

# **Extended Reality Visualization at INL**

August 2023

Nathan Woods, Rajiv Khadka





#### DISCLAIMER

This information was prepared as an account of work sponsored by an agency of the U.S. Government. Neither the U.S. Government nor any agency thereof, nor any of their employees, makes any warranty, expressed or implied, or assumes any legal liability or responsibility for the accuracy, completeness, or usefulness, of any information, apparatus, product, or process disclosed, or represents that its use would not infringe privately owned rights. References herein to any specific commercial product, process, or service by trade name, trade mark, manufacturer, or otherwise, does not necessarily constitute or imply its endorsement, recommendation, or favoring by the U.S. Government or any agency thereof. The views and opinions of authors expressed herein do not necessarily state or reflect those of the U.S. Government or any agency thereof.

#### **Extended Reality Visualization at INL**

Nathan Woods, Rajiv Khadka

August 2023

Idaho National Laboratory Idaho Falls, Idaho 83415

http://www.inl.gov

Prepared for the U.S. Department of Energy Under DOE Idaho Operations Office Contract DE-AC07-05ID14517 August 22, 2023

Nathan Woods, Rajiv Khadka

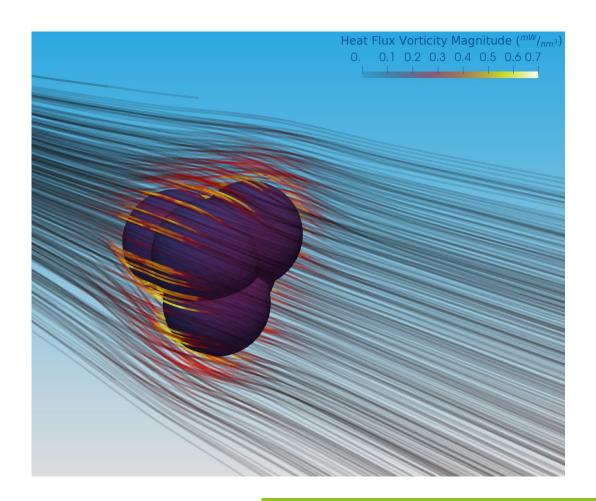
# **Extended Reality Visualization at INL**

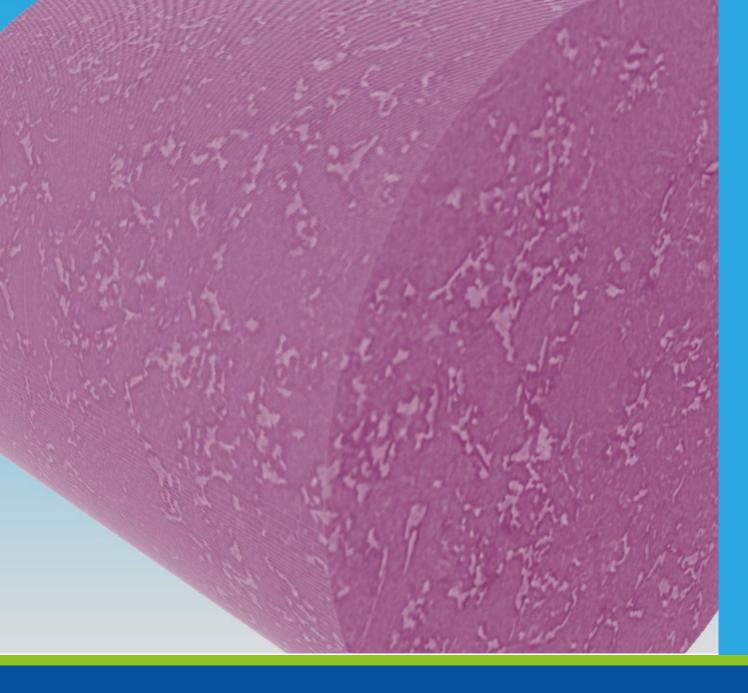


#### **Scientific Visualization**

#### **Animations and Video**

- Animated visual aids can convey the meaning of scientific results better than words and pictures alone
- The process of making even mildly complex video requires tools outside the normal scientific toolbox
- This is the most publicly impactful aspect of scientific visualization





