



PHOTOMOD 6.0. High productivity and big data volumes

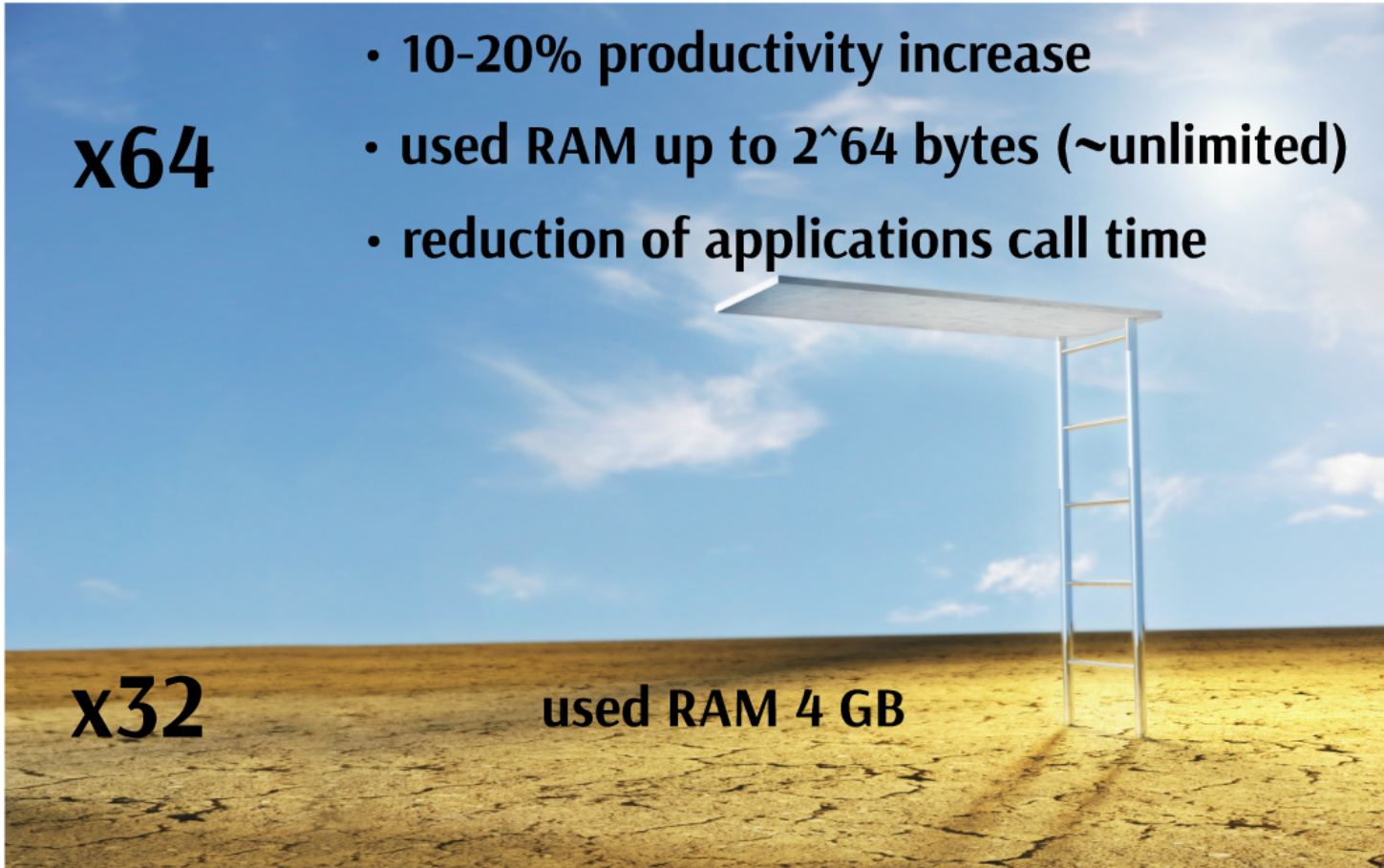
Dmitry Kochergin,
Head of Technical Support Department

