

Density Estimation in Cosmology and Astrophysics

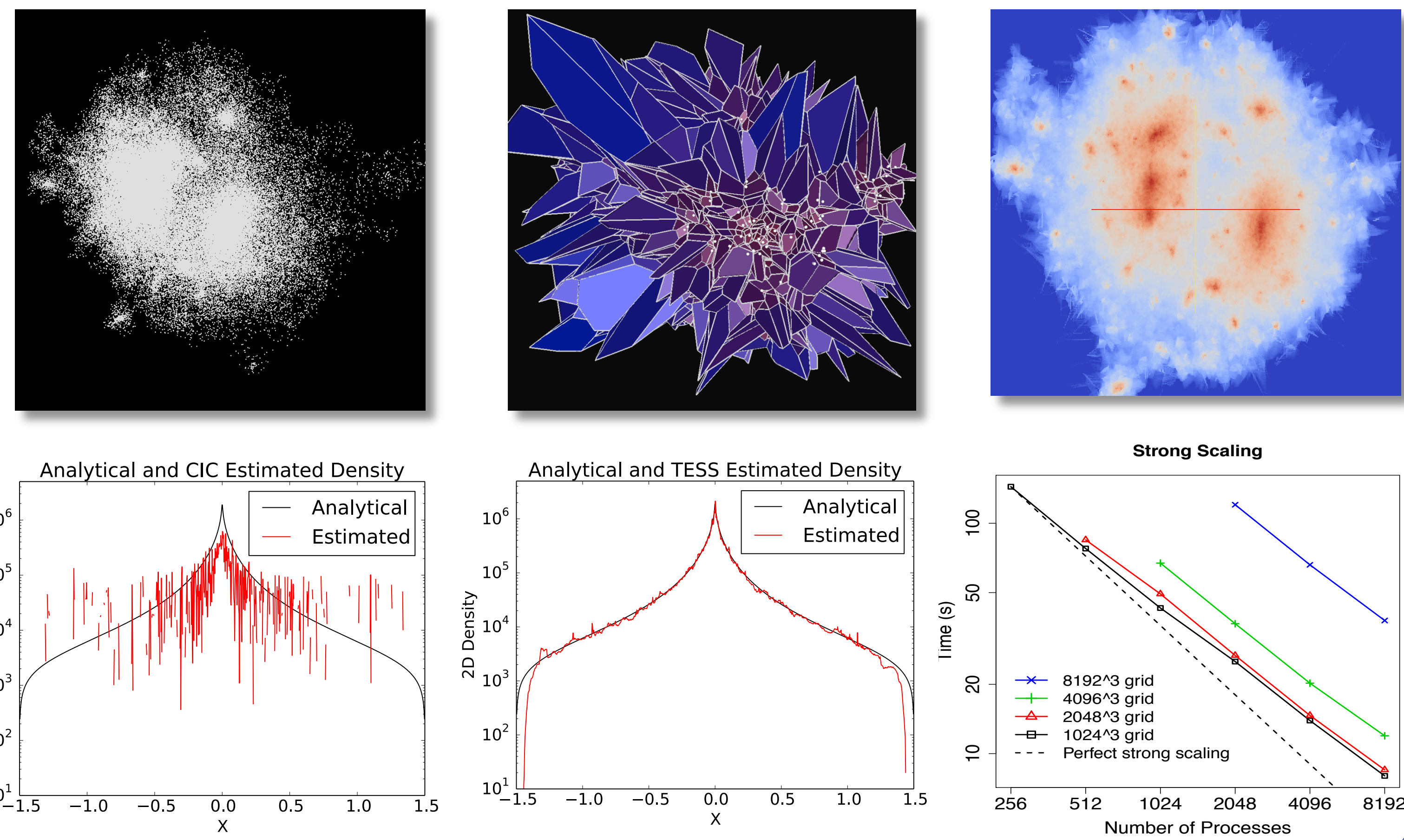
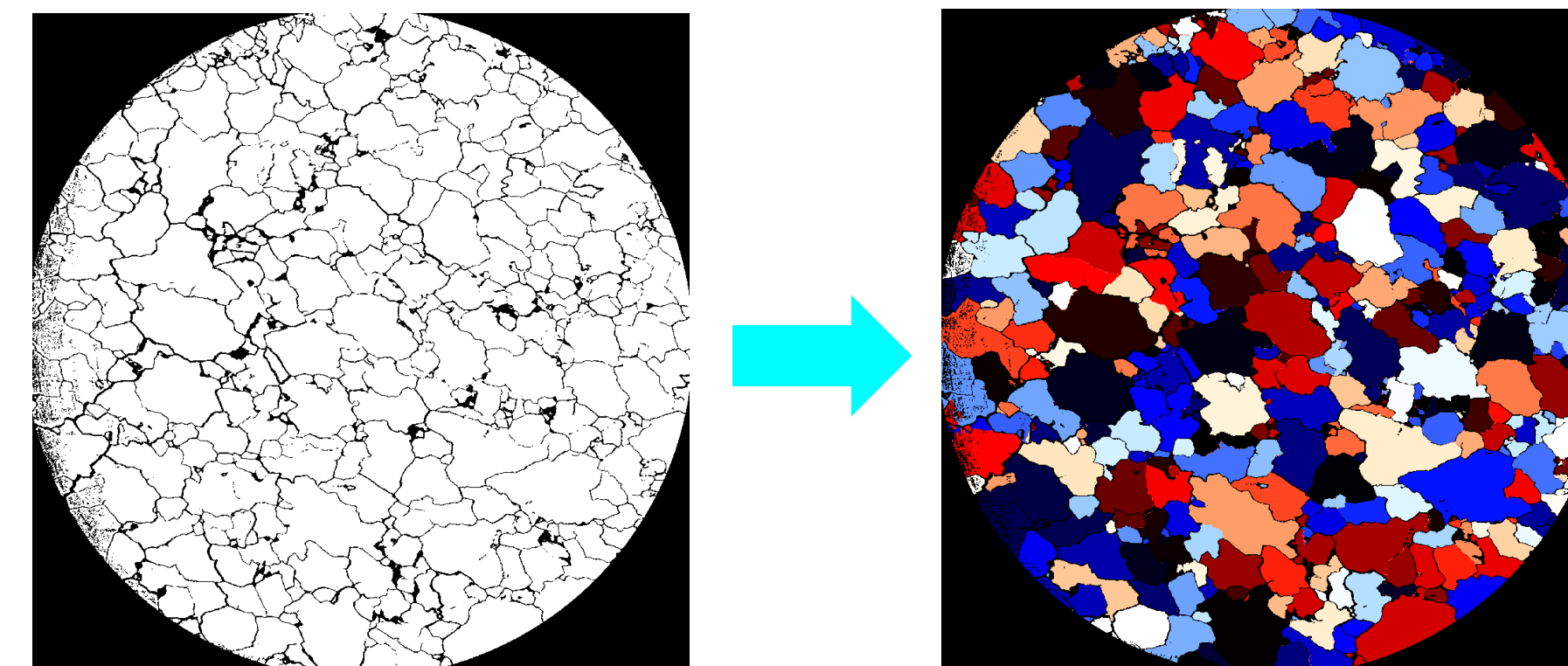


