

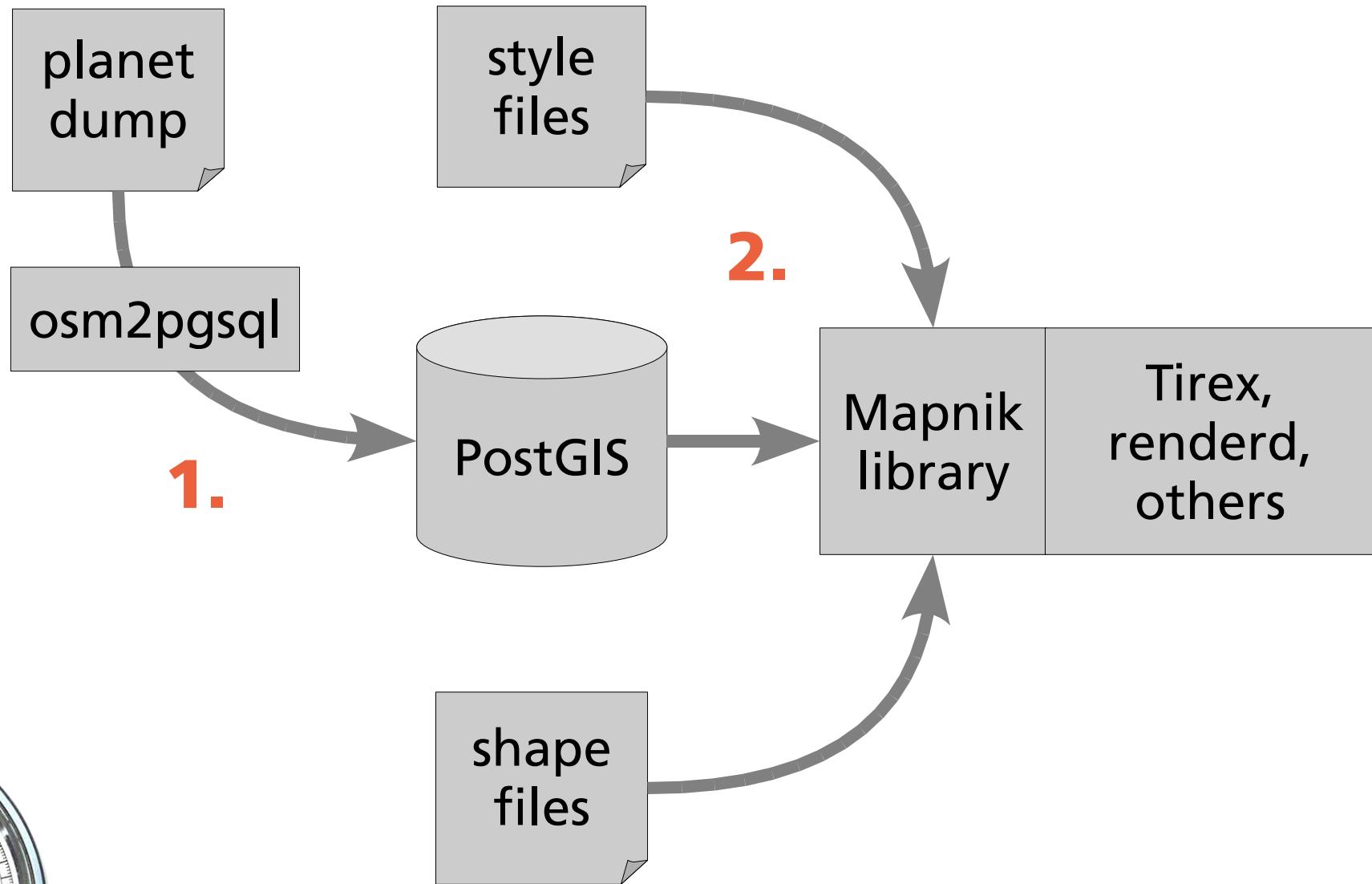
Optimising the Mapnik Rendering Toolchain

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or: Things you could have found
out yourself if only it didn't
take so damn long to try them!



The Rendering Toolchain



1



Basic Setup

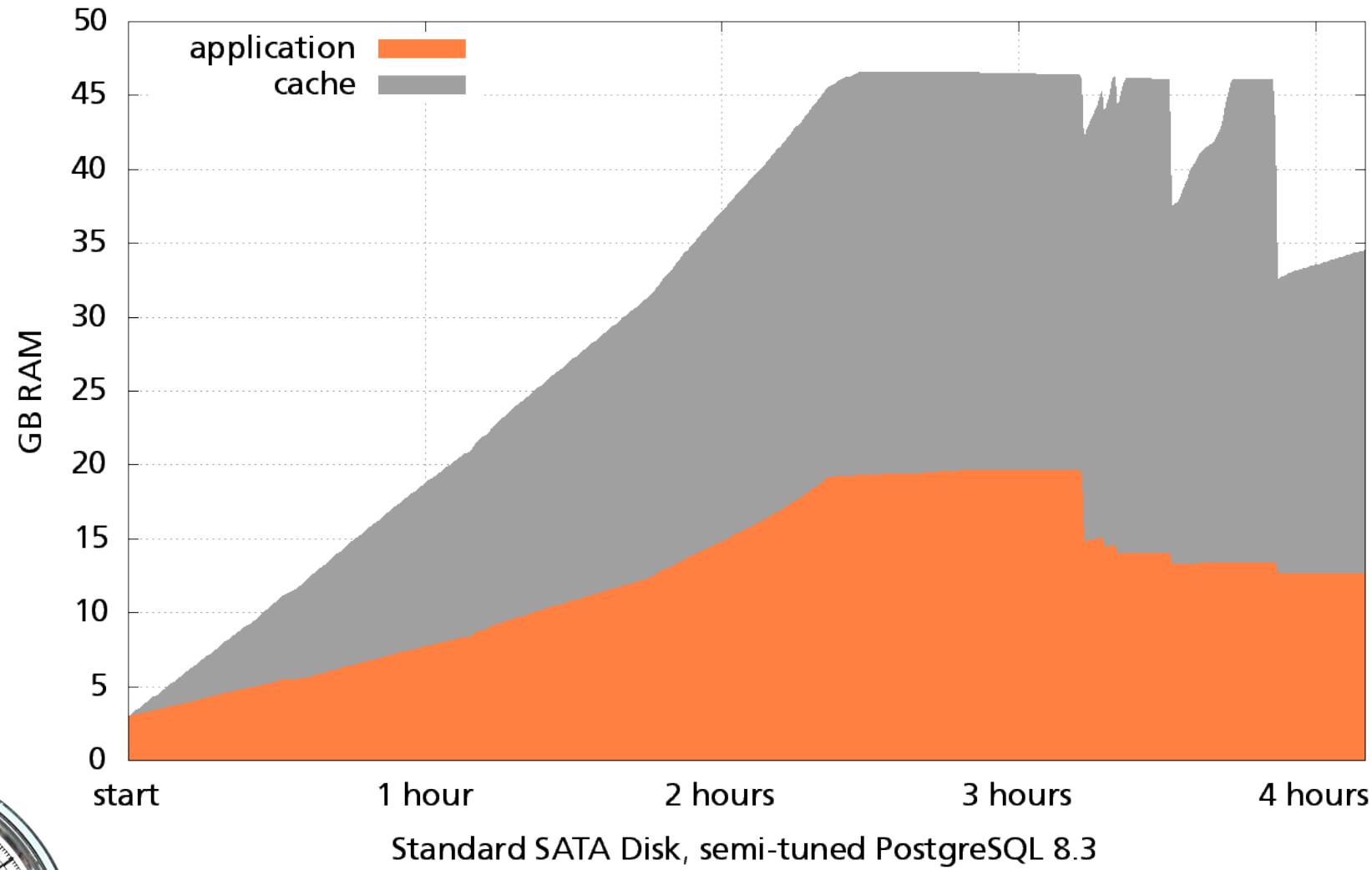
- Dual Quad-Core Xeon 2.4 GHz Machine, 48 GB RAM
- Ubuntu Linux
- Mapnik 0.7
- gzipped, full recent planet file
- different PostgreSQL/PostGIS variants (mostly 8.3)
- Areca RAID controller
- WD Raptor 10k RPM disks,
standard Samsung SATA disks
& a SuperTalent 128 GB SSD drive