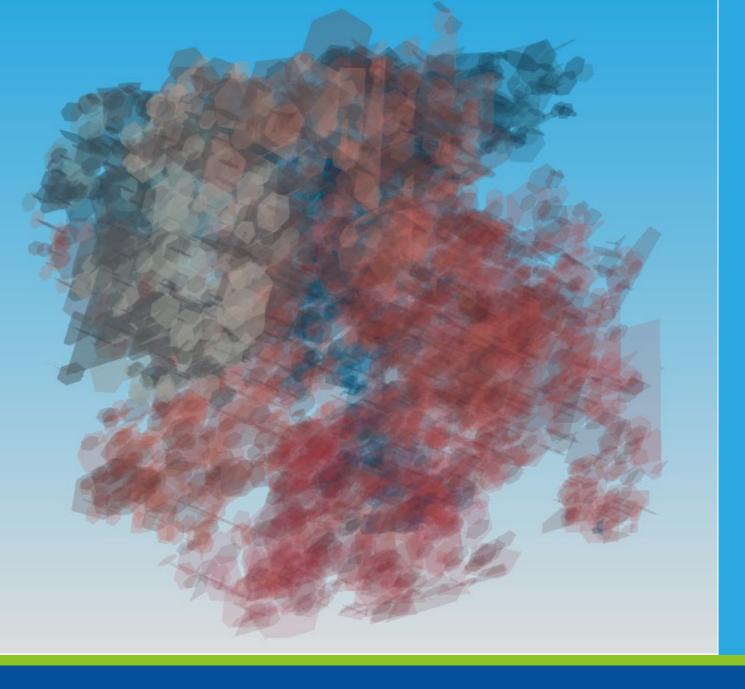
### Visualizing "Large" Data

- Datasets larger than a few GB become unwieldy on individual workstations
- Individual expertise can mitigate this problem
- Must take care to work in the most efficient representations
- Distributed rendering is used uncommonly by most people



#### "Difficult" data

- Datasets can be difficult to visualize for many reasons
- Discrete Fracture Networks:
  - Entirely 2-dimensional
    - No volume rendering
    - No streamlines
  - Lots of boundaries
    - Transparency is ineffective



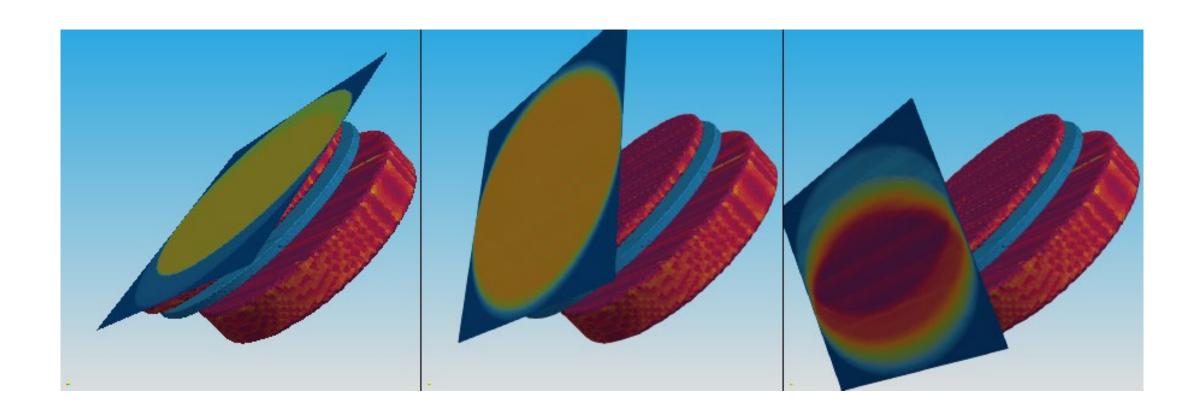
#### "Difficult" data

- Datasets can be difficult to visualize for many reasons
- Discrete Fracture Networks:
  - Entirely 2-dimensional
    - No volume rendering
    - No streamlines
  - Lots of boundaries
    - Transparency is ineffective

#### "Difficult" Data



# **Analysis Computing areal density for a given angle**



# **Extended Reality**

#### Who am I...

- Rajiv Khadka
  - Visualization Researcher, Applied Visualization Laboratory
  - Ph.D. from University of Wyoming
- Conducting research in:
  - Collaborative VR/AR, 3D User Interfaces, HCI
  - Immersive Data Visualization
  - Immersive Analytics, Digital Twins