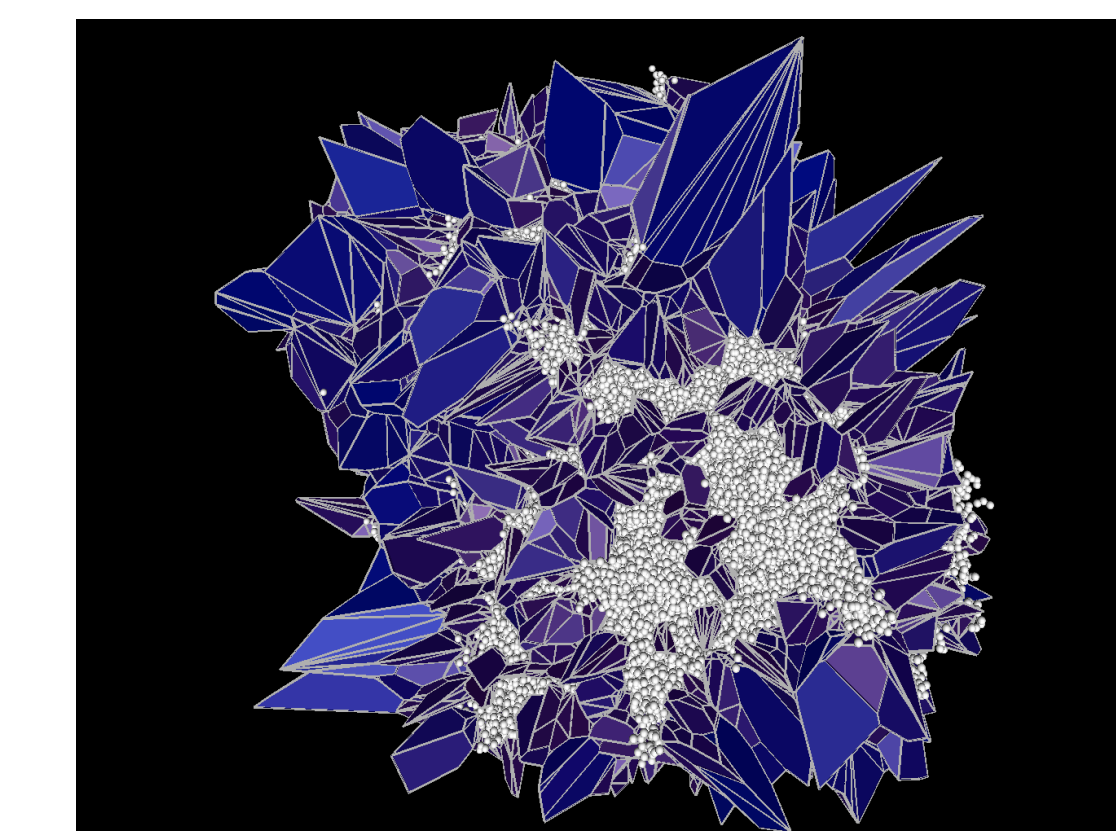
Image Segmentation in Porous Media

[Courtesy Dmitry Morozov, LBL]
 LBL (Dmitriy Morozov and Patrick O'Neil) developed tools for segmentation and connectivity analysis of granular and porous media using diy2.

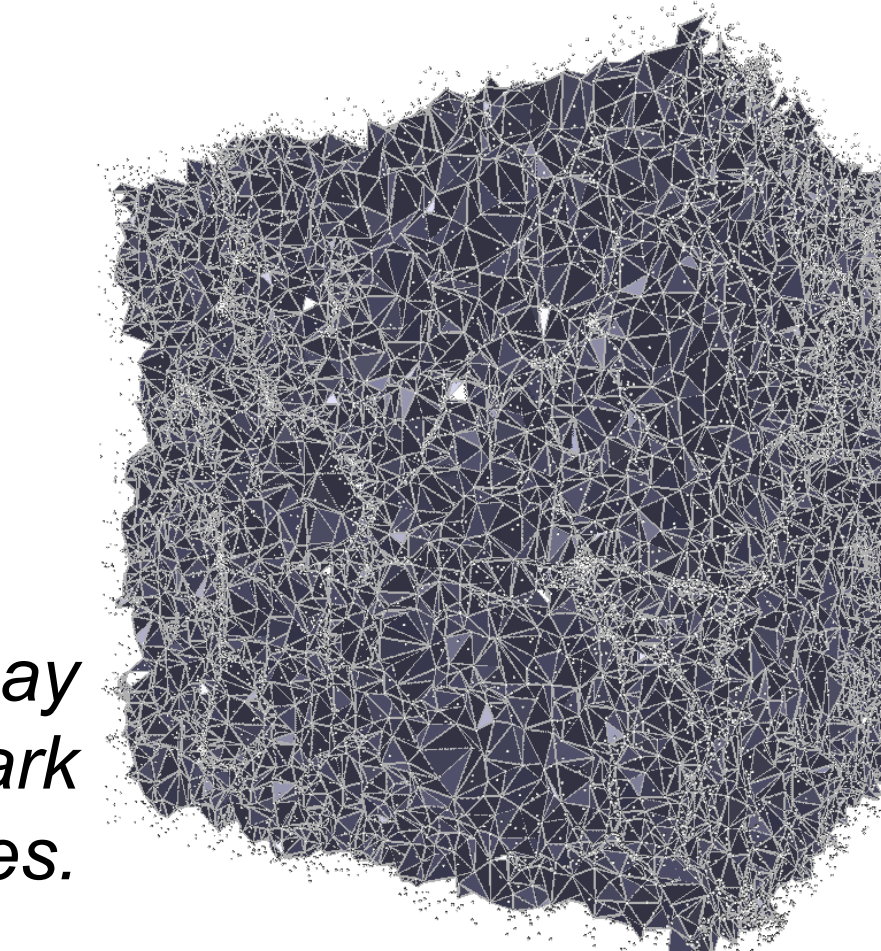


Left: 3D image of a granular material (flexible sandstone) acquired at ALS by Michael Manga and Dula Parkinson. (Data: $2560 \times 2560 \times 1276$). Right: Watershed segmentation of the material identifies individual grains (run on Edison @ NERSC) [courtesy Morozov, O'Neil (LBL)].

