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A major challenge faced by scientists today is the increasing rate of data generation by simulations and experimental devices. In this poster, we describe how SDAV tools, libraries, and algorithms can scalably and efficiently process these massive results. An additional major challenge is that the complexity of data generated from multi-parameter, multi-physics, multi-scale simulations are also increasing at a significant rate. Features in these datasets often manifest in a wide range of spatial and temporal scales, and a complete development of a phenomenon often traverses these scales. We highlight the need for exploratory visualization techniques that support understanding ensembles of results, methods for quantifying uncertainty, and tools for visually exploring and understanding features.

Delivering to the SciDAC Community with Production Visualization Tools

The goal of SDAV is twofold: to actively work with application teams to assist them in achieving breakthrough science; and to provide technical solutions in the data management, analysis, and visualization regimes that are broadly used by the computational science community.

- These tools are installed at the LCFs and we are actively engaging with application teams to address problems of interests

VisIt

The VisIt project has dual foci on (1) visualizing and analyzing the world's largest data sets and (2) providing a robust product to end users.



SciDAC Review covers with VisIt visualizations

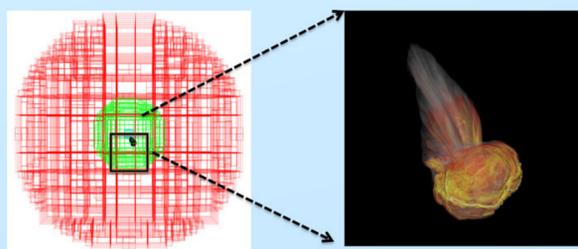
ParaView

ParaView is an open-source, multi-platform data analysis and visualization application. It was designed from the ground-up to analyze extremely large datasets using distributed memory computing resources.



Unstructured volume rendering of the output from a fire simulation performed at Sandia National Labs.

AMR Visualization

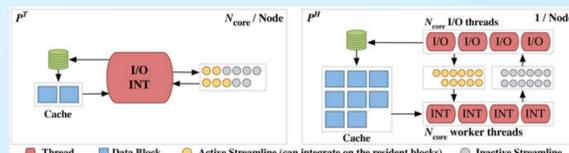


Many simulation codes, such as this astrophysics example, are adopting adaptive mesh refinement (AMR) to locally increase domain resolution where needed to accommodate more complex physics. AMR presents special challenges to visualization. SDAV technologies include production-quality, petascale-ready software tools for visualization and analysis of AMR data.

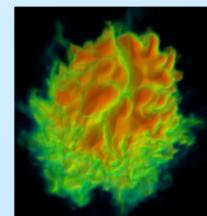
Preparing for the near future with next-generation visualization technology

Efficient Performance with Hybrid Parallelism in VisIt and ParaView

- Hybrid Parallelism refers to a blend of shared- and distributed-memory parallel programming techniques within a program.
- Benefits come from many factors, including: (1) Reduced overhead from MPI, (2) Smaller memory footprint and improved caching effects from shared memory within a node



A hybrid-parallel streamline design (see image above), implemented by David Camp (LBL), ran up to ten times faster than distributed memory parallelism using the same resources. Benefits came from improved load balancing and from sharing of resources within a node (see charts on left).



This volume rendering image comes from a study on hybrid parallelism by Howison, Bethel, and Childs (LBL). They found, for a 216K core Jaguar run, that hybrid parallelism halved runtime (by reducing communication) and reduced MPI memory overhead by a factor of twelve.

In-situ visualization and analysis frameworks

VisIt In Situ with Libsim

Connect VisIt to your simulation for in situ processing.