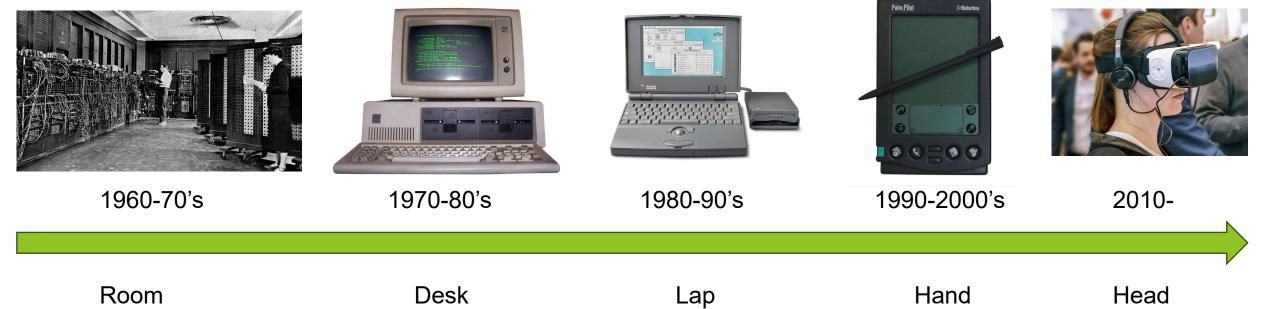
**AR?**AUGMENTED REALITY

**VR?**VIRTUAL REALITY

MR?
MIXED REALITY

# **Extended Reality (XR)?**

#### **Evolution of Computer**



## **Virtual Reality**





### **Augmented Reality**





### **Mixed Reality**





# **Extended Reality (XR)**

**AR**AUGMENTED REALITY

**VR**VIRTUAL REALITY

MR MIXED REALITY

# **Display Devices**



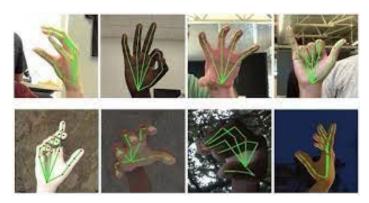




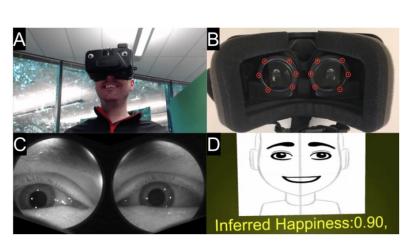




#### Interaction



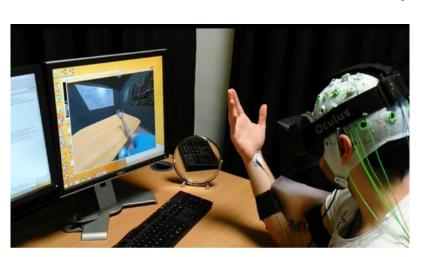
https://how2electronics.com/gesture-recognition-application-machine-learning/



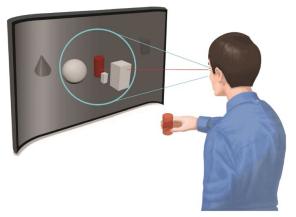
https://www.researchgate.net/figure/Eyemotion-visual-schematic-A-A-user-wearing-the-VR-HMD-used-for-expression-tracking fig1 331606987



https://hcisjournal.springeropen.com/articles/10.1186/s1367 3-018-0154-5



https://www.semanticscholar.org/paper/Movement-intention-based-Brain-Computer-Interface-Wairagkar-Zoulias/046422e95aee75912b030de34ec2371803247d22



https://link.springer.com/article/10.1007/s12193-019-00305-v

#### Why XR Matters?

- Enhanced Perception
- Expanding Boundaries
- Increased Engagement
- Empowering Decision-Making





https://gifer.com/de/s/mixed-reality https://makeagif.com/gif/microsoft-hololens-mixed-reality-in-the-modern-workplace-VIe\_HX

make a gif.com

#### Effectiveness of VR/AR

	Classroom	E-learn	VR
How many times were you multitasking or distracted during this experience?	0.78	1.93	0.48
How many minutes do you estimate it took to get back on task?	1	2.63	0.48

VR-trained learners were up to 4 times more focused during training than their e-learning peers and 1.5 times more focused than their classroom peers.