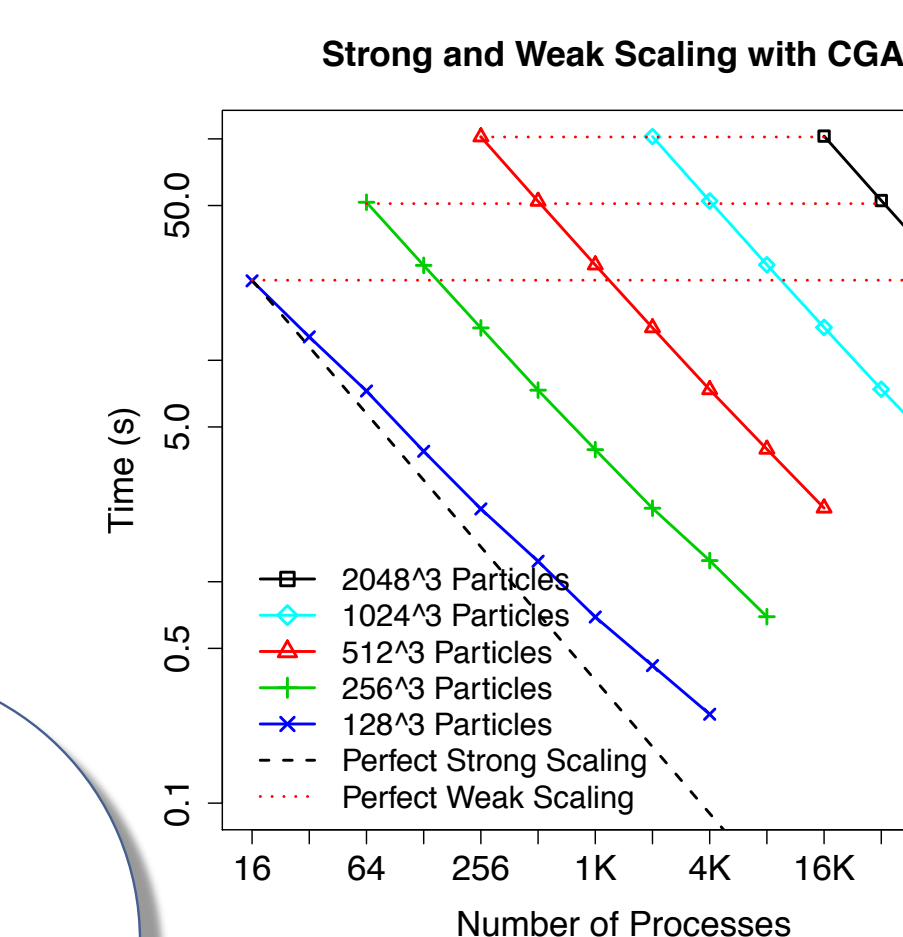
Voronoi and Delaunay Tessellations in Cosmology



Left: Tessellation of halo 6606356352 shows substructures inside the halo.

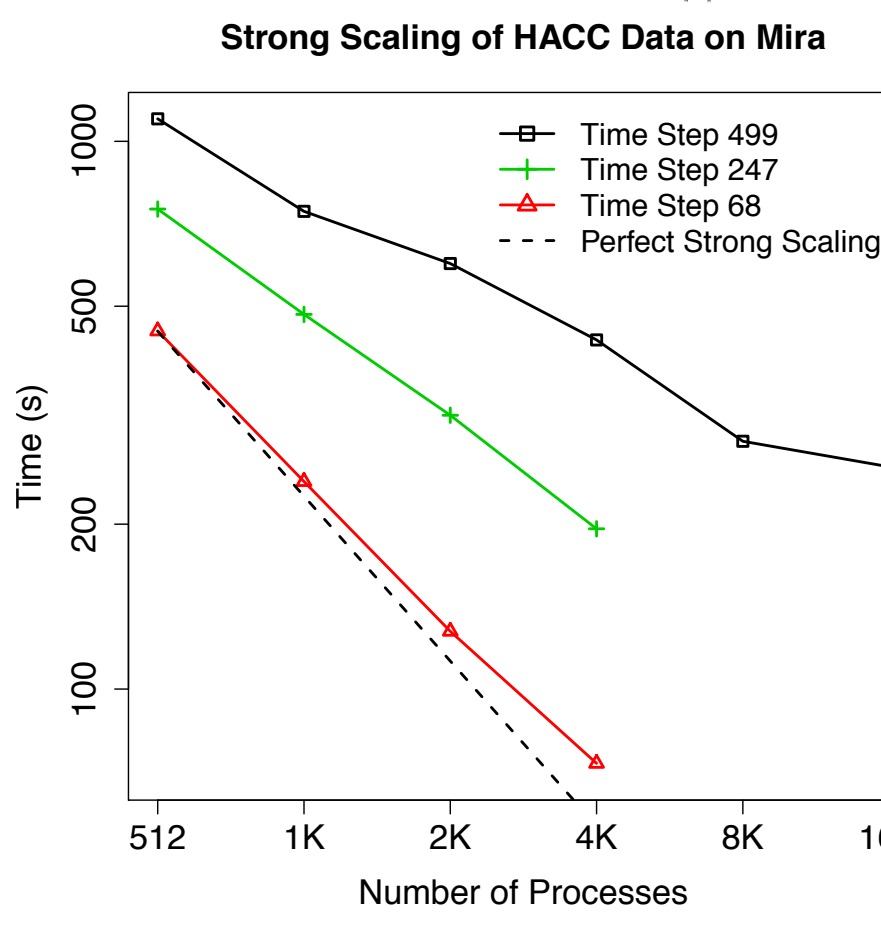


Right: Delaunay tessellation of 128^3 dark matter tracer particles.

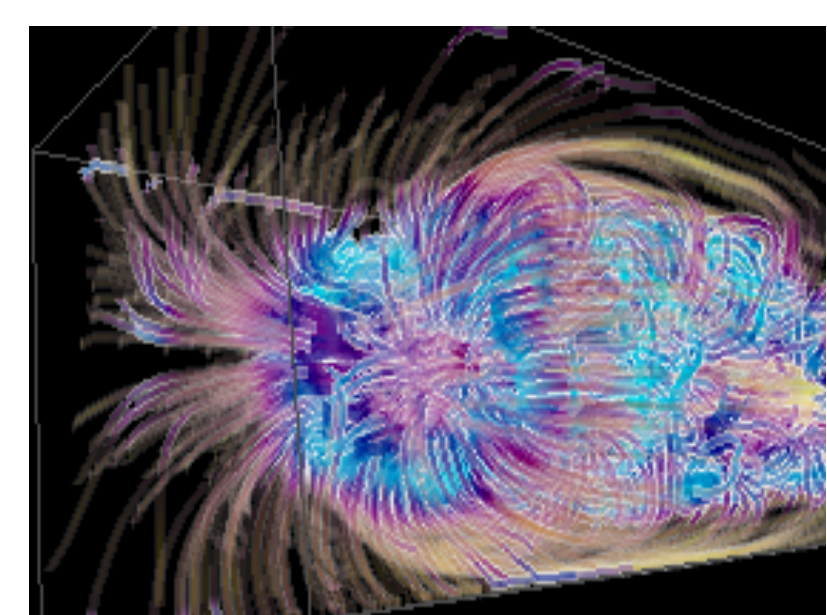


Left: Strong and weak scaling (excluding I/O time) from 16 to 128K processes.