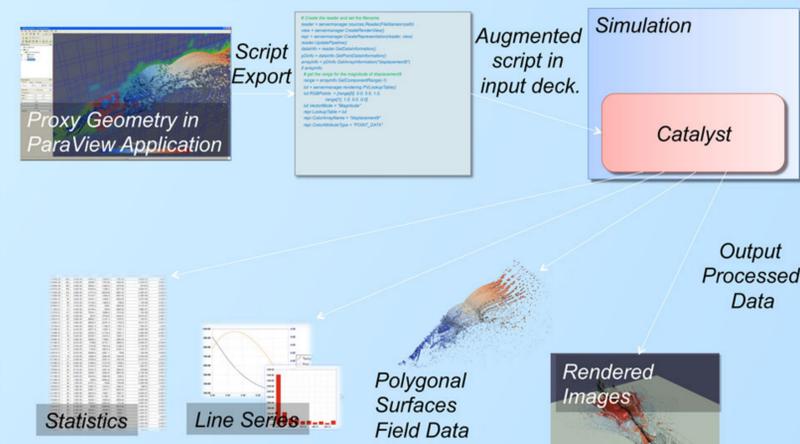
- 1 Write adaptor code
- 2 Pass arrays to VisIt (including zero copy)
- 3 Visualize the results

- Perform any VisIt operation
- Watch plots update while advancing simulation



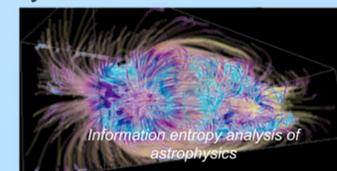
ParaView In Situ with Catalyst

- A simplified library providing scalable visualization resources to simulation.
- A ParaView-enabled infrastructure provides familiar interactive tools to a variety of post-processing capabilities with minimal impact on simulation.

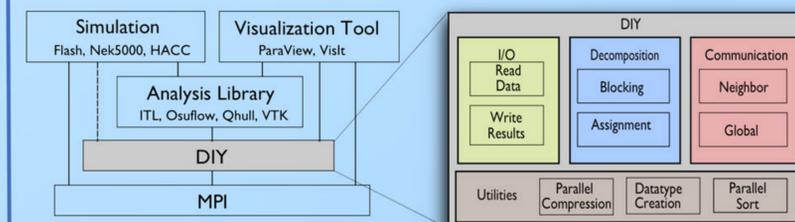


DIY (Do-It-Yourself Library)

- Main Ideas and Objectives
 - Large-scale parallel analysis (visual and numerical) on HPC machines
 - For scientists, visualization researchers, tool builders
 - In situ, coprocessing, postprocessing
 - Data-parallel problem decomposition
 - MPI + threads hybrid parallelism
 - Scalable data movement algorithms
 - Runs on Unix-like platforms, from laptop to supercomputer (including all IBM and Cray HPC leadership machines)
- Benefits
 - Researchers can focus on their own work, not on parallel infrastructure
 - Analysis applications can be custom
 - Reuse core components and algorithms for performance and productivity



DIY usage and library organization



New Algorithms and Languages for Efficient, Portable Performance on Next-Generation Architectures

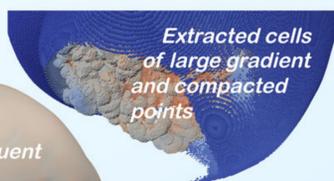
Dax:

A Toolkit for Analysis and Visualization at Extreme Scale

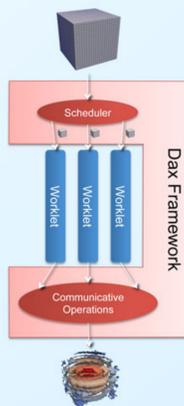
- The primitives necessary to design finely-threaded algorithms
- “Worklets” ease design in serial, scheduled in parallel
- Basic visualization design objects (think VTK for many-core)
- Communicative operations provide neighborhood-wide operations without exposing read/write hazards



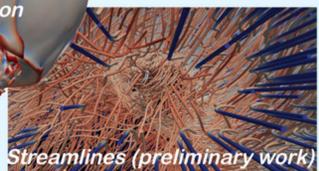
<http://daxtoolkit.org>



Extracted cells of large gradient and compacted points



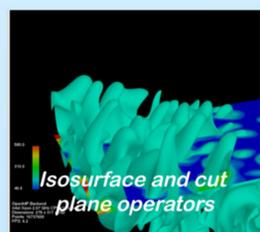
Contour with subsequent vertex welding, coarsening, subdivision, and curvature estimation