275%
more confident to act on what they learned after training

faster than classroom training on average



3.75X
more emotionally connected to the content than classroom learners



https://www.futurevisual.com/blog/pwc-study-virtual-reality-training-enterprises/

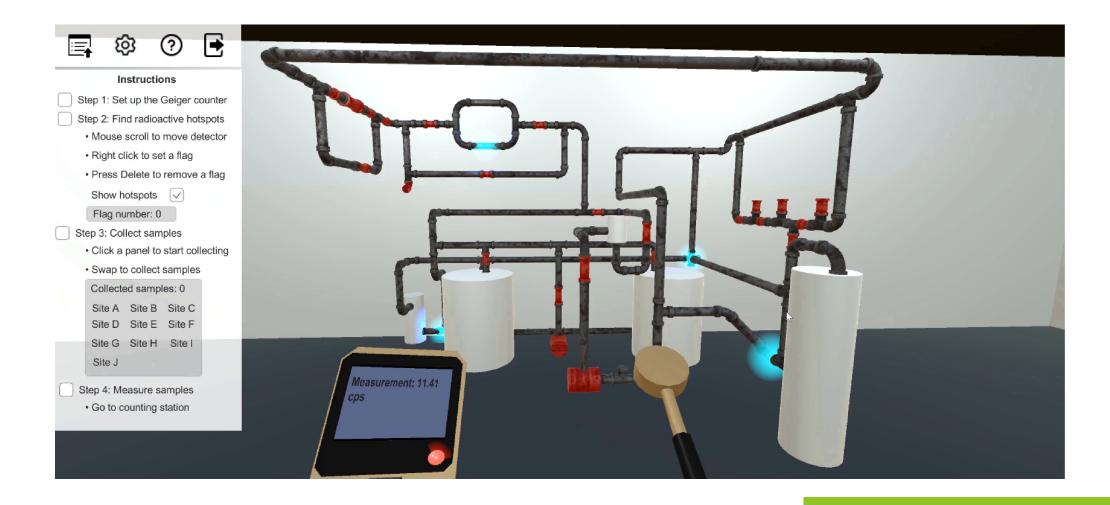
#### **XR for Scientific Discovery**



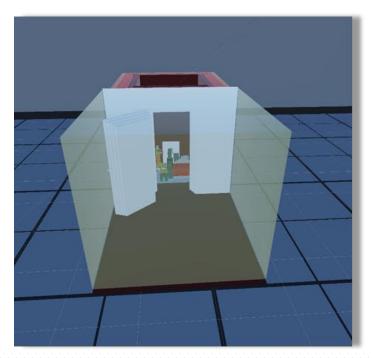
Neutron flux levels generated in the core of INL's Advanced Test Reactor during operation. Neutron levels are highest in the blue and purple areas, and lower in the orange and red areas.