Right: Strong scaling (excluding I/O time) for three time steps of HACC data of 1024^3 particles.

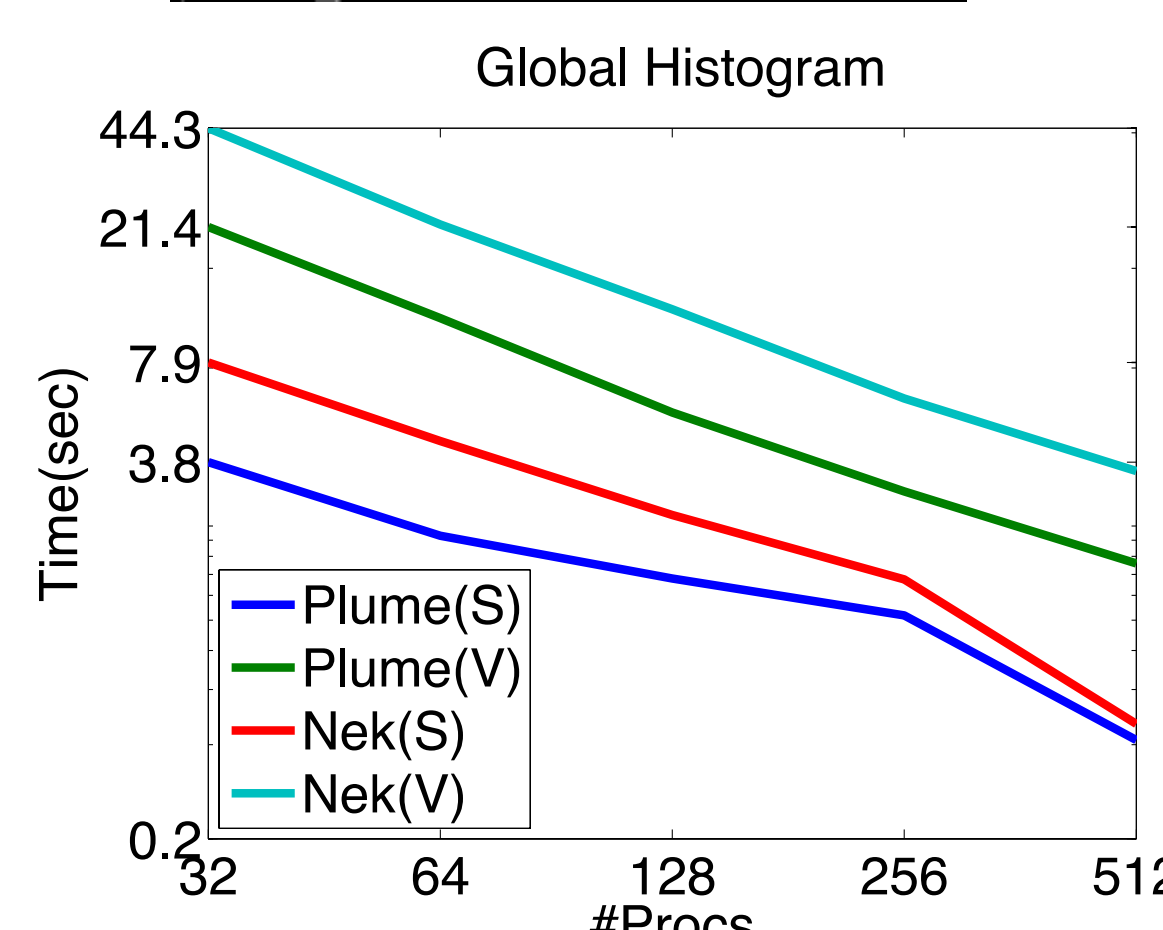
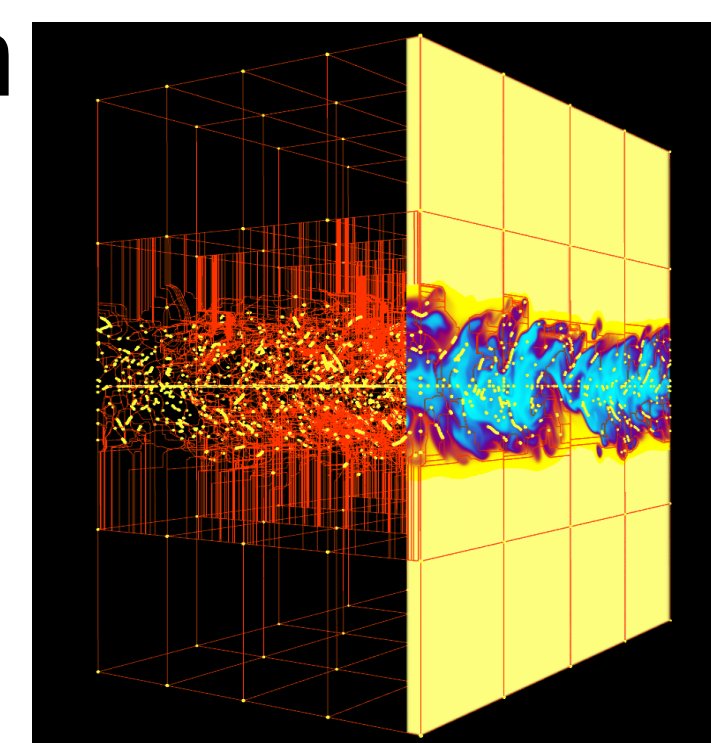