Full Planet Import

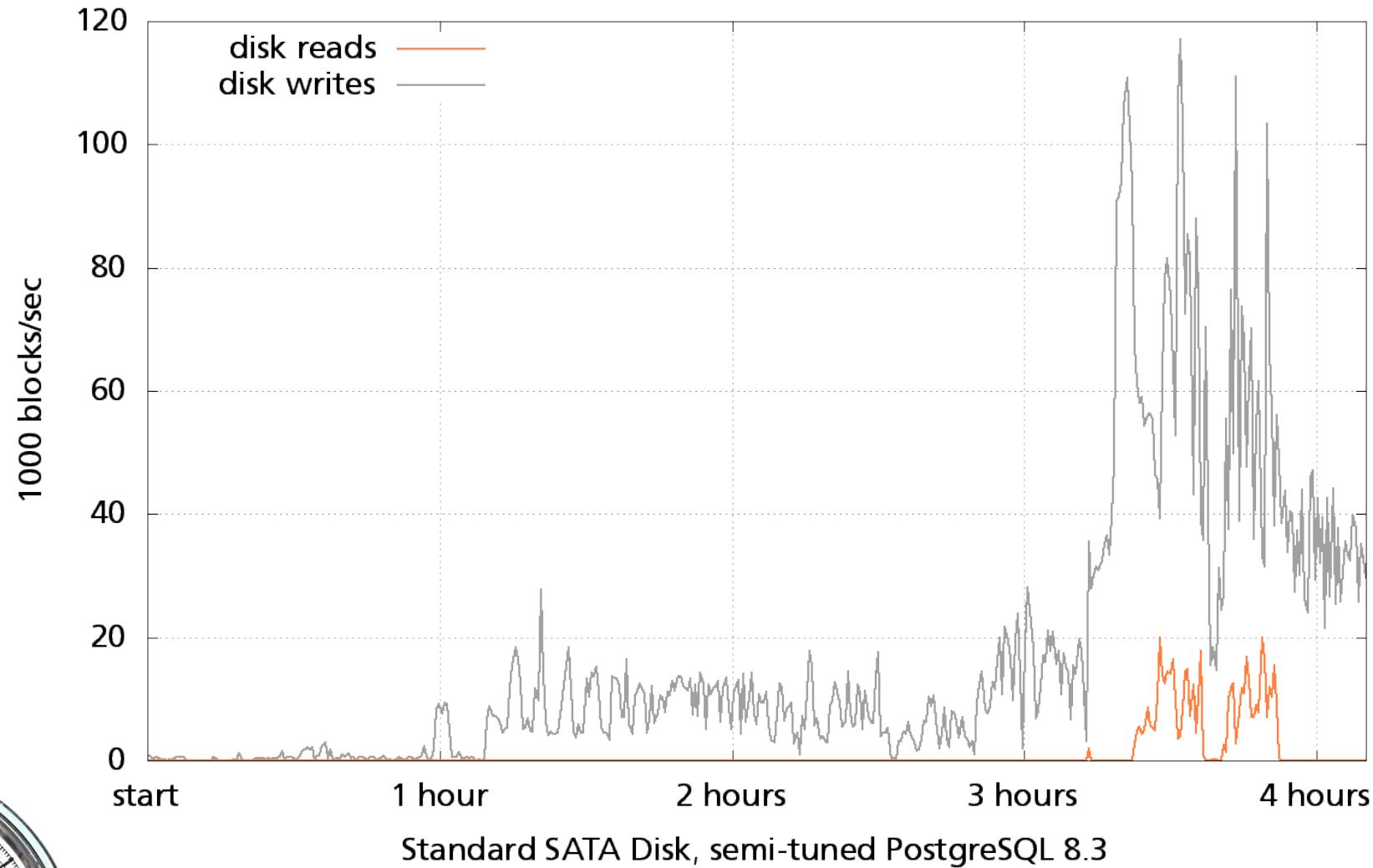
Memory usage during Full Planet Import



Standard SATA Disk, semi-tuned PostgreSQL 8.3

Full Planet Import

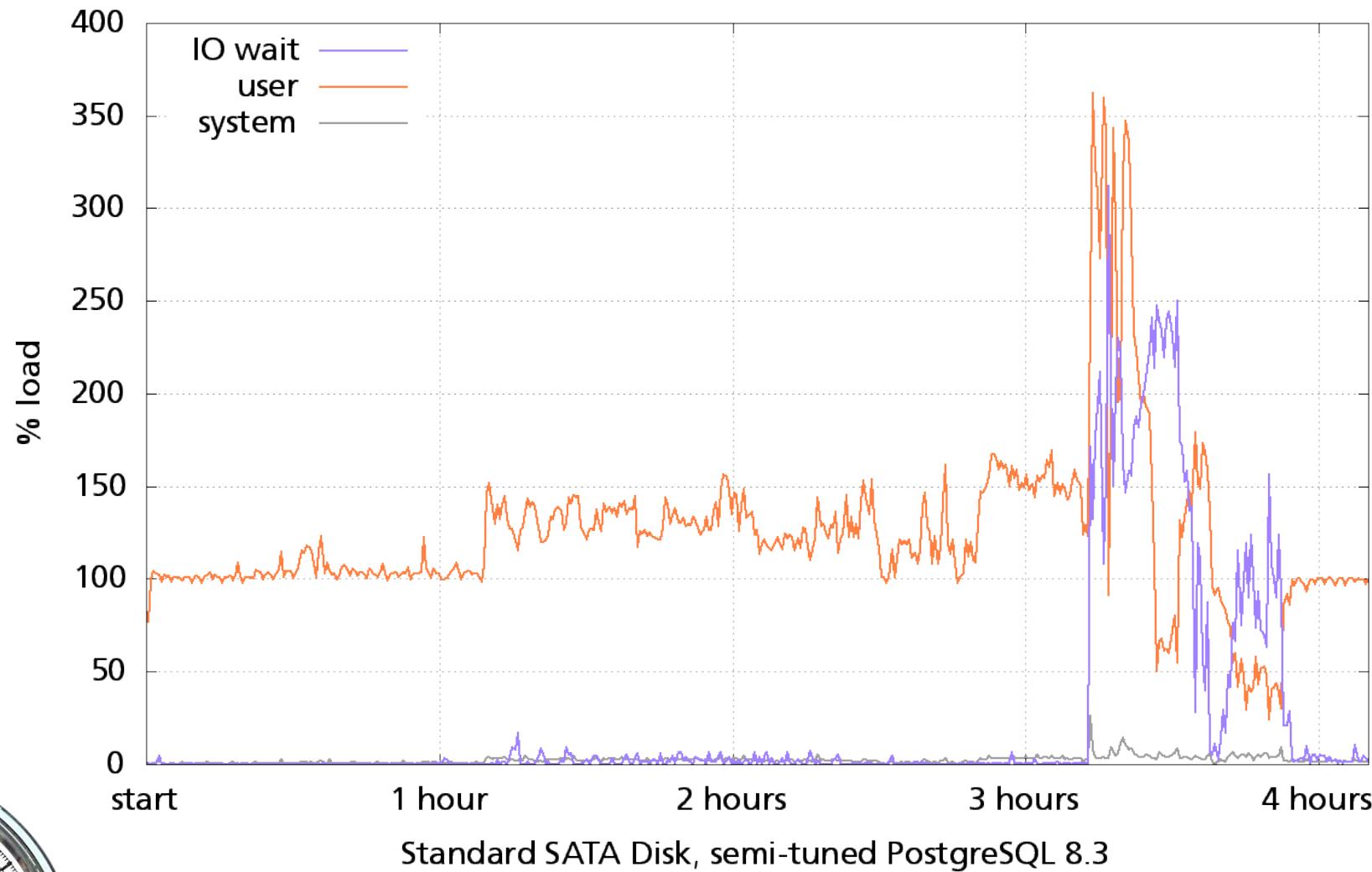
Disk usage during Full Planet Import





Full Planet Import

CPU usage during Full Planet Import



