

Cees de Laat

CineGrid Amsterdam

Many slides from partners & CineGrid.org





CineGrid Mission

To build an interdisciplinary community that is focused on the research, development, and demonstration of networked collaborative tools to enable the production, use and exchange of very-high-quality digital media over photonic networks.







CineGrid: A Scalable Approach

20 - 192 Gbps

0.02 – 96 Gbps

0.-2 - 48 Gbps

0.25 - 7.6 Gbps

0.02 - 3 Gbps

12 – 1500 Mbps

4 - 25 Mbps

More

8K x 60/120

UHD² x 24/30/60

UHD x 24/30/60/120

4K x 24

 $2K^2 \times 24$

2K x 24

 $HD^2 \times 24/25/30$

HDTV x 24/25/30/60

HDV x 24/25/30/60

Tiled Displays Camera Arrays

UHDTV (far future)

Stereo 4K (future)

SHD (Quad HD)

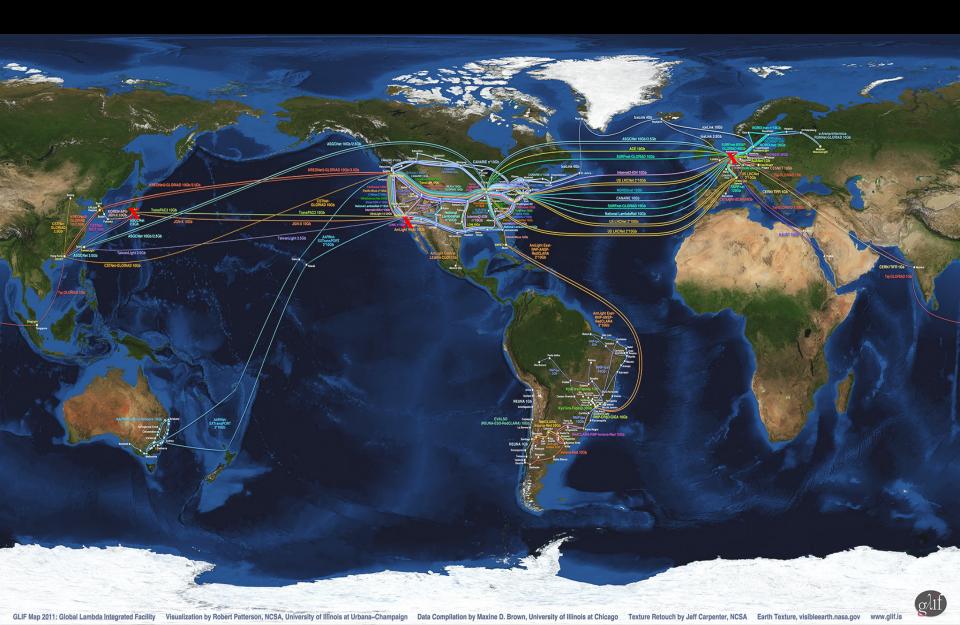
Digital Cinema

Stereo HD

HDTV

Consumer HD

The GLIF – LightPaths around the World partnering with CineGrid building CGX's on Lambda's



CINEGRID AMSTERDAM GOALS

Assemble technology, science, art and education to create new concepts, pilots & business models that result in:

- New forms of storytelling
- New domains for scientific exploration
- Transformation of workflows in creative media production
- Better education
- Enhanced economic growth



PARTNERS

CONSORTIUM PARTNERS

SURFnet, UvA, SARA, Dutch Film- and Television Academy, DELL, TNO, Holland Festival, Blender Institute, Sandberg Institute, MediaGuild, Waag Society

COLLABORATORS

Poznan Supercomputing Center, Amsterdam Innovatie Motor, UCSD, University of Illinois, NHK, KTH, KEIO University, Pathé Benelux, Filmmuseum, Salto, Nationale Computer Faciliteiten, IDFA, BeamSystems, ISOC, IDFA, DutchView, PICNIC, GridForum and many more

http://arne.delaat.net

CINEGRID AMSTERDAM

Research-, development- and outreach facility for production, transport and projection of digital cinema:

- Digital projection and sound in very high quality
- Editing and capture facilities
- Rendering & disk space
- Extremely high quality networks

In the center of Amsterdam International context

 Focus on spin-offs & lasting value



RESOURCES

CineGrid Studio for 4K postproduction

- 100 TB of Highly Connected Storage Space Ams-CGX
- High Performance Render Cluster
- 3 * 4K Screens and
- 1 100 Gb/s light path connections