Information Entropy in Astrophysics

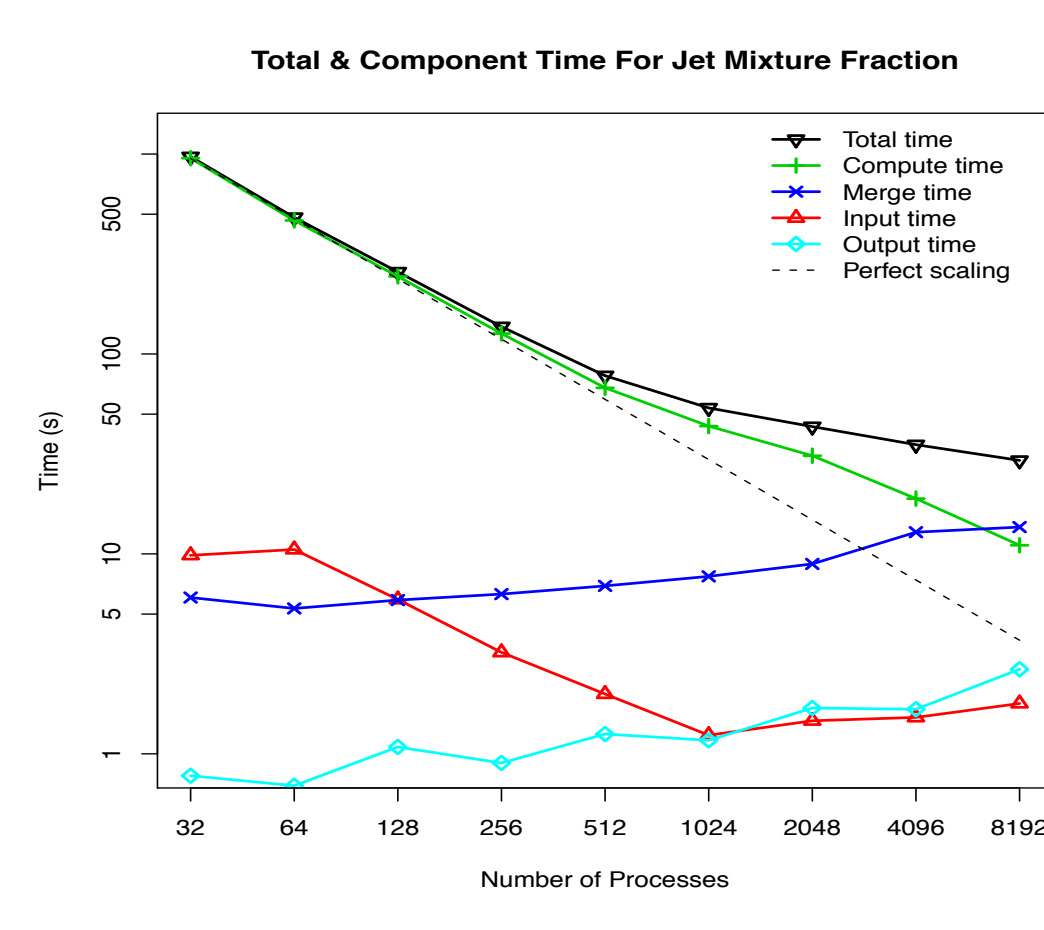


Computational Topology in Combustion

[Courtesy Attila Gyulassy, SCI]
 Computation of Morse-Smale complex in jet mixture fraction data set



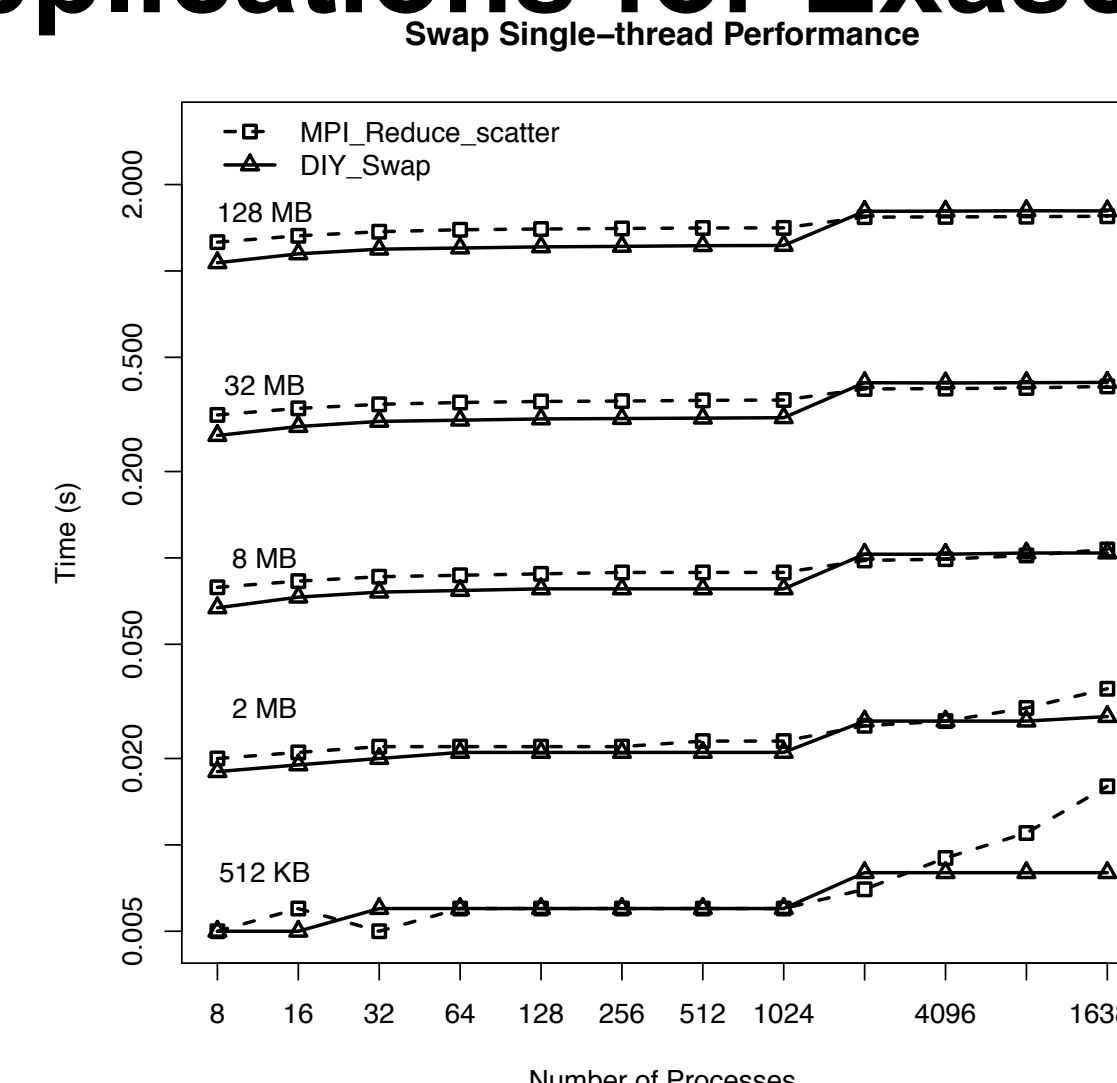
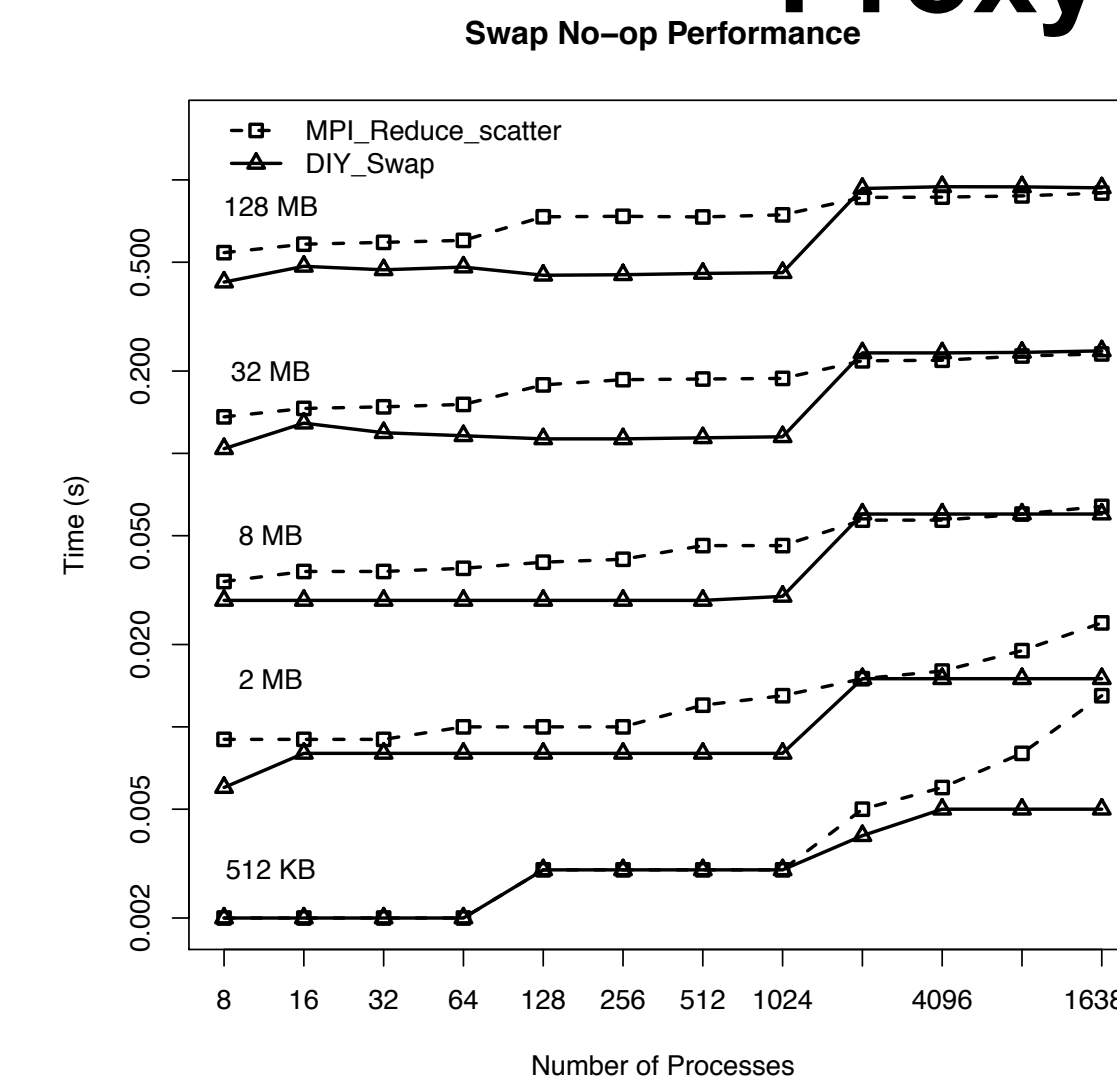
[Courtesy Abon Chaudhuri, OSU]
 Computation of information entropy in solar plume dataset.