PostgreSQL Tuning for N00bs

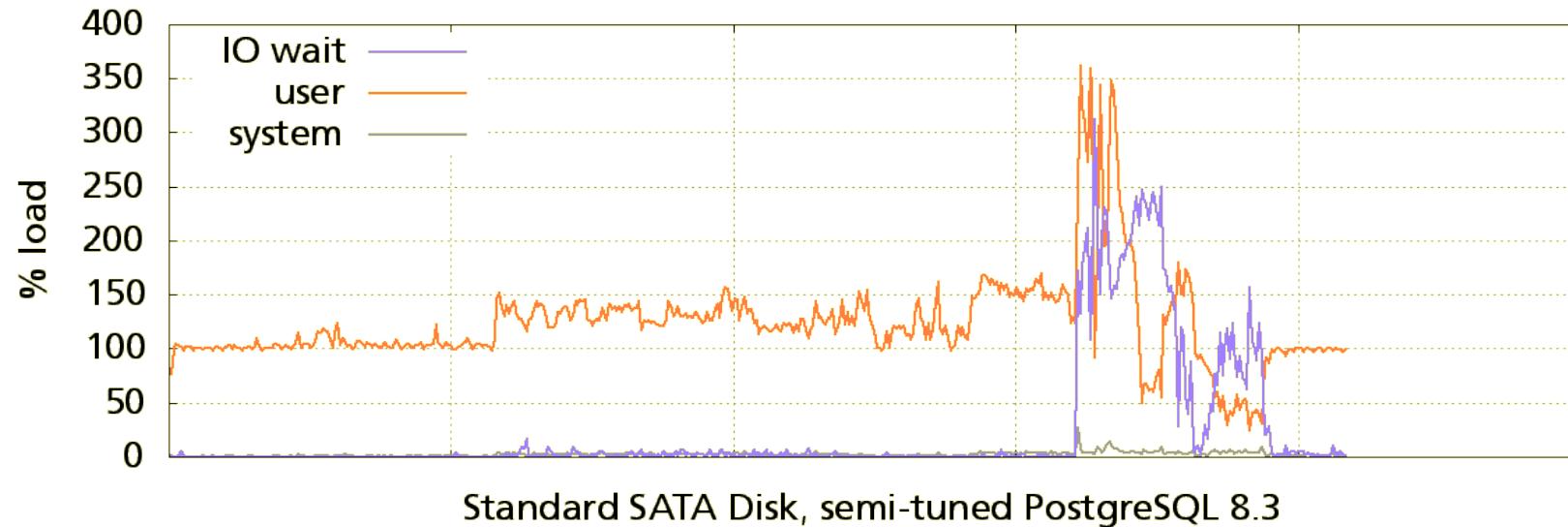
/etc/postgres/8.3/main/postgresql.conf:

option	default	recommended
shared_buffers	24 MB	768 MB
work_mem	1 MB	512 MB
maintenance_work_mem	16 MB	512 MB
max_fsm_pages	153600	204800
fsync	on	off
autovacuum	on	?