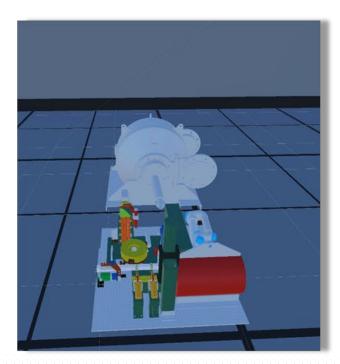
Heat flow around bubbles

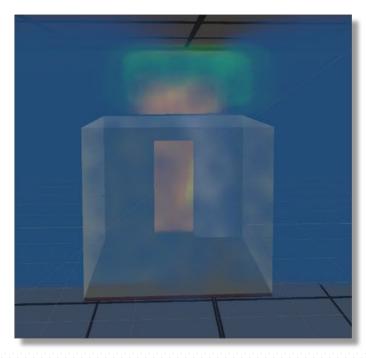
#### **Revolutionizing Education**



#### **Innovations in Engineering Prototype & Designs**

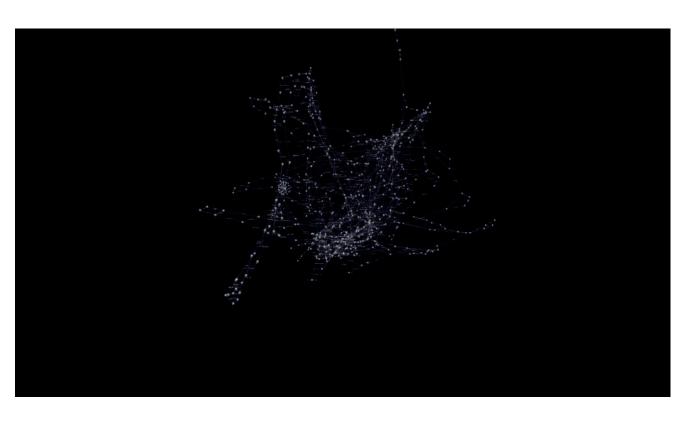


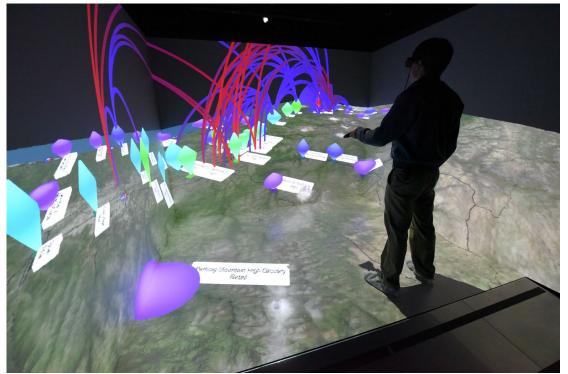




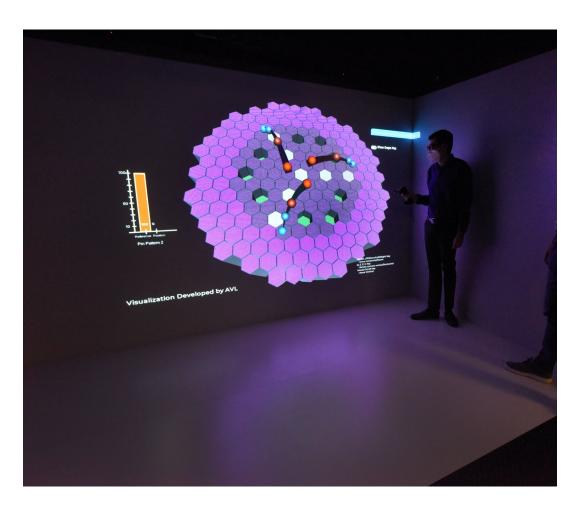
Virtual Prototype of Mobile Hot Cell (left), radiation modeling of the environment (middle) and inner components (right)

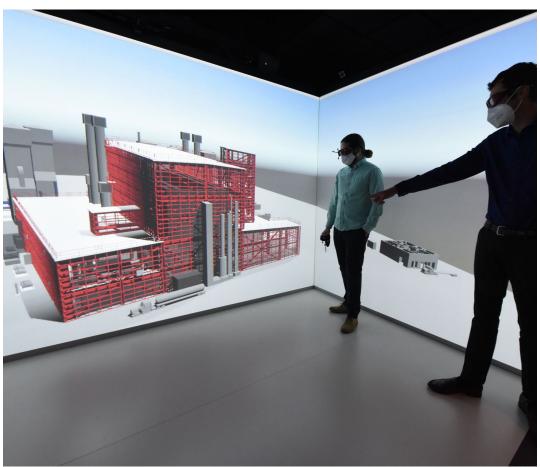
# **Advancing Data Analysis**



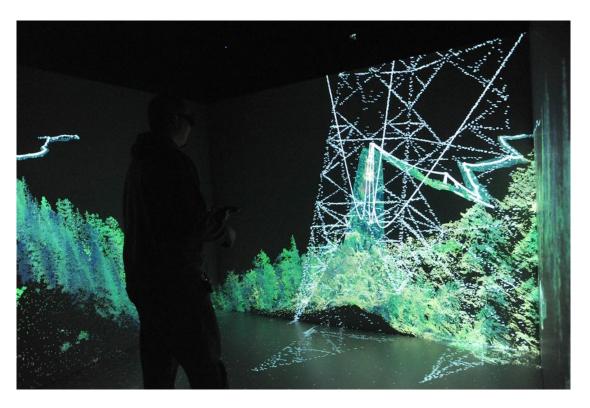


#### **Immersive Visualization for Digital Twins**





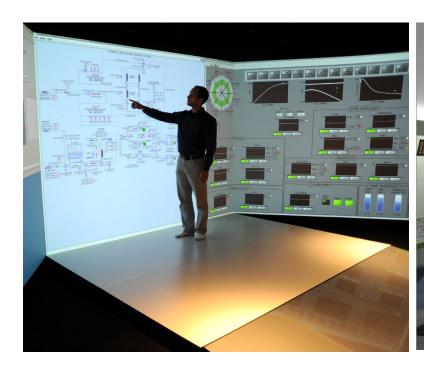
#### **Lidar Visualization**



Utility companies can upload LiDAR data to the CAVE to analyze real or planned power line corridors.

