Batch Processing Overview

Batch processing enables rapid processing of large datasets and ensures consistent results across projects, labs, and time.

Sift provides two methods to batch processing:

1. the GUI, and manually adding the library and pipelines
2. the command line
    - As a one off
    - Time-based automation
    - Directory scanning for new data automation

V3D Engine

Sift runs on Visual3D's engine, and can batch run V3D pipelines across multiple CMZ's concurrently.

When to use: Use the V3D Engine for processing smaller datasets, single-instance runs, or when first getting started with Sift.

- Learn more: V3D Engine Dialog
- Tutorial: Compute GPS and GDI tutorial: uses the V3D Engine to run scripts on multiple CMZ's at once

Sift Command Line

The Sift command line enables large scale batch processing right from the command line.

When to use: Use the Sift Command Line to process large quantities of data, to run continuous automated updates over time, or, for those with experience in development.

- Learn more: Sift command line
- Tutorial: Using the Sift CMD Line for automation section of the impact shooting arm mechanics free throw accuracy tutorial.

Time-Based Triggers

Set up automatic processes to run at specific times.

When to use: Use this method for continuous processing on a daily, weekly, or monthly bases.

- Learn more:
- Tutorial: Batch Command Line Processing

Directory Watchers

Set up automatic processes to run when new data enters a specific directory.

When to use: Use this method for automated processing when new data is added.

- Learn more: Directory Watchers
- Tutorial: Directory Watchers Tutorial