

- example: „LANDMASK\*(abs(HGT) + 20.0)“
- Can generate vectors from scalars via  
„iHat\*velocity\_x + jHat\*velocity\_y + kHat\*velocity\_z“
- Can generate new coordinates
- Unflexibel, no „if“ statement



**PythonCalculator:** calculates new attributes based on simple Python expression

- NumPy and SciPy functions can be used
- Can generate vectors from scalars via  
„make\_vector (velocity\_x , velocity\_y , velocity\_z)“
- No „if“ statement, but numpy.where works, e.g.  
„numpy.where(Rain > 20, -1 \* Rain, LANDMASK\*(numpy.abs(HGT)+20))“

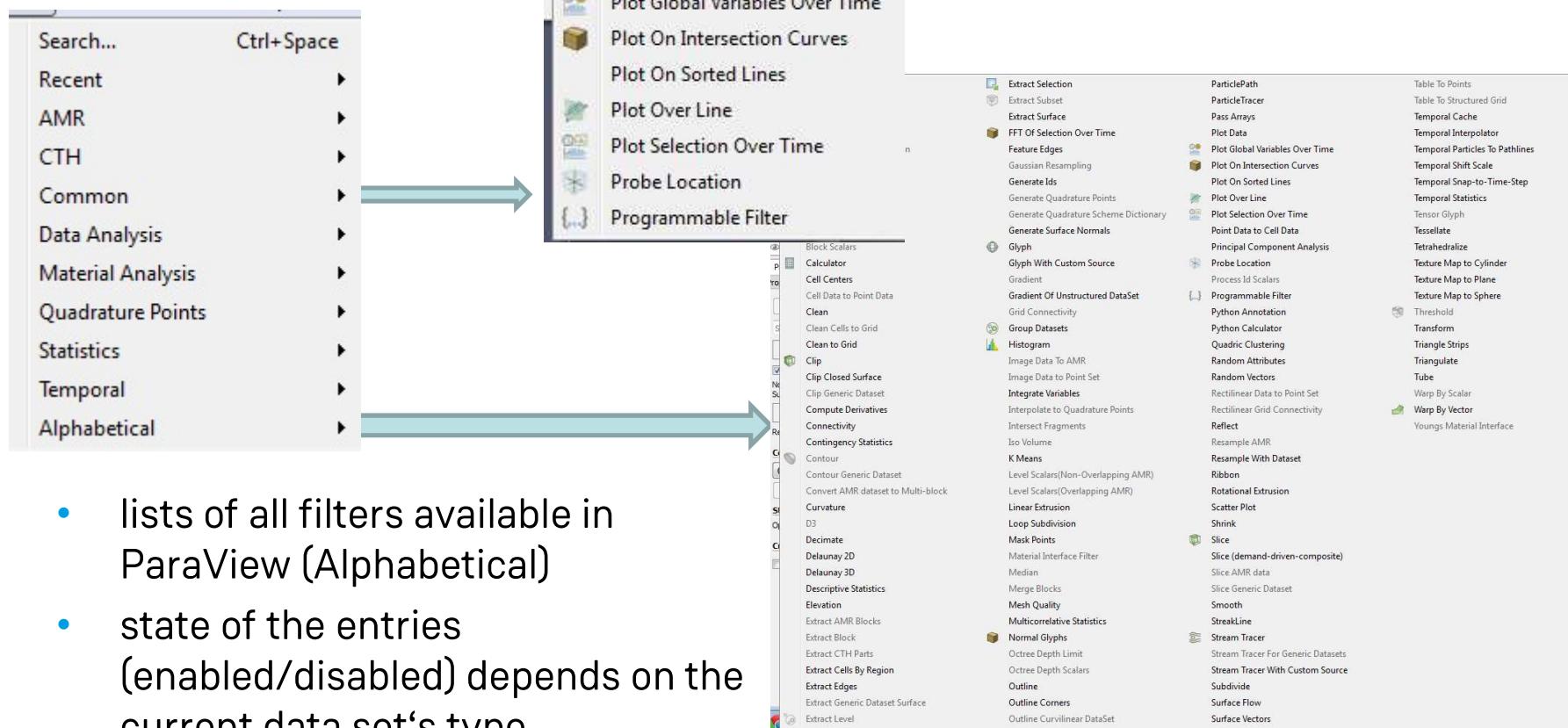


## Programmable Source/Filter

- Most flexible
- Needs some deeper knowledge of ParaView conventions and data flow

# Filter Menu:

Many more filters in the Filters Menu



- lists of all filters available in ParaView (Alphabetical)
- state of the entries (enabled/disabled) depends on the current data set's type
- See [Page 39](https://www.paraview.org/Wiki/ParaView/Users_Guide>List_of_filters</a></li>
</ul>
</div>
<div data-bbox=)

# Animating Data

Using the Animation View, ParaView can animate

- Data time steps (if you have time-dependent data)
- Nearly any property of any pipeline object
- The camera, to perform camera flights along a specified path or orbit.
- Use Python scripts to manipulate the scene every time step