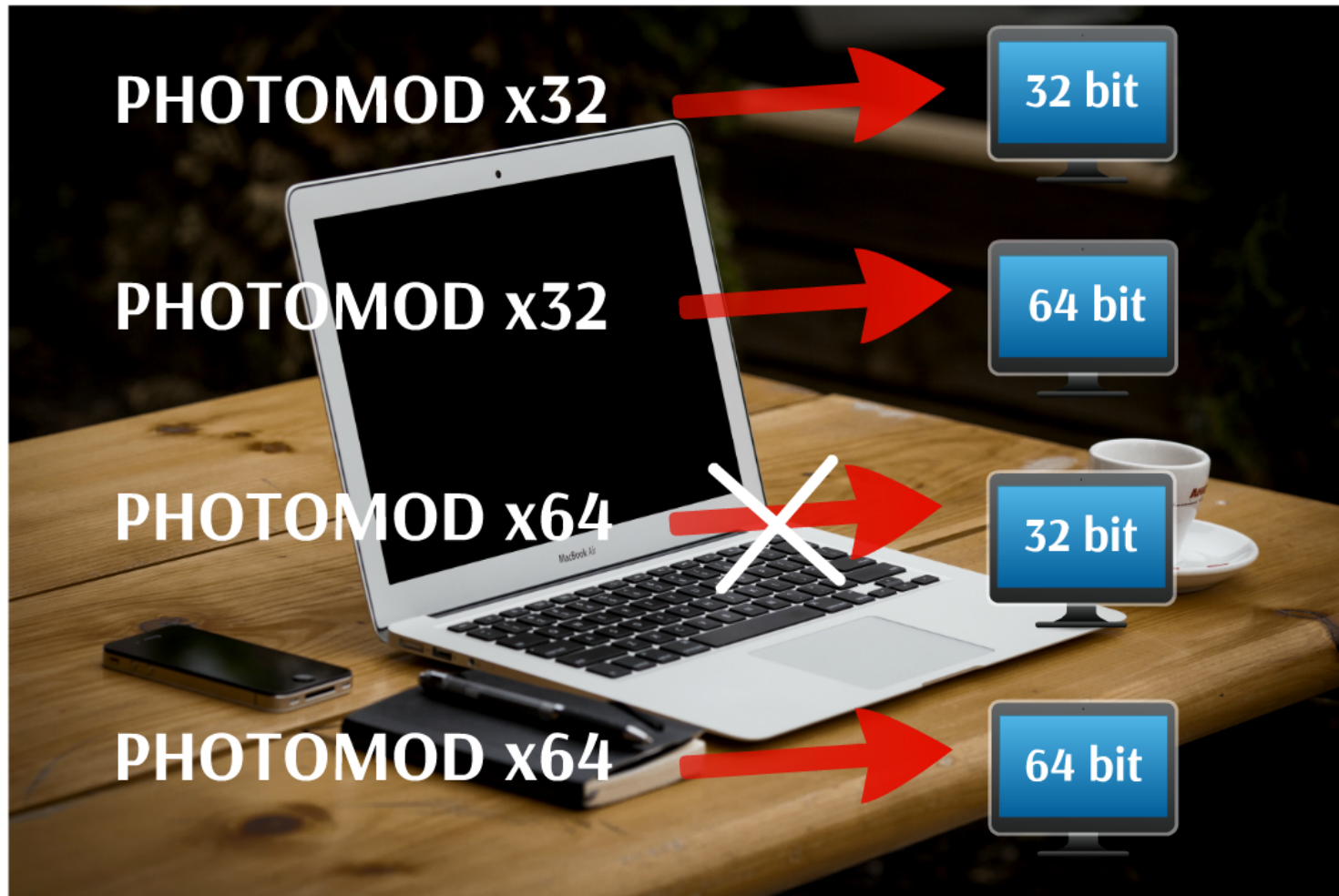
x64

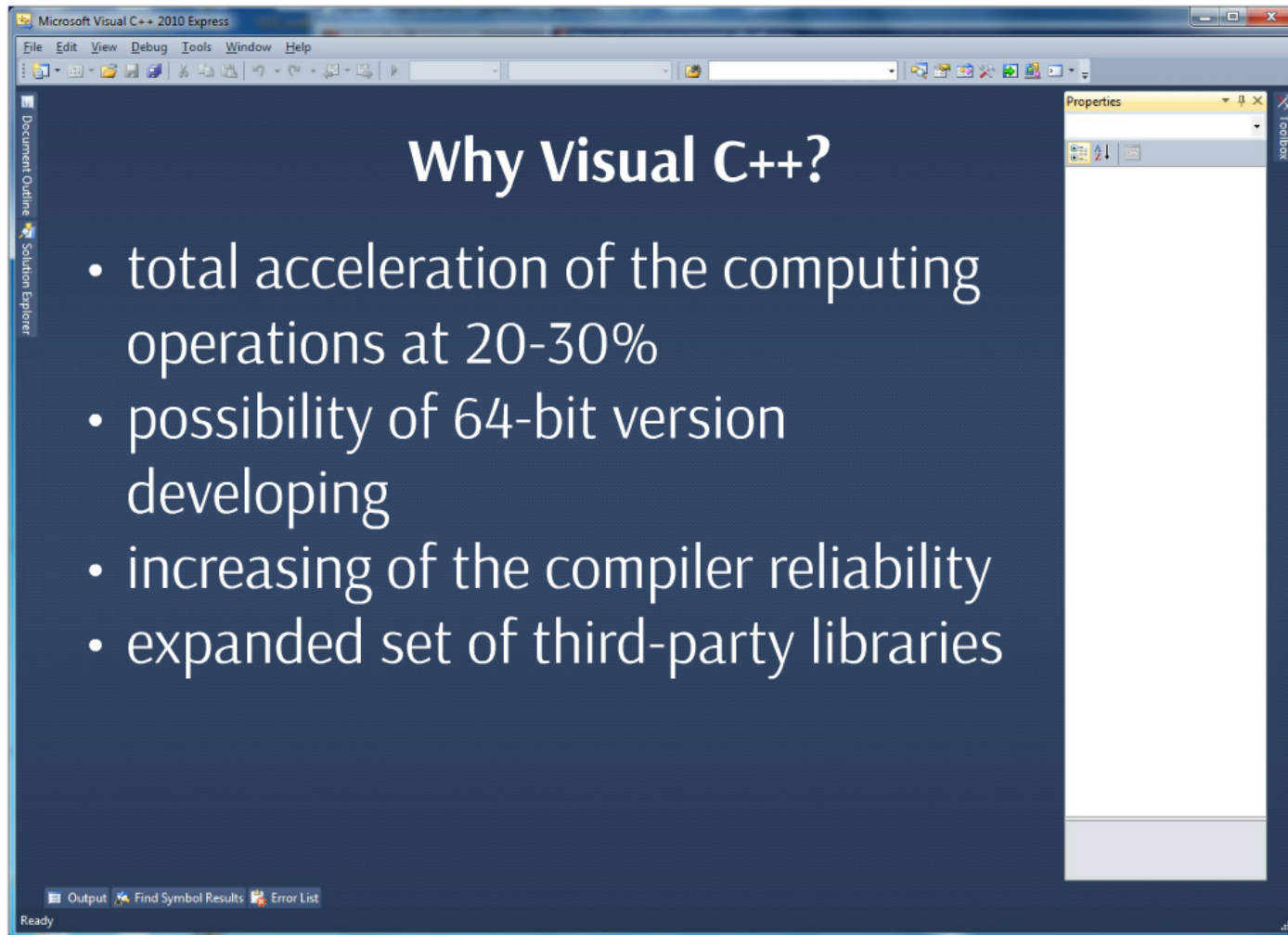
- 10-20% productivity increase
- used RAM up to 2^{64} bytes (~unlimited)
- reduction of applications call time