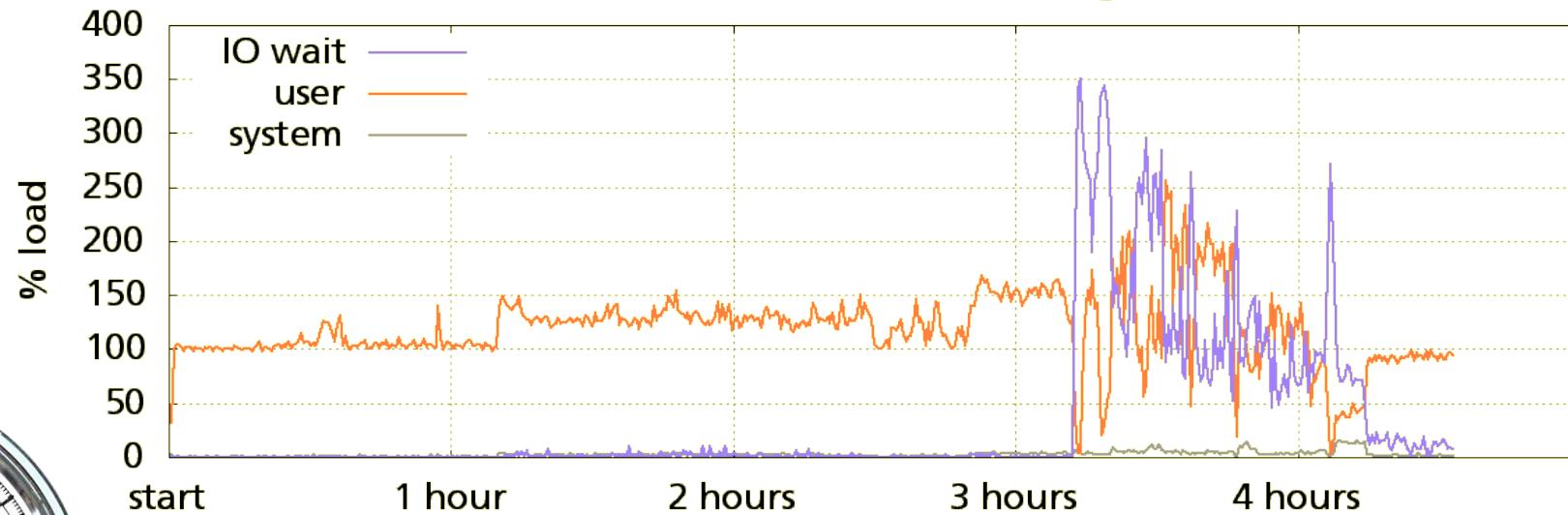


Full Planet Import

CPU usage during Full Planet Import



Standard SATA Disk, semi-tuned PostgreSQL 8.3

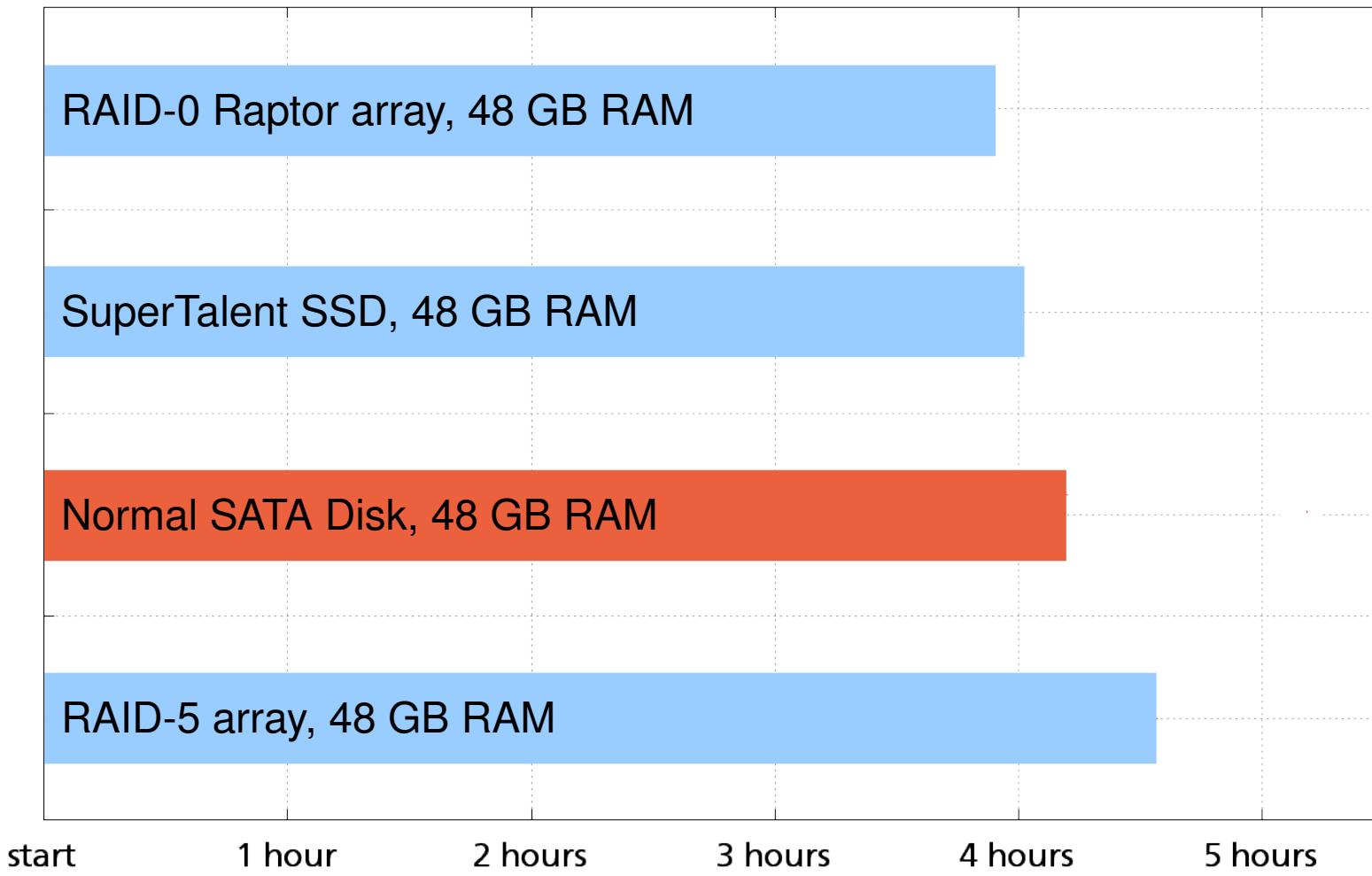


Standard SATA Disk, un-tuned PostgreSQL 8.3



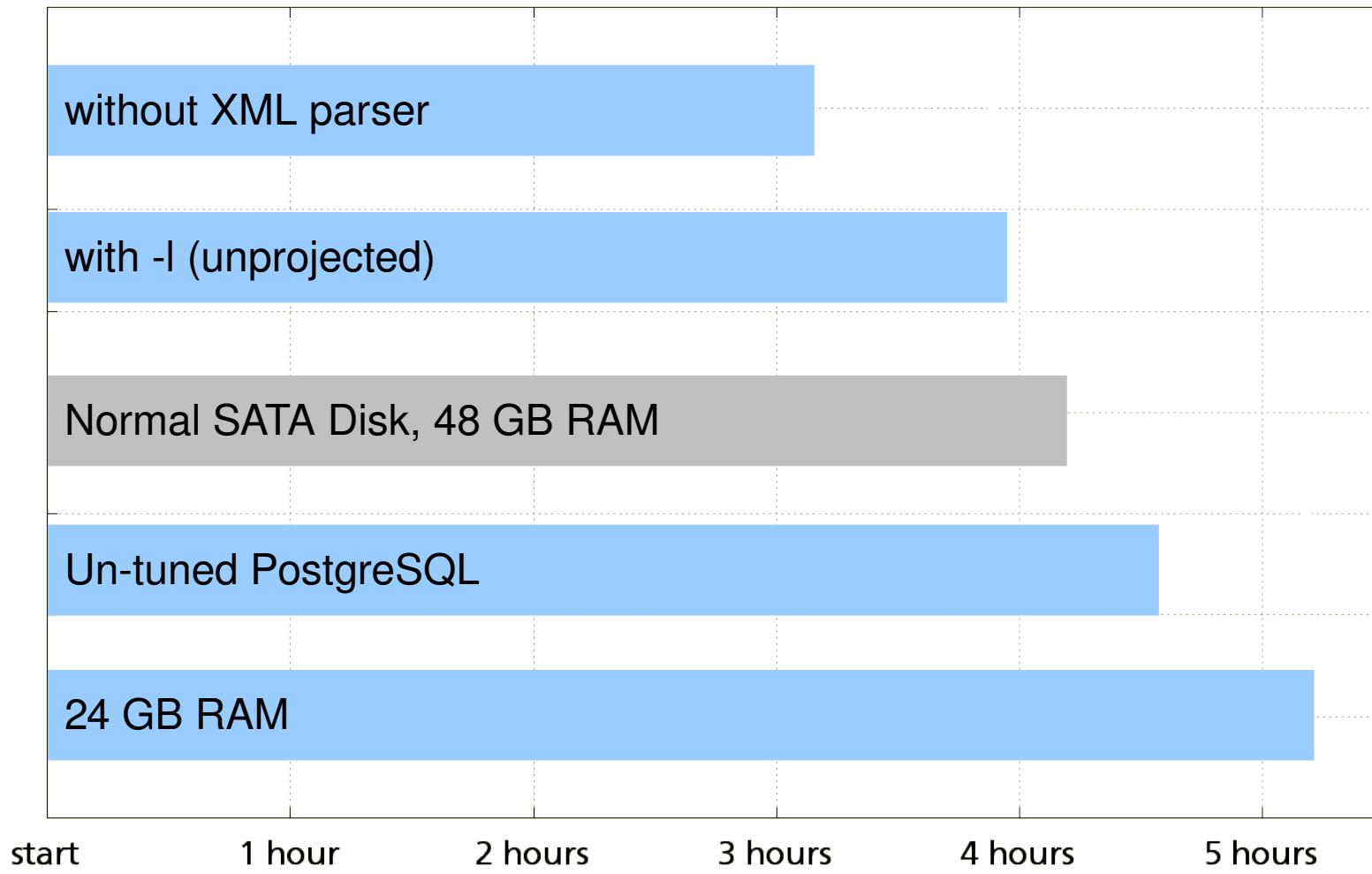
Full Planet Import

Total Time for Full Planet Import



Full Planet Import

Total Time for Full Planet Import