Streamlines (preliminary work)

PISTON: A Portable Cross-Platform Framework for Data-Parallel Visualization Operators

- Goal: Portability and performance for visualization and analysis operators on current and next-generation supercomputers
- Main idea: Write operators using only data-parallel primitives (scan, reduce, etc.) PISTON is built on top of NVIDIA's Thrust library
- We have run visualization algorithms on GPUs and on multi-core CPUs using the exact same operator code by compiling to CUDA and to OpenMP backends
- Project homepage: <http://viz.lanl.gov/projects/PISTON.html>
- VTK integration allows for distributed memory execution, splitting the input across the nodes, running with PISTON on each node, and compositing results back together
- Our in-situ adapter for VPIC (Vector Particle in Cell), a kinetic plasma simulation code, makes use of PISTON via the ParaView Co-Processing Library (Catalyst)



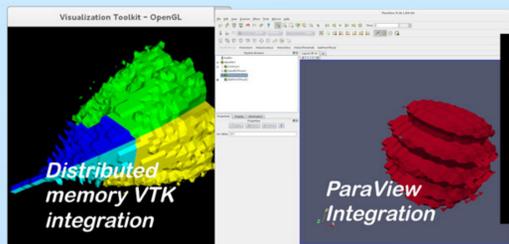
Isosurface and cut plane operators



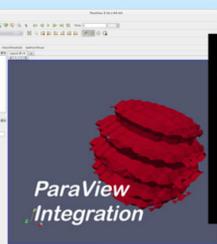
Curvilinear coordinates



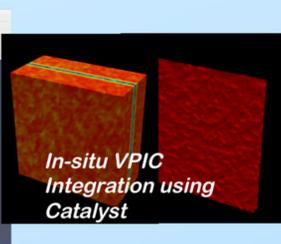
Halo finder



Distributed memory VTK integration



ParaView Integration

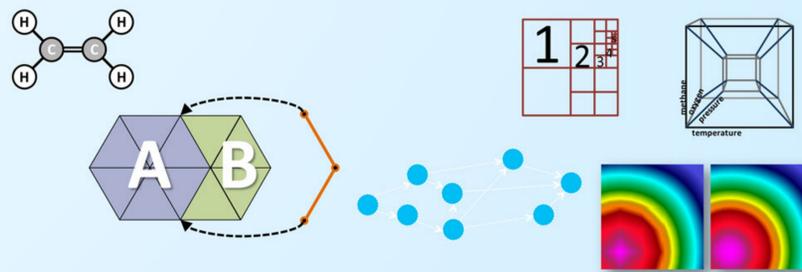


In-situ VPIC Integration using Catalyst

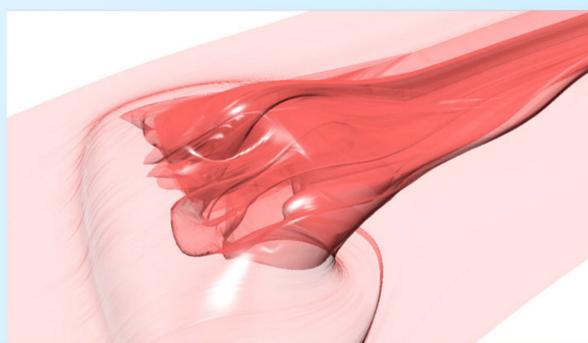
EAVL: Extreme-scale Analysis and Visualization Library

- Targets approaching hardware/software ecosystem:
- Update traditional data model to handle modern simulation codes and a wider range of data.
- Investigate how an updated data and execution model can achieve the necessary computational, I/O, and memory efficiency.
- Explore methods for visualization algorithm developers to achieve these efficiency gains and better support exascale architectures.