x32

used RAM 4 GB





A screenshot of the Microsoft Visual C++ 2010 Express IDE. The main window displays a dark blue slide with the title 'Why Visual C++?' and a bulleted list of four points. The IDE interface includes a menu bar (File, Edit, View, Debug, Tools, Window, Help), a toolbar, and a Properties window on the right. The status bar at the bottom shows 'Ready' and icons for Output, Find Symbol Results, and Error List.

Why Visual C++?

- total acceleration of the computing operations at 20-30%
- possibility of 64-bit version developing
- increasing of the compiler reliability
- expanded set of third-party libraries

ability of creating
Linux or Mac OS
application along
with the MS
Windows ones

wxWidgets is
a cross-platform
library of tools used
to build the
graphical user
interface

wxWidgets uses a
graphical user
interface elements of
the operating system
for which the
application is written

wxWidgets

PHOTOMODx64

aerial survey

48 GB RAM
up to 100 000 images,
6 million tie points

VisionMap A3

thousands SLF images

satellite imagery

48 GB RAM
up to 3 000 images,
20 000 tie points while
block adjustment

acceleration of data processing in
GeoMosaic program

tens of millions of 3D points to be displayed and
edited in the aerial or satellite imagery project



satellite imagery

48 GB RAM

**up to 3 000 images,
20 000 tie points while
block adjustment**

aerial survey

48 GB RAM

**up to 100 000 images,
6 million tie points**

VisionMap A3

thousands SLF images

tens of millions of 3D points to be displayed and edited in the aerial or satellite imagery project