Expertise in

- Production
- Encoding
- Transmission
- Screening



"Learning by Doing" Early CineGrid Projects in Amsterdam



Red End 2009



CineGrid @ Holland Festival 2007



7 Bridges @ Amsterdam 2007



First 4k Camera on canal 2007

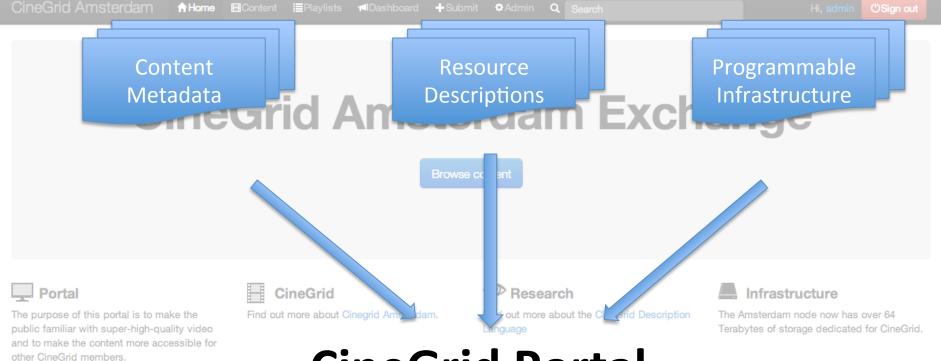




Handelingen Maarten de Heer







CineGrid Portal

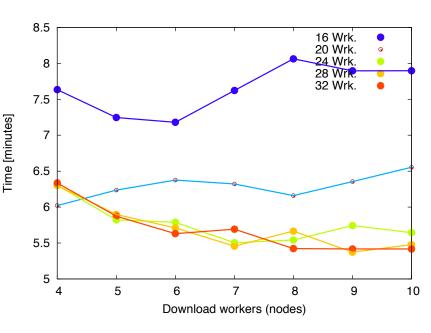
Unified orchestration of distributed CineGrid resources



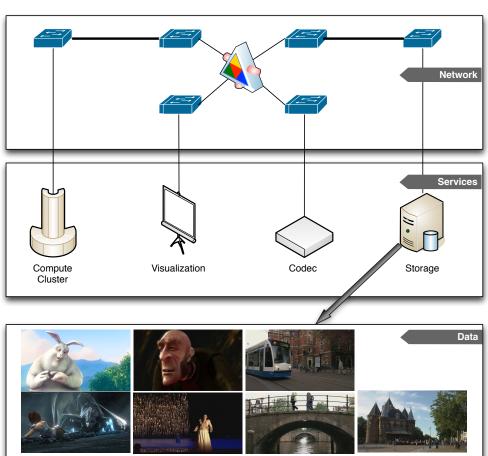


HyperFlow

Encoding times improve as the end nodes are connected via dynamic lightpaths



C. Dumitru, Z. Zhao, P. Grosso and C. de Laat HybridFlow: Towards Intelligent Video Delivery and Processing Over Hybrid Infrastructures (In CTS 2013))



Processing CineGrid with Clouds A queuing model approach

Process large amount of independent data

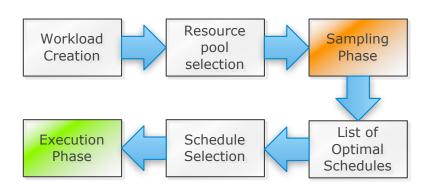
- Bags-of-Tasks + Data = Bags-of-Data
- Example : Image processing
- Independent files
- Large sizes (10-100s of MBs)

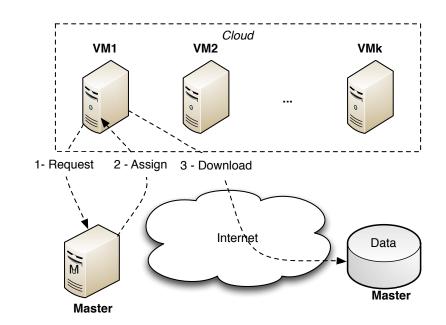
Idea: rent resources

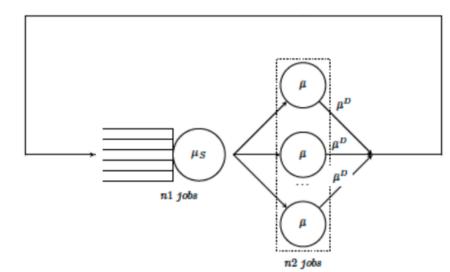
- scaling up (more resources)
- scaling out (more powerful resources)
- Which option?
- How many?