Large-Scale Parallel Analysis of Applications with the DIY Library

SDAV technologies help scientists analyze data ranging from nanometers to gigaparsecs and femtoseconds to billions of years. DIY is a technology that enables parallelization of numerous data analysis methods at extreme scale.

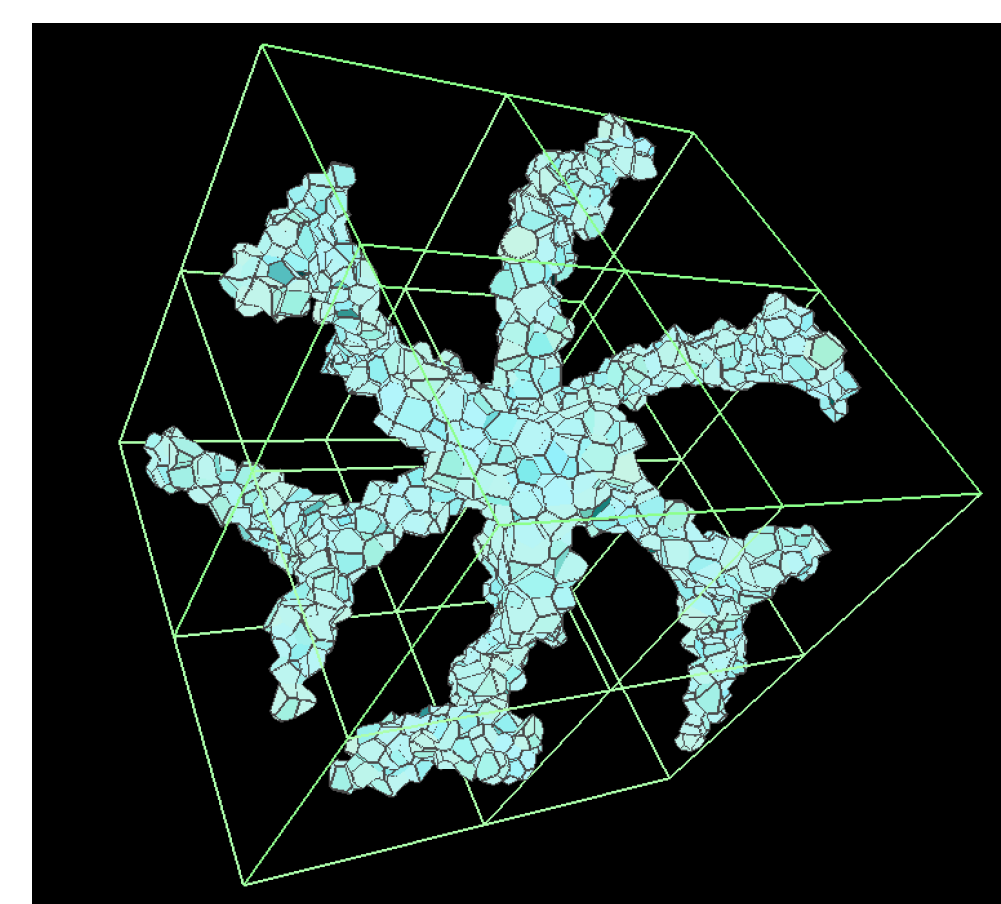
Proxy Applications for Exascale Codesign



# Items	Bytes/Item	Total Bytes	# Procs	Exchange Time (s)
64	20	1 K	512	0.003
256	20	5 K	512	0.010
1 K	20	20 K	512	0.040
4K	20	80 K	512	0.148
16 K	20	320 K	512	0.627
64 K	20	1 M	512	2.516
256 K	20	5 M	512	10.144
1 M	20	20 M	512	40.629

Left: Communication time only for our merge algorithm compared with MPI's reduction algorithm. Center: Our swap algorithm compared with MPI's reduce-scatter algorithm. Right: Performance of neighbor exchange algorithm at high numbers of small messages is a stress test of point to point communication. Diy2 shows linear complexity in total data size.