acceleration of data processing in GeoMosaic program



Stages of the transition to 64-bit version of PHOTOMOD



1

Separation of calculation modules and the interface



2

Adaptation of calculation modules for the 64-bit version



3

Development of wxWidgets-based windows interface

4

Adaptation of the interface for the 64- bit version

5

**Data processing
optimization for 64-
bit version**

November 2014

PHOTOMOD x64 Release

July 2014

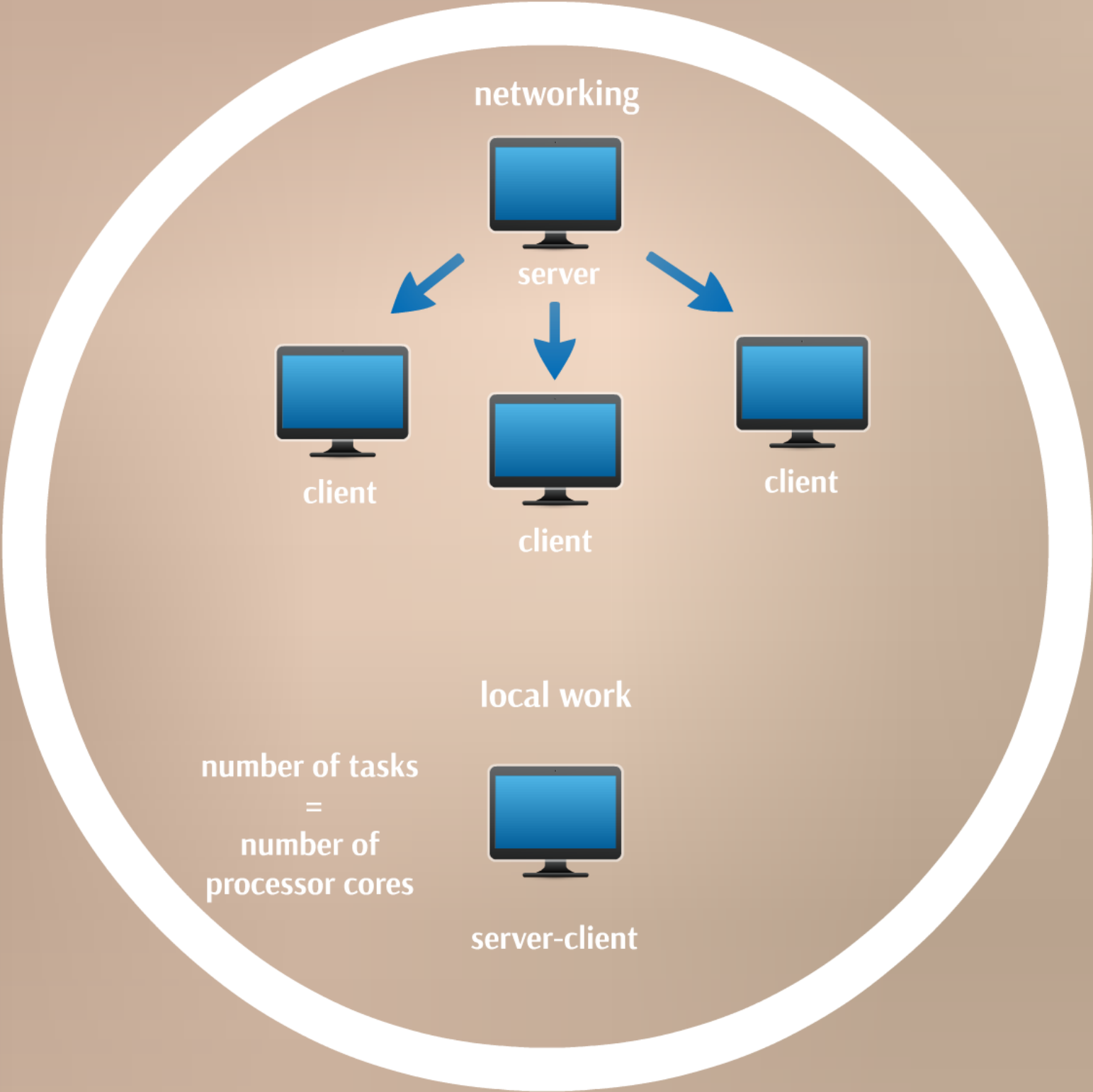
start testing of the full
PHOTOMOD x64 version

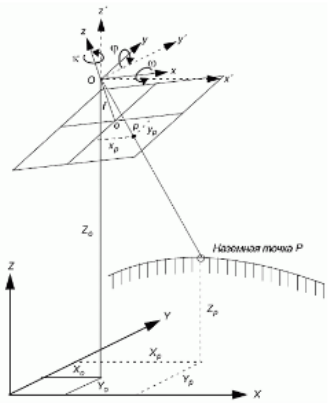
April 2014

intermediate version
PHOTOMOD x32 + x64 (5.3)

March 2014

distributed processing
tools for PHOTOMOD x64



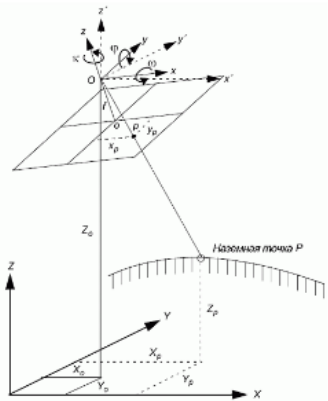


AT

for aerial projects

PHOTOMOD x32 (5.25)	PHOTOMOD x32 + x64 (5.3)	PHOTOMOD x64 (6.0)
<p>triangulation points</p> <p>images</p> <p>2 mln = 4 GB RAM</p> <p>10 000</p>	<p>triangulation points</p> <p>images</p> <p>2 mln = 4 GB RAM</p> <p>10 000</p> <p>measuring more points in distributed processing mode</p>	<p>triangulation points</p> <p>images</p> <p>more than 2 mln = depends on the RAM</p> <p>100 000+</p>

for UAS projects

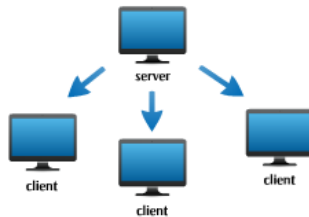


PHOTOMOD x32 (5.25)