S/P C6560

batch 20100629-1005

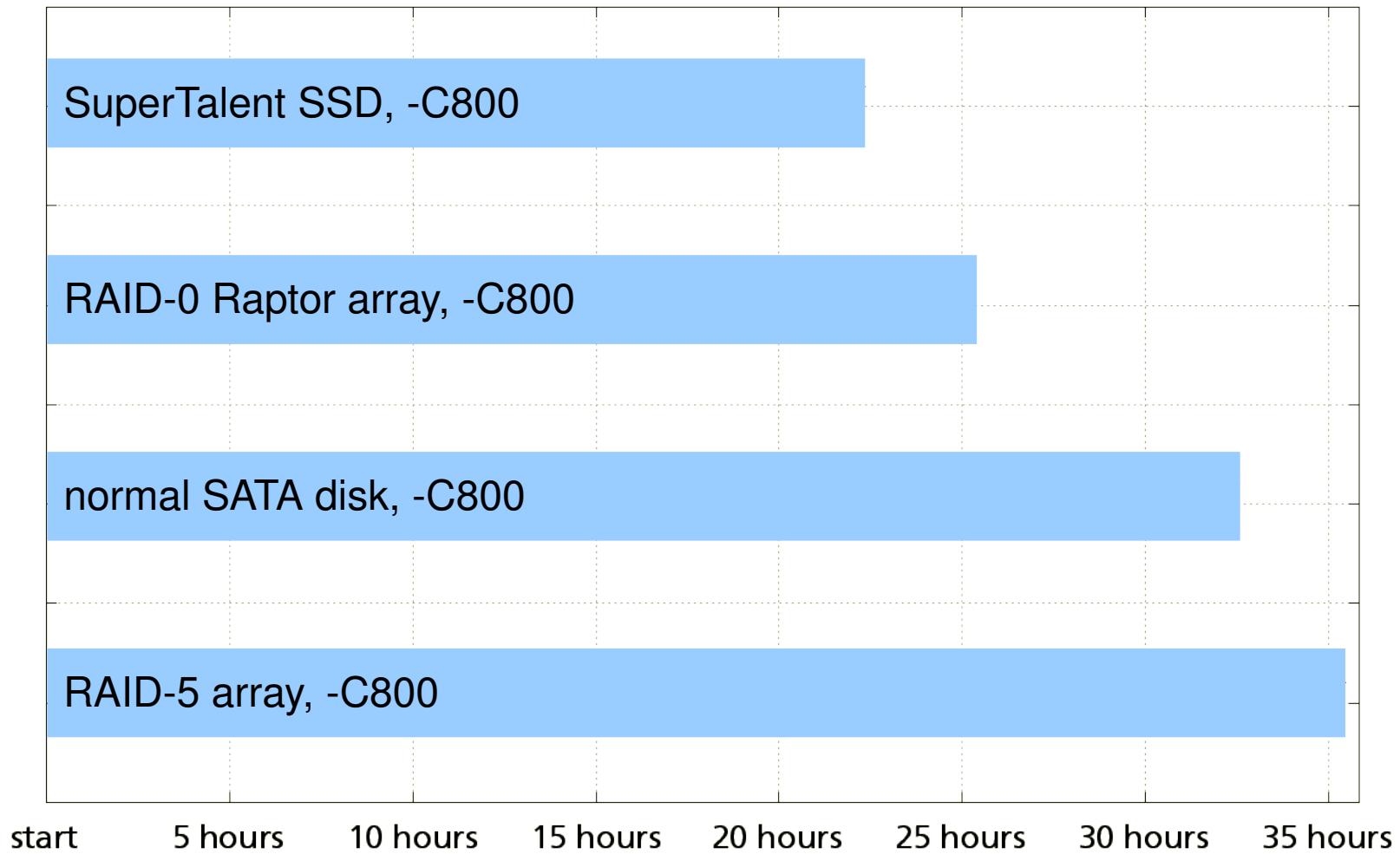
Full Planet Import – Results

- fast disks are good
- but a lot of memory is even better
- RAID-0 is faster, RAID-5 slower than plain disk
- SSD doesn't make a big difference
- should be possible to shave off ~ 2 hours (50%)
by making osm2pgsql's node/way processing
multi-threaded and/or improve XML parsing