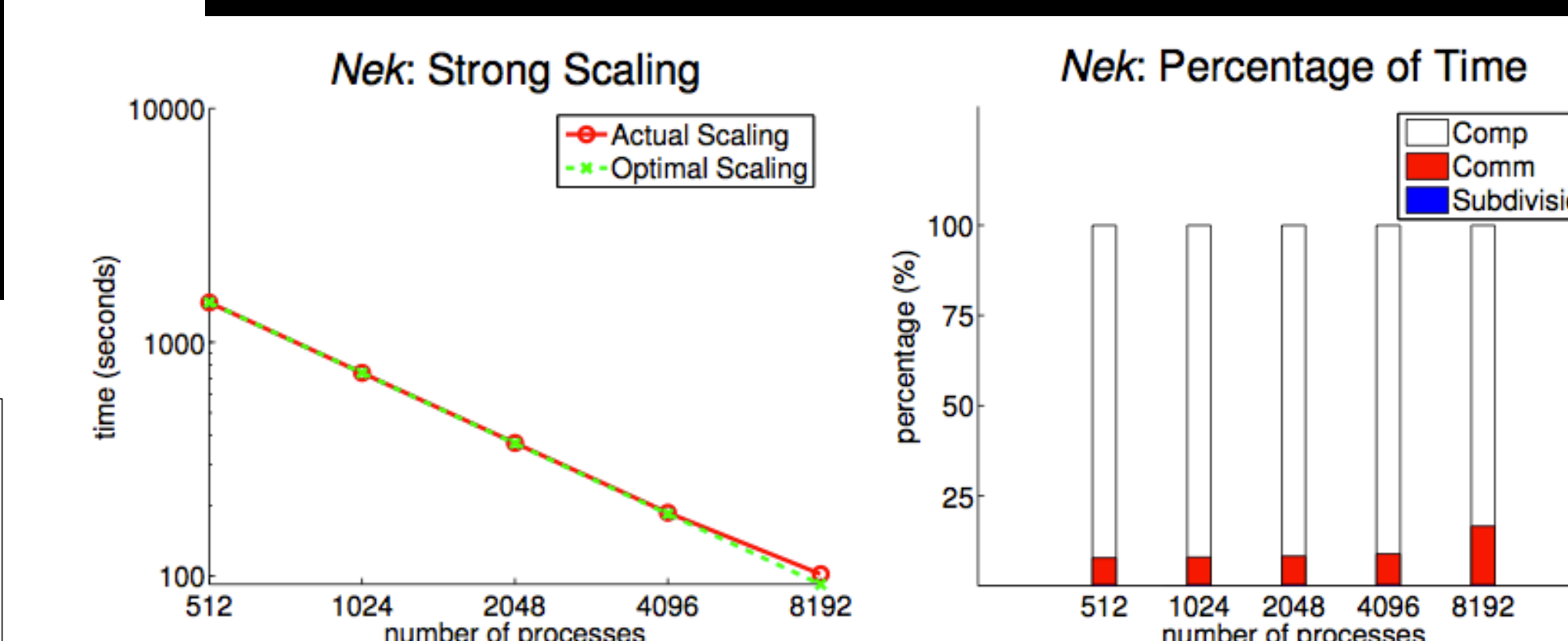
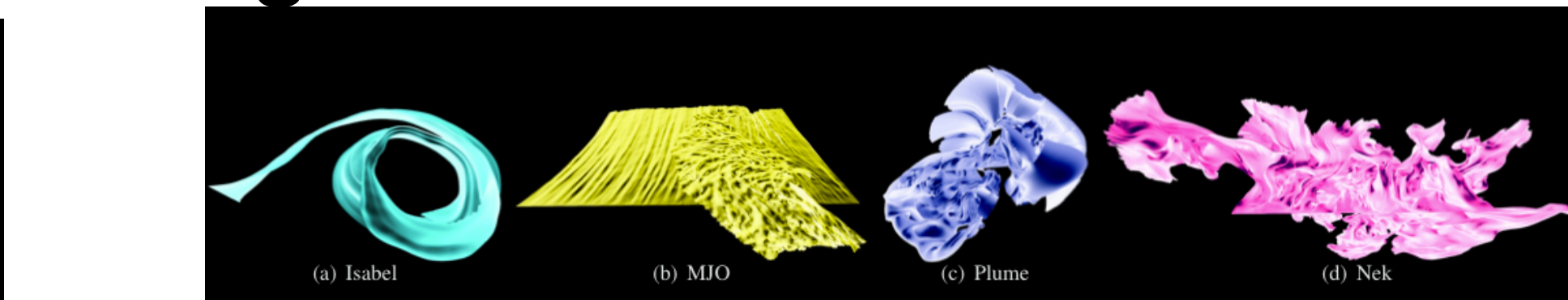
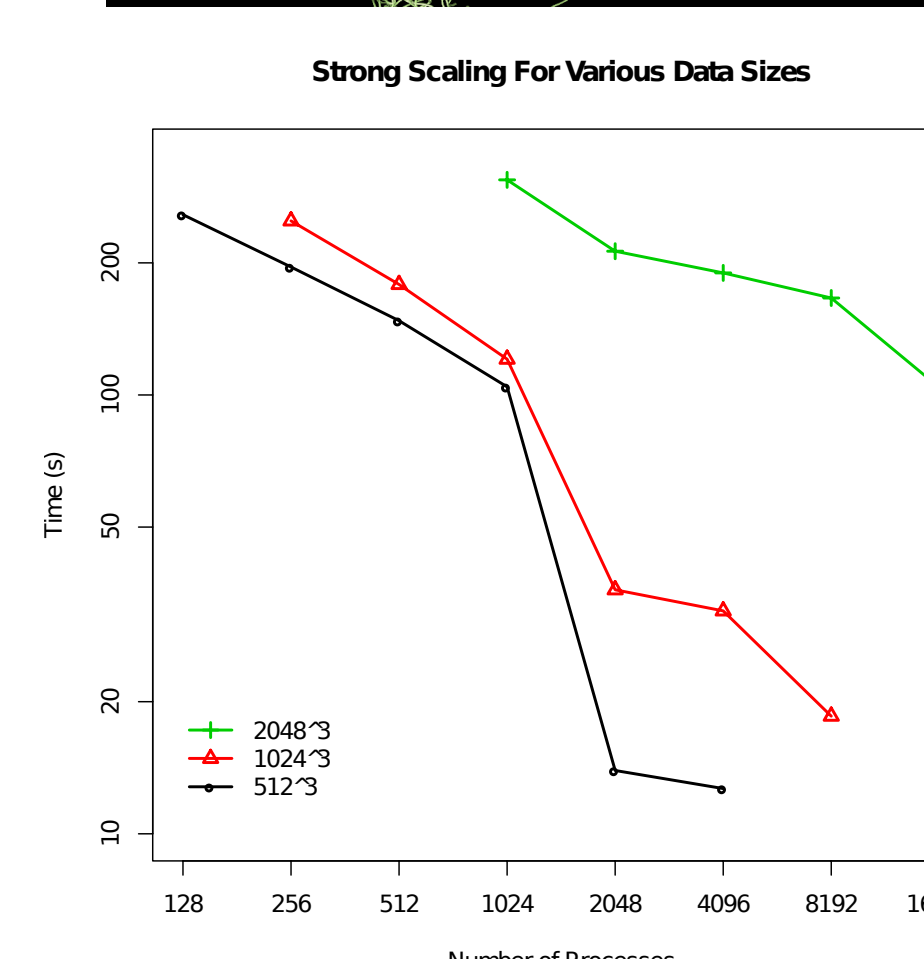
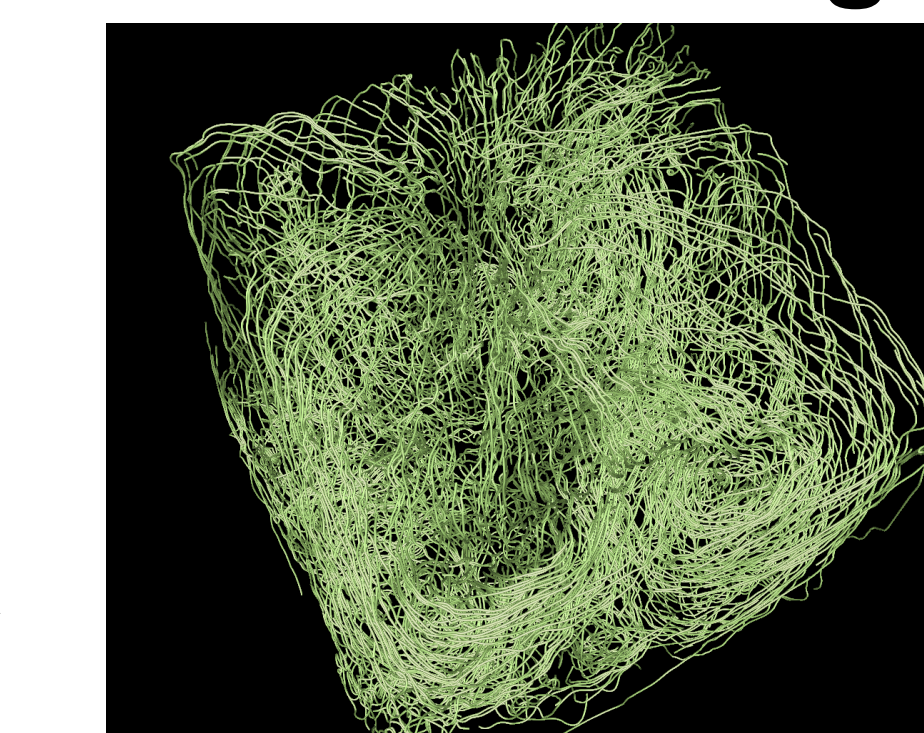
Tessellations in Molecular Dynamics