“local” distributed processing (by using cores on one machine)

PHOTOMOD x32 + x64 (5.3)

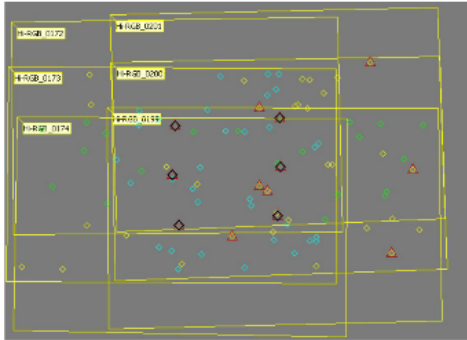


real network distributed processing

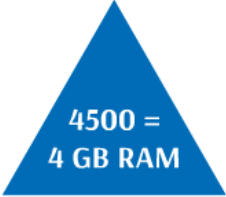

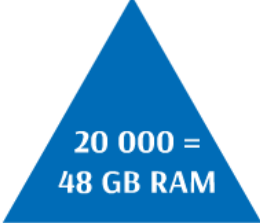

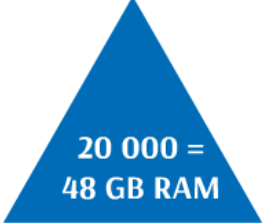

PHOTOMOD x64 (6.0)

acceleration of processes through the use of large amounts of computer memory

Solver

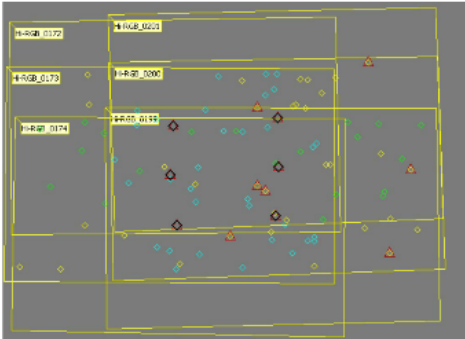


for scanner satellite images

PHOTOMOD x32 (5.25)		PHOTOMOD x32 + x64 (5.3)		PHOTOMOD x64 (6.0)	
triangulation points	images	triangulation points	images	triangulation points	images
 <p>4500 = 4 GB RAM</p>	 <p>200 - 300</p>	 <p>20 000 = 48 GB RAM</p>	 <p>3000+</p>	 <p>20 000 = 48 GB RAM</p>	 <p>3000+</p>

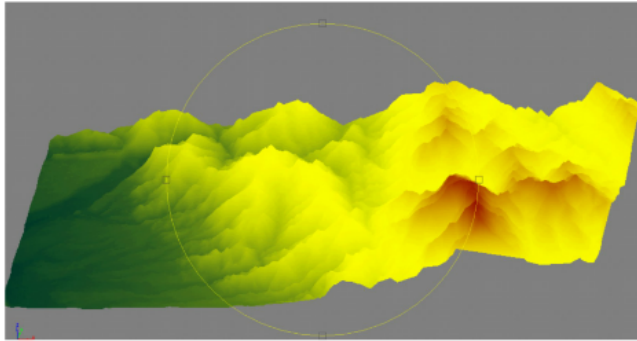


Solver



for aerial images (central projection)