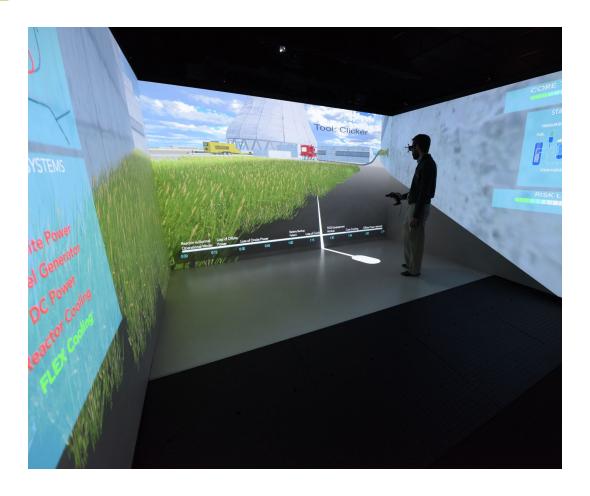


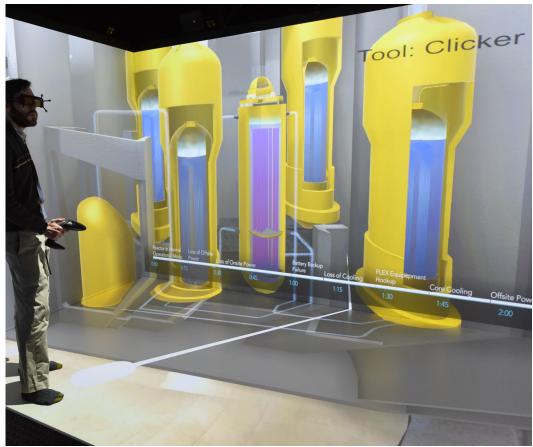
#### **Human Factors and Ergonomics**





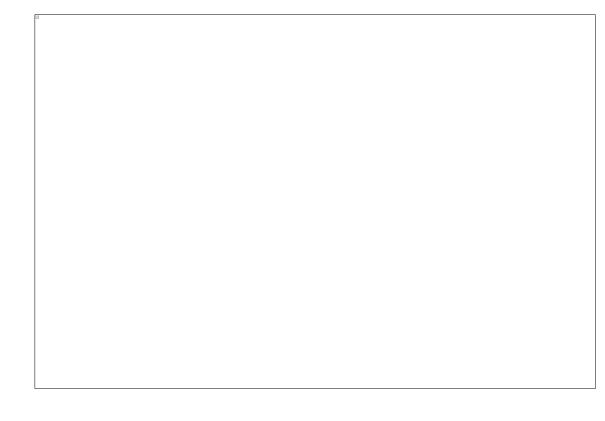
#### **Maintenance and Inspections**





#### **Education & Outreach**





A group of users using large-immersive system for visualization.

#### **Challenges**

- Cost
- Motion sickness
- Privacy concerns
- Content creation complexities
- Interoperability
- Accessibility

#### **Key Takeaways**

## Immersive Engineering



VR/AR Practical Application In Engineering Industries Will Keep Growing

### Safety and Risk



Enhance safety and reduce risks in the nuclear industry

## Reduce cost & Accelerate Progress



Detect project issues earlier Remote Maintenance Easily design iterations

## Workforce **Preparation**



Preparing for new generation of workforce

#### **Applied Visualization Laboratory**

Experience and Expertise in Visualization & AR/VR/XR at INL

# Incorporating XR into Scientific Visualization Workflows

# Principal Tools for Scientific Visualization at INL (in descending order of popularity)



Microsoft Excel



Matlab



Matplotlib



Paraview

 Notably, this doesn't include proprietary tools built into e.g. instrument control software

 XR technologies must be integrated into the scientific analysis workflow in order to be useful

 Anything that requires interaction with specialized visualization personnel is a tough sell

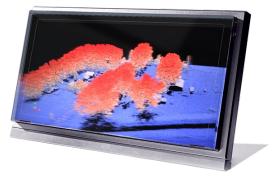
Everything else

#### **Current Development of Scientific Visualization at INL**

- Fully incorporate ParaView into the CAVE environment at AVL
- Continue to explore ParaView
   XR capabilities and develop new scientific workflows in headsets
- Explore applications of new visualization hardware, such as the Looking Glass holographic displays









Battelle Energy Alliance manages INL for the U.S. Department of Energy's Office of Nuclear Energy. INL is the nation's center for nuclear energy research and development, and also performs research in each of DOE's strategic goal areas: energy, national security, science and the environment.