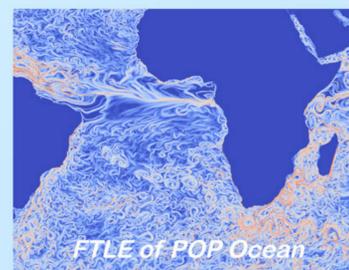
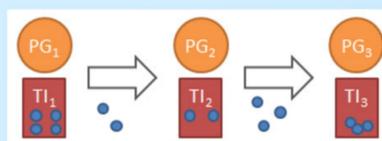
<http://ft.ornl.gov/eavl>



Advanced/Improved Vector Field Visualization



Stream surfaces, which provide a geometric interpretation to flow, require new integral curves to be added continuously during execution making these difficult to calculate on large scale parallel systems.



FTLE of POP Ocean

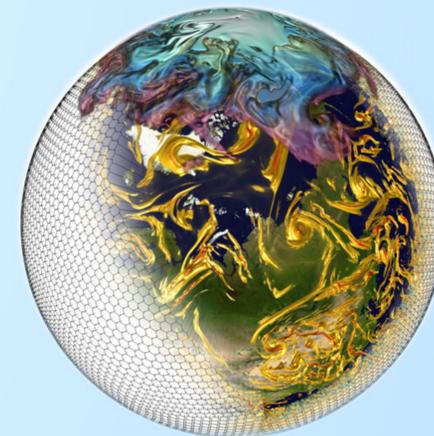
A novel graph based representation of the vector fields was created to balance the workload of integral curves computation for tens of thousands processes, and to compute Finite-Time Lyapunov Exponent (FTLE) for time-varying flow fields with smaller I/O overhead and less advection time.

D. Camp, H. Childs, C. Garth, D. Pugmire, K. Joy. Parallel Stream Surface Computation for Large Data Sets. To appear at LDAV 2012.

B. Nouanesengsy, T.-Y. Lee, K. Lu, H.-W. Shen, and T. Peterka. Parallel Particle Advection and FTLE Computation for Time-Varying Flow Fields. To appear in Supercomputing 2012.

Advanced/Improved Rendering

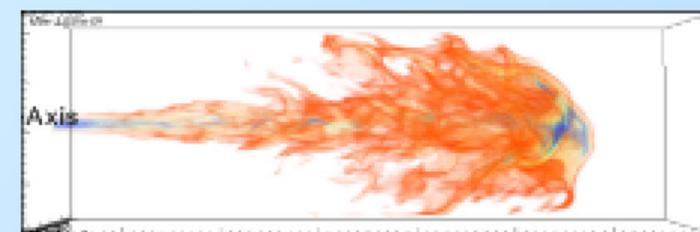
Visualization of climate data on geodesic grid output by GCRM (Global Cloud Resolving Model) code: We have developed a direct rendering solution for such data. No pre-partitioning of the cells into tetrahedra is required, thus no storage overhead. The renderer is GPU accelerated.



Improved Volume Rendering in VisIt

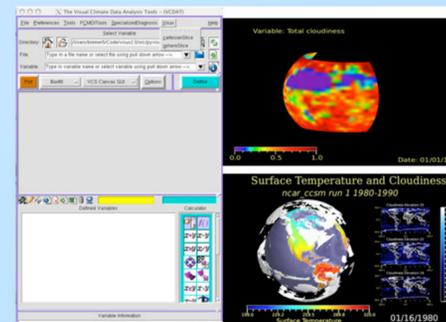
We have fixed GPU shader bugs in the GLSL code of the SLIVR render option in VisIt.

These will be committed to the VisIt trunk for release in the next release version.



Visual and Analytical Comparison of Ensembles of Scientific Datasets and Understanding Uncertainty

- Visualization of ensembles for exploration of parameter space.
- Utilization of statistics to aggregate data for visualization.
- Interactive prototypes for data exploration and hypothesis forming.
- Understanding uncertainty by exploring the space of possible outcomes.



Visus Prototype with climate data

VTK Prototype with ensembles of climate data