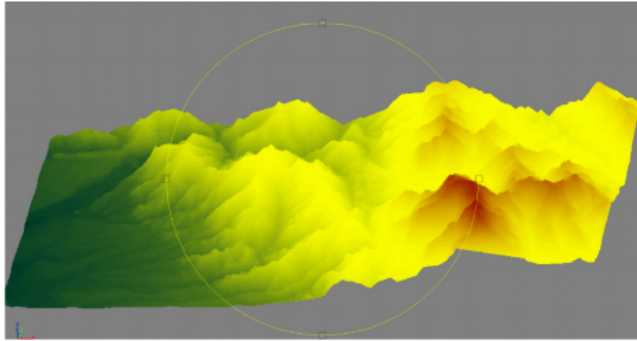
PHOTOMOD x32 (5.25)	PHOTOMOD x32 + x64 (5.3)	PHOTOMOD x64 (6.0)
present condition	present condition	<ul style="list-style-type: none">• significant acceleration of the adjustment of UAS projects• speeding up objects displaying



DTM

for aerial and satellite imagery projects

PHOTOMOD x32 (5.25)	PHOTOMOD x32 + x64 (5.3)	PHOTOMOD x64 (6.0)
points 5 mln = 4 GB RAM	points 5 mln = 4 GB RAM	points 20 mln = 4 GB RAM or more depends on the RAM



DTM

for projects with lidar data

PHOTOMOD x32 (5.25)	PHOTOMOD x32 + x64 (5.3)	PHOTOMOD x64 (6.0)
points 450 mln = 4 GB RAM	points 450 mln = 4 GB RAM	points depends on the RAM



GeoMosaic



PHOTOMOD x32 (5.25)	PHOTOMOD x32 + x64 (5.3)	PHOTOMOD x64 (6.0)
match histogram tool could not work in some cases because of the memory problem for big number of 16-bit images	ok for match histogram tool	total speeding up of displaying and significant increasing of number of source images

General displaying acceleration





Hardware configuration

PHOTOMOD 5.3 (Workstation)

System Component	Recommended Configuration
CPU	Intel Core i7
RAM	4 GB
Graphics card	NVIDIA Quadro 2000
HDD SATA	1000 GB
OS	Microsoft Windows 7 x32/x64





Hardware configuration



PHOTOMOD 6.0 (Workstation)

10s of thousands images, 10s of millions vector objects in the project

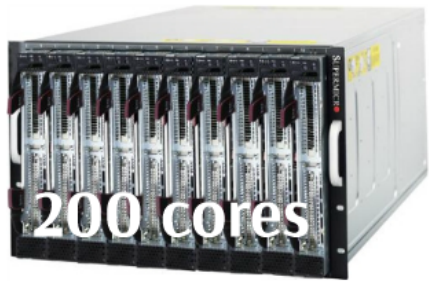
System Component	Recommended Configuration
CPU	Intel Core i7
RAM	24 GB
Graphics card	NVIDIA Quadro K2000
HDD / SSD	4000 GB
OS	Microsoft Windows 7/8 x64



Distributed processing system

computing unit

enclosure SBE-720E to 10 compute nodes (blades) with power supply, 10-Gigabit Ethernet Switch, CMM (Chassis Management Module), UPS



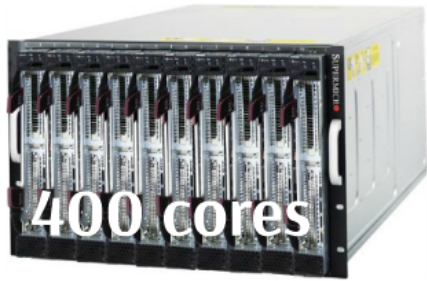
Distributed processing system

compute node (blade) - 20 cores

one core of the SBI-7127R-SH, containing:

- two processors with 10 cores - Intel® Xeon® Processor E5-2660 v2 2.20GHz
- 64 GB of memory
- SSD hard drive 200 GB
- two port network to 1 GB and two port to 10 GB
- one Windows server 2012 Standard

So, if the enclosure put 10 of the blades, the system will contain 200 cores.