[Courtesy of Carolyn Phillips, ANL]
 In simulations of soft matter systems, molecules self-organize to form two or more domains. These domains can form complicated geometries such as the double gyroid. Summing the Voronoi cells of 300 time steps of a system of an A-B-A triblock copolymer suggests that the B domain dilates relative to the A domain.

Voronoi tessellation of 1,000 A-B-C "telechelics" composed of two nanospheres connected by polymer tether beads in a double gyroid morphology. Only the Voronoi cells associated with the A species are shown. Such surfaces are usually constructed by using isosurface methods, which require averaging over many time steps; whereas by using the tessellation, such surfaces can be constructed for every time step.

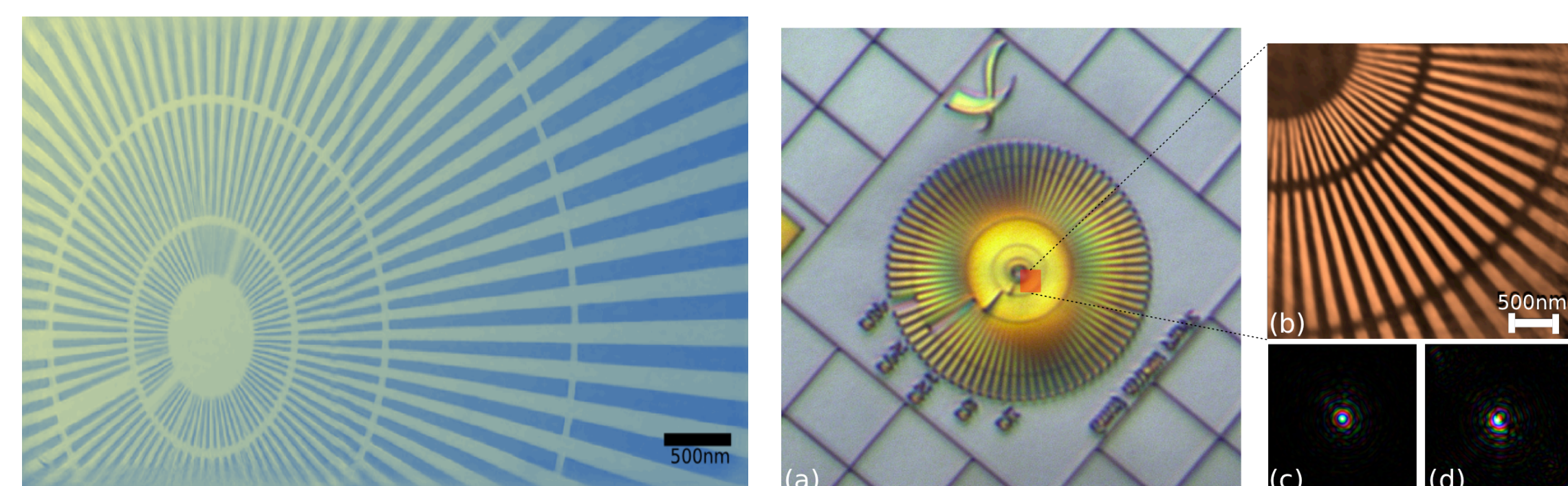
Particle tracing of thermal hydraulics data is plotted in log-log scale. The top panel shows 400 particles tracing streamlines in this flow field. In the center panel, 128 K particles are traced in three data sizes: 512^3 (134 million cells), 1024^3 (1 billion cells), and 2048^3 (8 billion cells). End-to-end results are shown, including I/O (reading the vector dataset from storage and writing the output particle traces.)



[Courtesy Kewei Lu, OSU]
 64 surfaces each with 2K seeds in a $2K \times 2K \times 2K$ Nek5000 thermal hydraulics simulation. Time excludes I/O. Left: Strong scaling. Right: Percentage of time in the three stages of our algorithm.

Parallel Ptychographic Image Reconstruction

A gold Siemens star test pattern, with 30 nm smallest feature size, was raster scanned through a 26×26 grid using a step size of 40nm using a 5.2 keV X-ray beam.



[Courtesy Youssef Nashed, ANL].
 An illustration of multi-GPU phase retrieval. The diffraction patterns are subdivided and distributed among available GPUs. The initial diffraction patterns are subdivided and merged together using DIY's merge-based reduction. Strong scaling efficiency on synthetic data is 55% on 21,000 256×256 images.