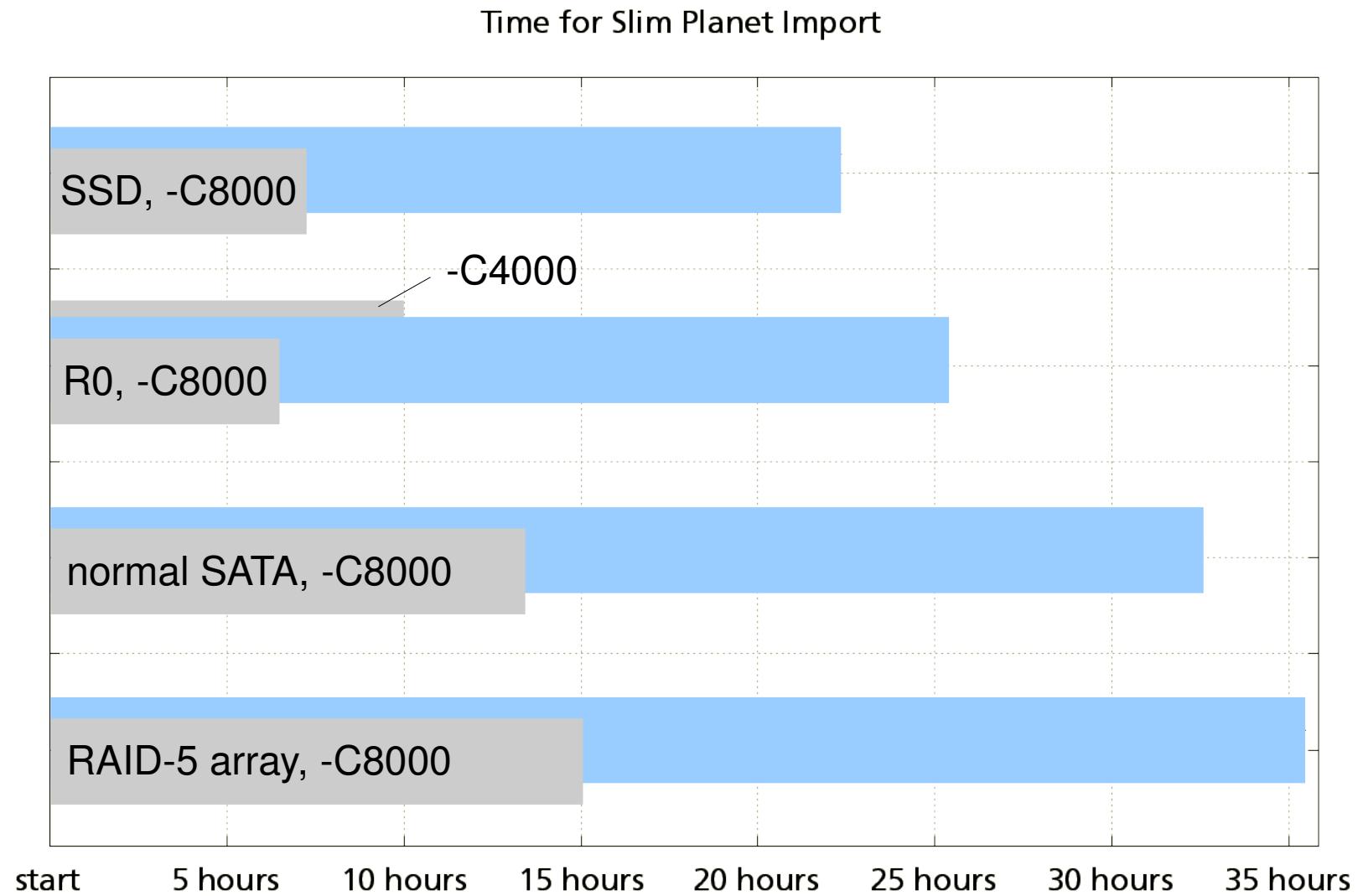


Slim Planet Import

Time for Slim Planet Import

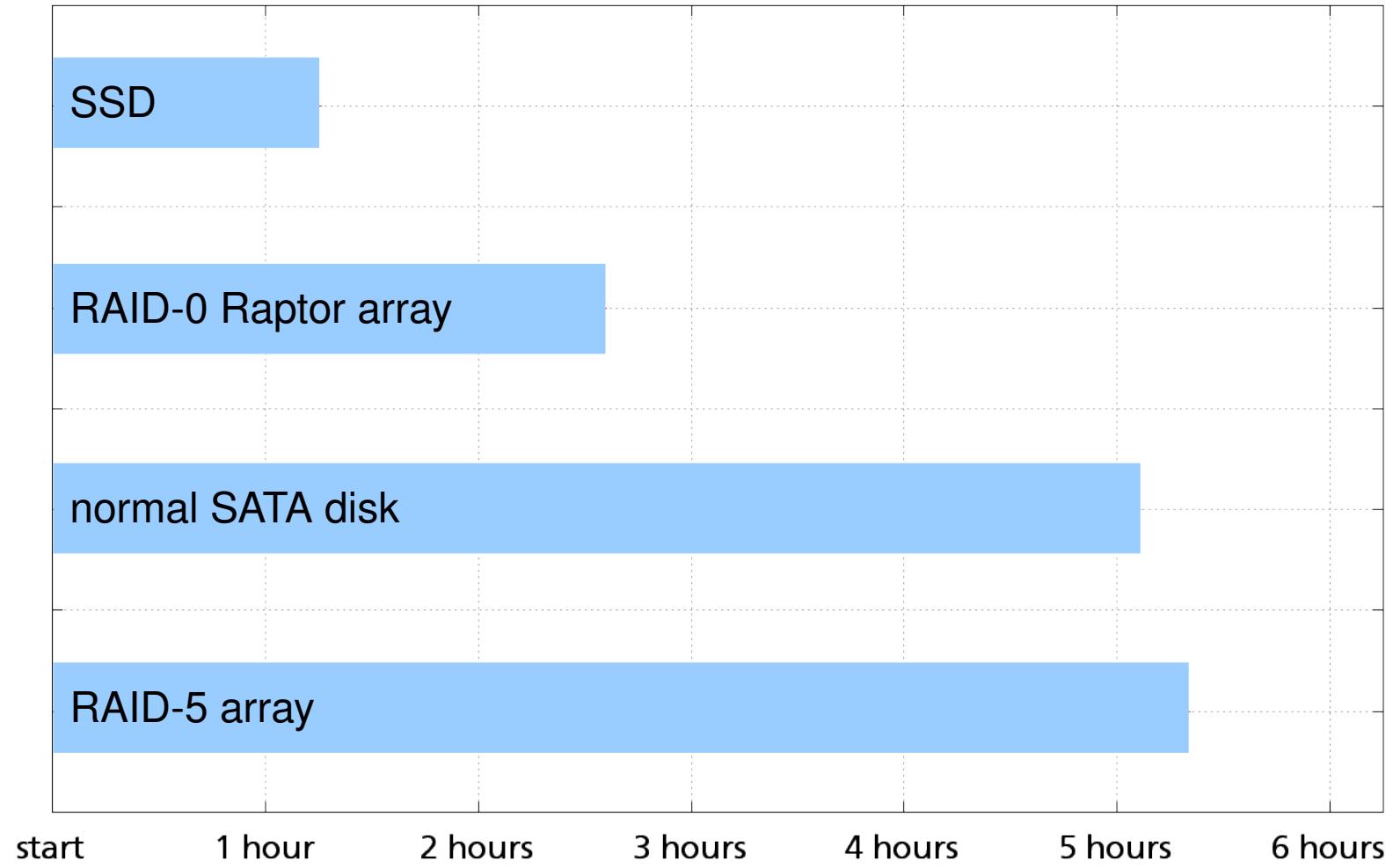


Slim Planet Import



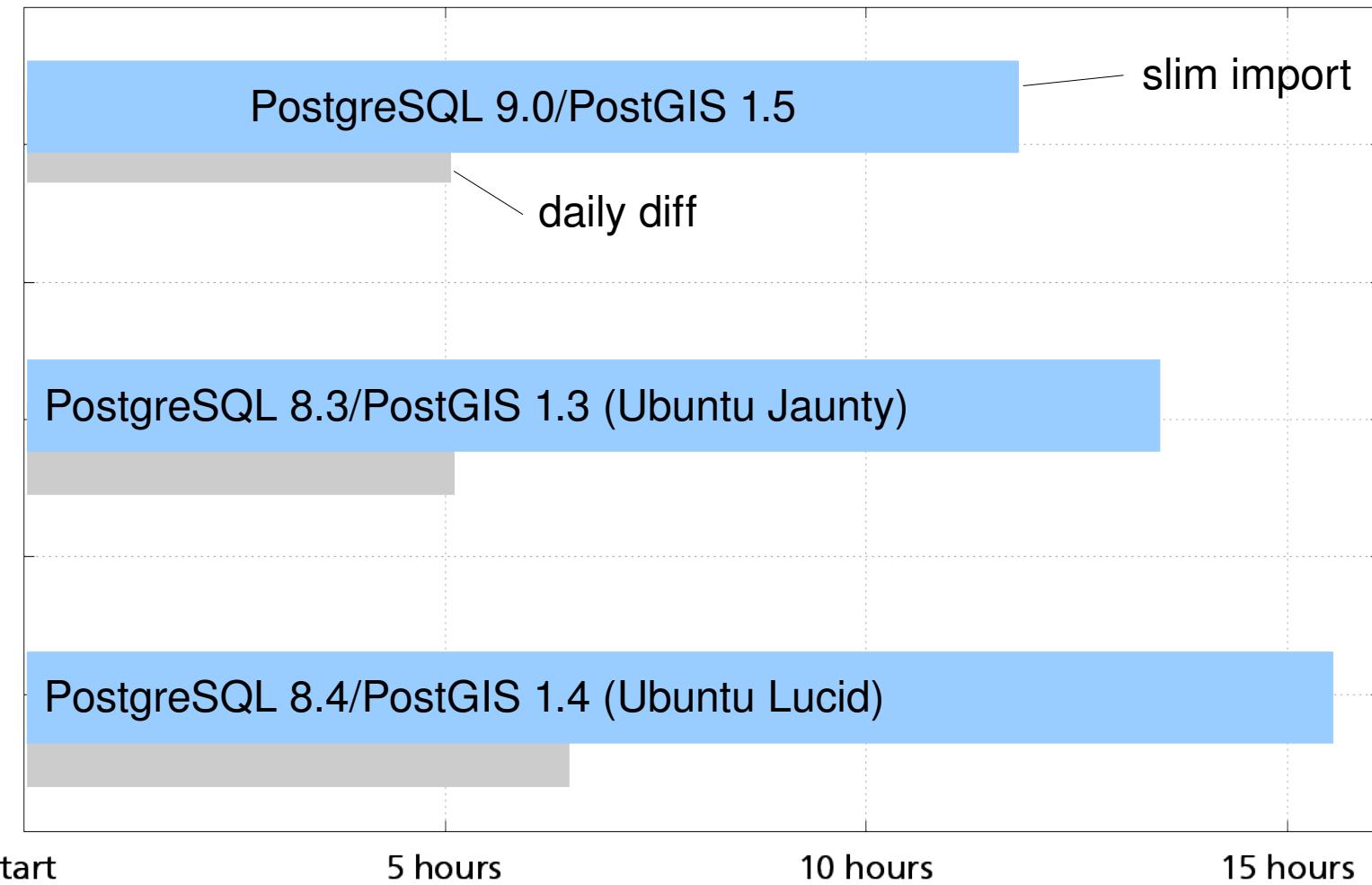
Slim Mode Diff Application

Time for Applying Daily Diff



PostgreSQL 8.4 and 9.0

Slim Import and Diff Application with -C8000 on normal SATA



Slim Mode Import – Results

- fast disks are good