Distributed processing system

compute node (blade) - 40 cores

one core of the SBI-7227R-T2, containing:

- four processors with 10 cores - Intel® Xeon® Processor E5-2660 v2 2.20GHz
- 128 GB of memory
- two SSD hard drive to 200GB
- two port network to 1 GB and four port to 10 GB
- two Windows server 2012 Standard

So, if the enclosure put 10 of the blades, the system will contain 400 cores.

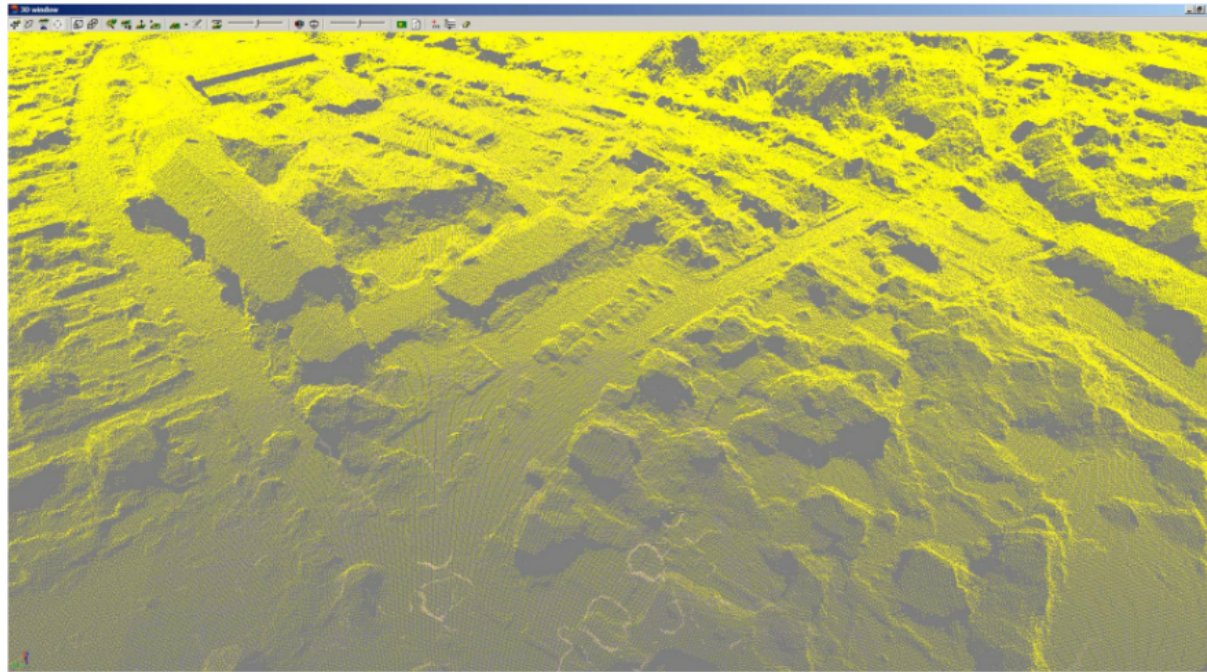


Distributed processing system

storage system

server:

- 32 TB of disk storage
- 16 TB SSD memory
- two 6 core Intel[®] Xeon[®] Processor E5-2620 v2 2.10 GHz
- 128 GB RAM
- two port network to 10 GB



50 million 3D points loaded into PHOTOMOD 6.0 3D window



PHOTOMOD UAS 6.0



- stand-alone full photogrammetric UAS-oriented software
- simplified user-interface
- distributed UAS triangulation
- improved self-calibration procedure
- speeding up of block adjustment
- corellator modifications



What is upcoming?

- closer to one-button solution
 - 3D block layout
 - more speeding up
- special tools for curtain shutter particularities
- block “sub-sampling” by more complicated criteria
 - automatic GCP recognition
- oblique imagery processing (3D modeling)



Thank you for attention !

See you at Master class 22 october!