Requirements:

- Within time
- Within budget
- Simple, if possible

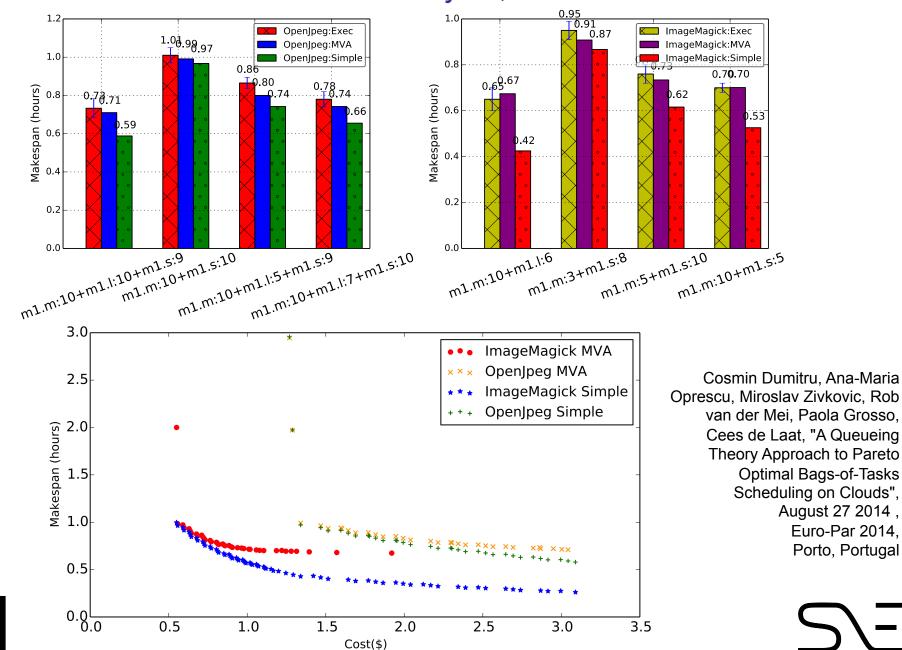








Processing in the Cloud: Mean Value Analysis, Pareto fronts



Directing Remote Live Shoot of Virtual Set Acting with Live Compositing in the Cloud



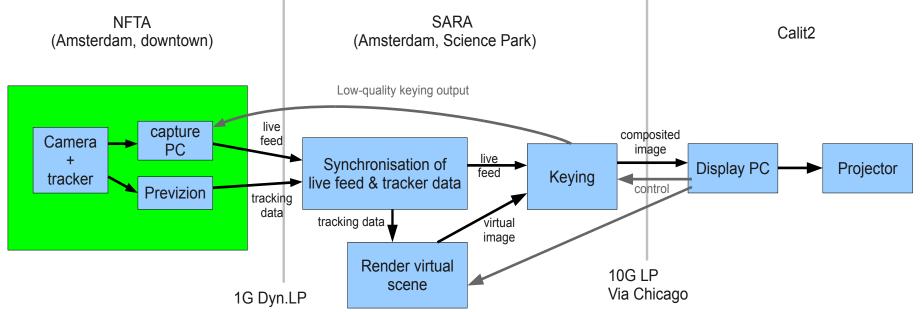


Live action camera, actors, green screen at NFTA (Amsterdam #1)
Virtual set compositing at SARA (Amsterdam #2)
Remote viewing and direction at UCSD/Calit2 Vroom (San Diego)

Real Time Rendering Workflow

Demo setup

- Three locations
 - 1) NFTA: greenscreen studio, Previzion, camera(+man), actress (+ dress)
 - 2) SARA: render node for keying, virtual scene rendering
 - 3) Calit2: keying controls, projection of final output, director
- Two lightpaths in between
- Video-conferencing for communication + low quality keying output back to NFTA









Movie Making on the GLIF



One Minutes: Enchanting Detail Contest



One Minutes: stunning quality











Direction

- Distributed Comp -> Grid -> Cloud -> Big Data
- Lego Block approach
- Application as a Service
- Elastic Cloud
- Determinism & Real Time?
- CineGrid ToolBox
- Storage
- Deep Storage
- Very Deep Storage



Scientific Publications: FGCS Special Issue on CineGrid! Volume 27, Issue 7, june 2011

Guest Editors: Naohisa Ohta & Paul Hearty & Cees de Laat

Editorial: CineGrid: Super high definition media over optical networks.

- 1. Real-time long-distance transfer of uncompressed 4K video for remote collaboration.
- 2. Media Network (HPDMnet): An advanced international research initiative and global experimental testbed.
- 3. Producing and streaming high resolution digital movies of microscopic subjects.
- 4. Enabling multi-user interaction in large high-resolution distributed environments.
- 5. Tri-continental premiere of 4K feature movie via network streaming at FILE 2009.
- 6. A collaborative computing model for audio post-production.
- 7. Design and implementation of live image file feeding to dome theaters.
- 8. Beyond 4K: 8K 60p live video streaming to multiple sites.
- 9. Using ontologies for resource description in the CineGrid Exchange.
- 10. CineGrid Exchange: A workflow-based peta-scale distributed storage platform on a high-speed network.
- 11. CSTP: A parallel data transfer protocol using cross-stream coding.
- 12. Multi-point 4K/2K layered video streaming for remote collaboration.



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Gemeente Amsterdam







www.cinegrid.nl