- but fast disks are worth little if -C is set too small – must be large enough to cache all nodes
(highest node ID * 8 bytes = ~ 6.5 GB currently)
- memory no factor on diff applications
- possible to do initial import on fat machine, then copy database
- do not use PostgreSQL 8.4



2



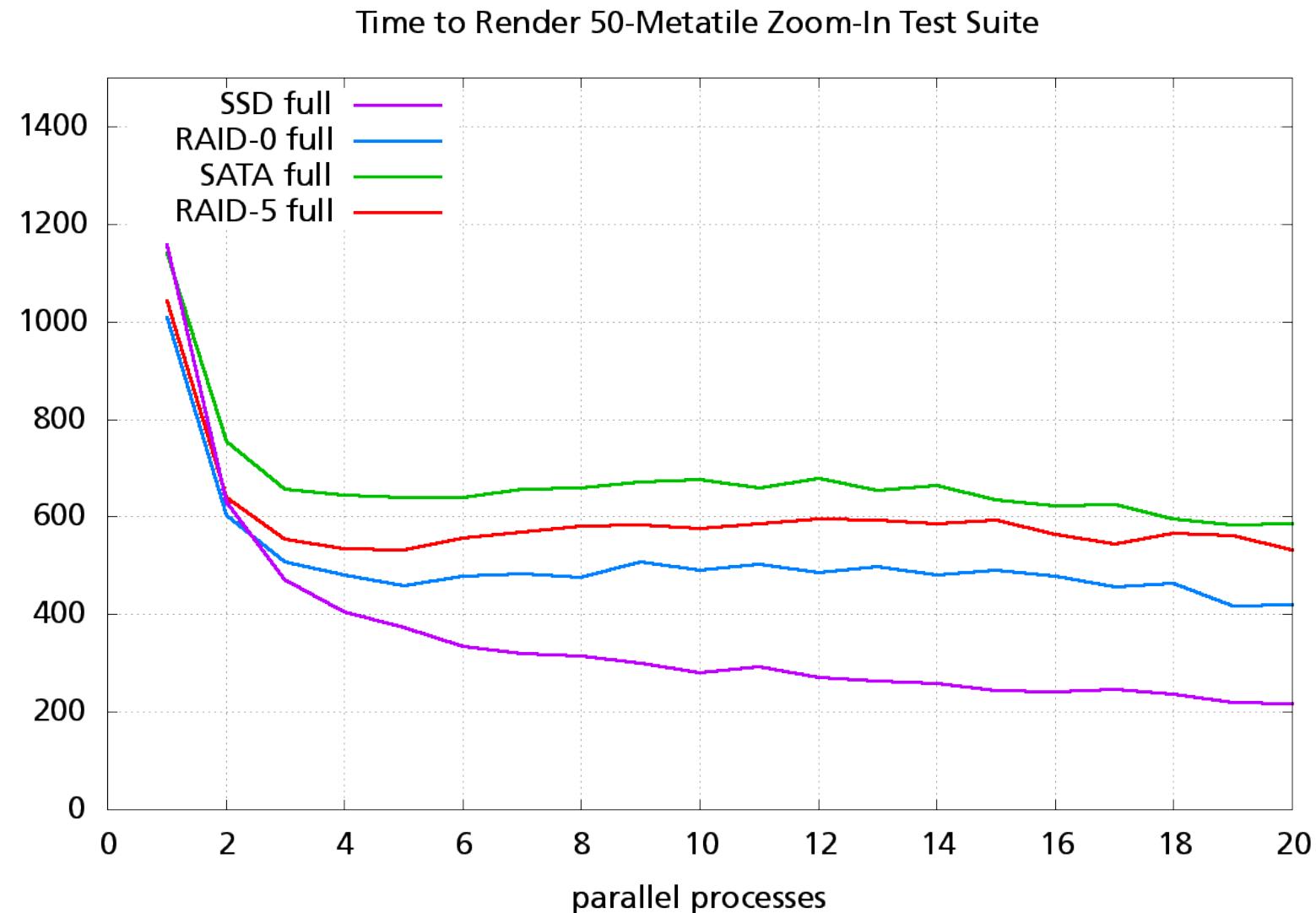
Render Test Cases

- “zoom-in” scenario
- “pan” scenarios on z12 and z16
- “random” tiles (770 meta tiles)

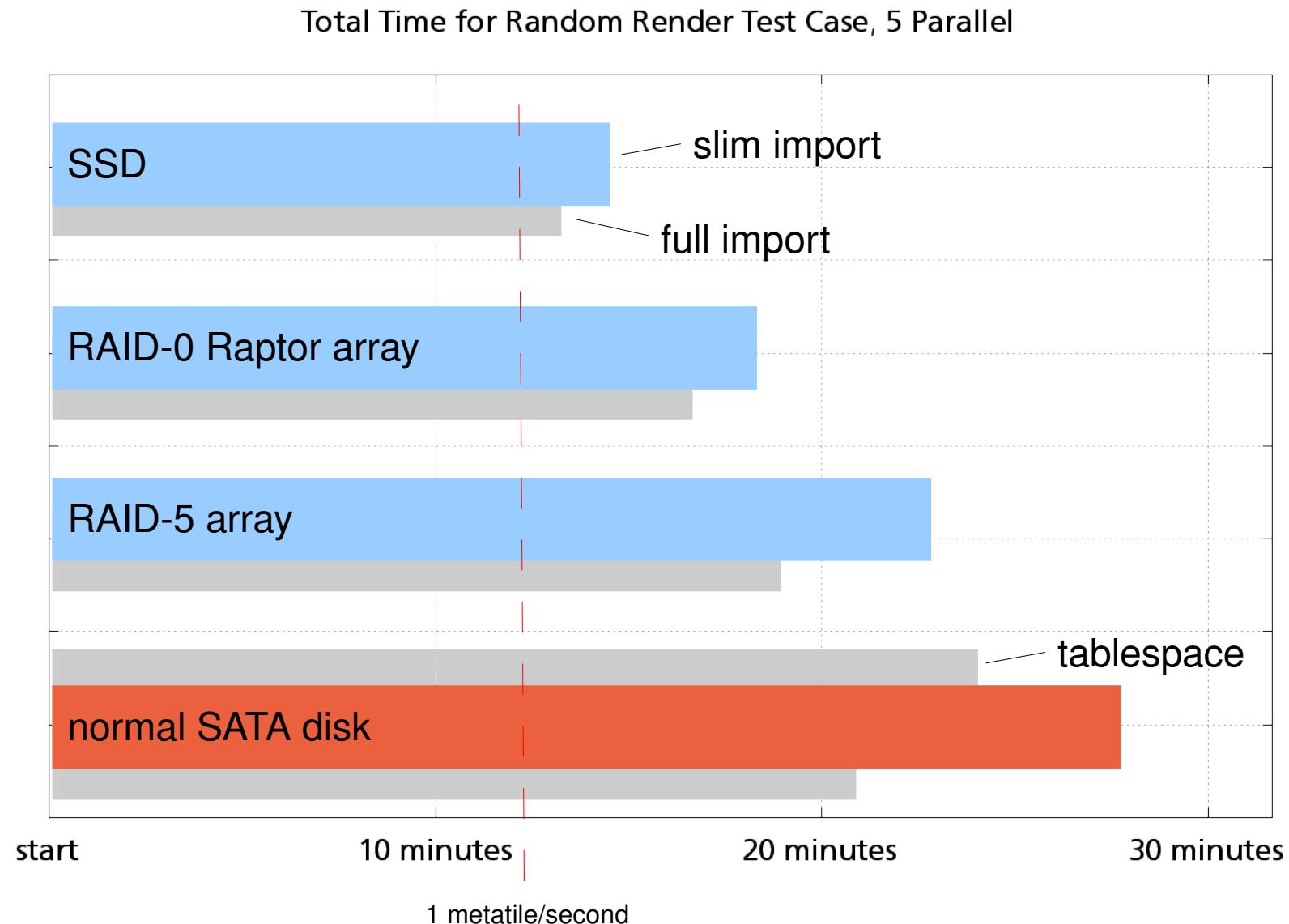
Results tended to be the same



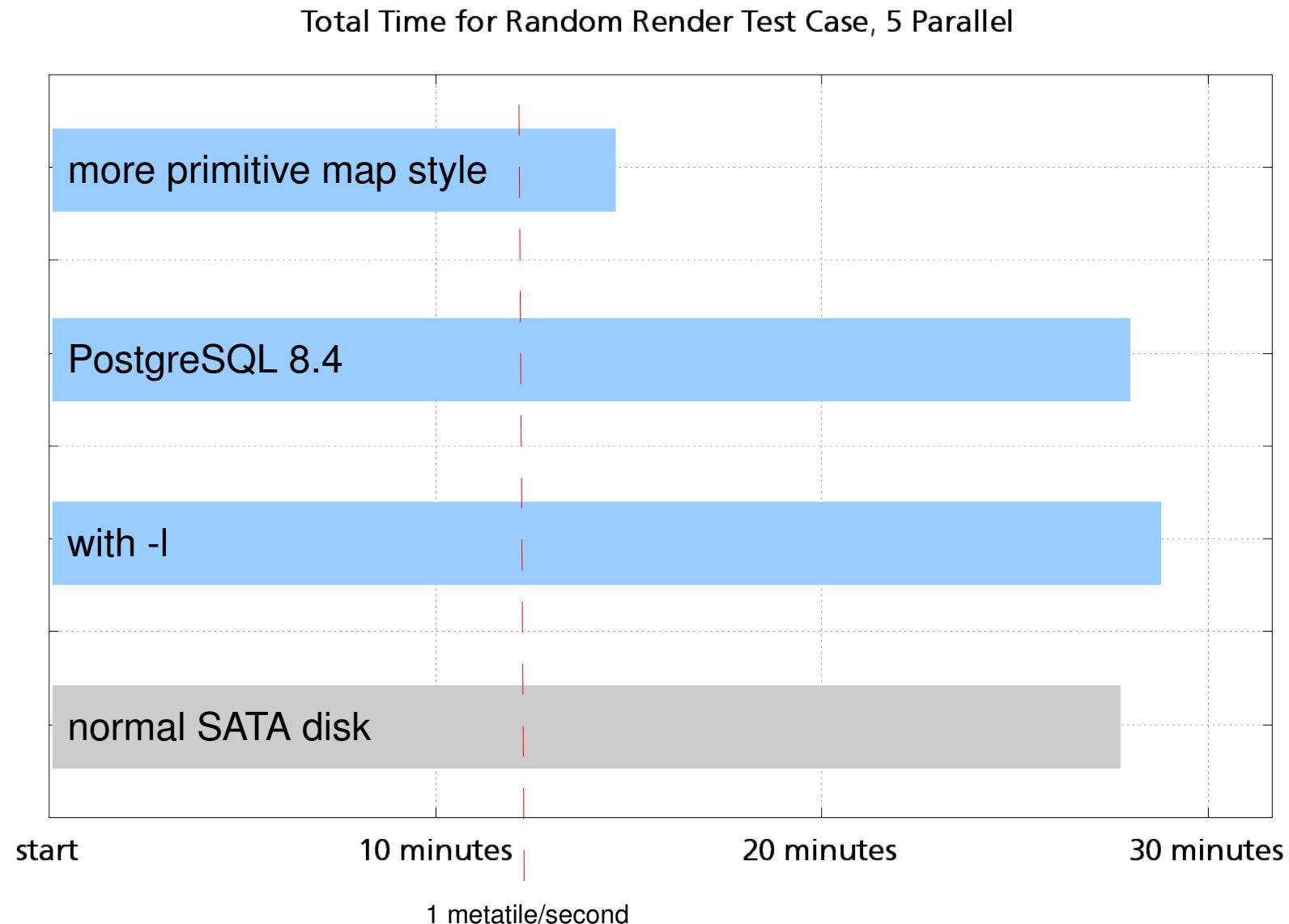
Parallel Rendering Processes



Rendering Performance



Rendering Performance



Simplifying the Map Style

- use `analyze_postgis_log.pl` from
svn.openstreetmap.org/applications/utils/tirex/utils
- use simplified geometries for small zoom levels
- possibly: use bitmap layers for some types of areas
(e.g. forests)



Open Questions & Ideas

- different Mapnik versions
- special indexes in PostgreSQL
- different spindles for data, indexes etc
- planet import to RAM disk?
- vacuuming
- establish common test suite?



Thank you

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