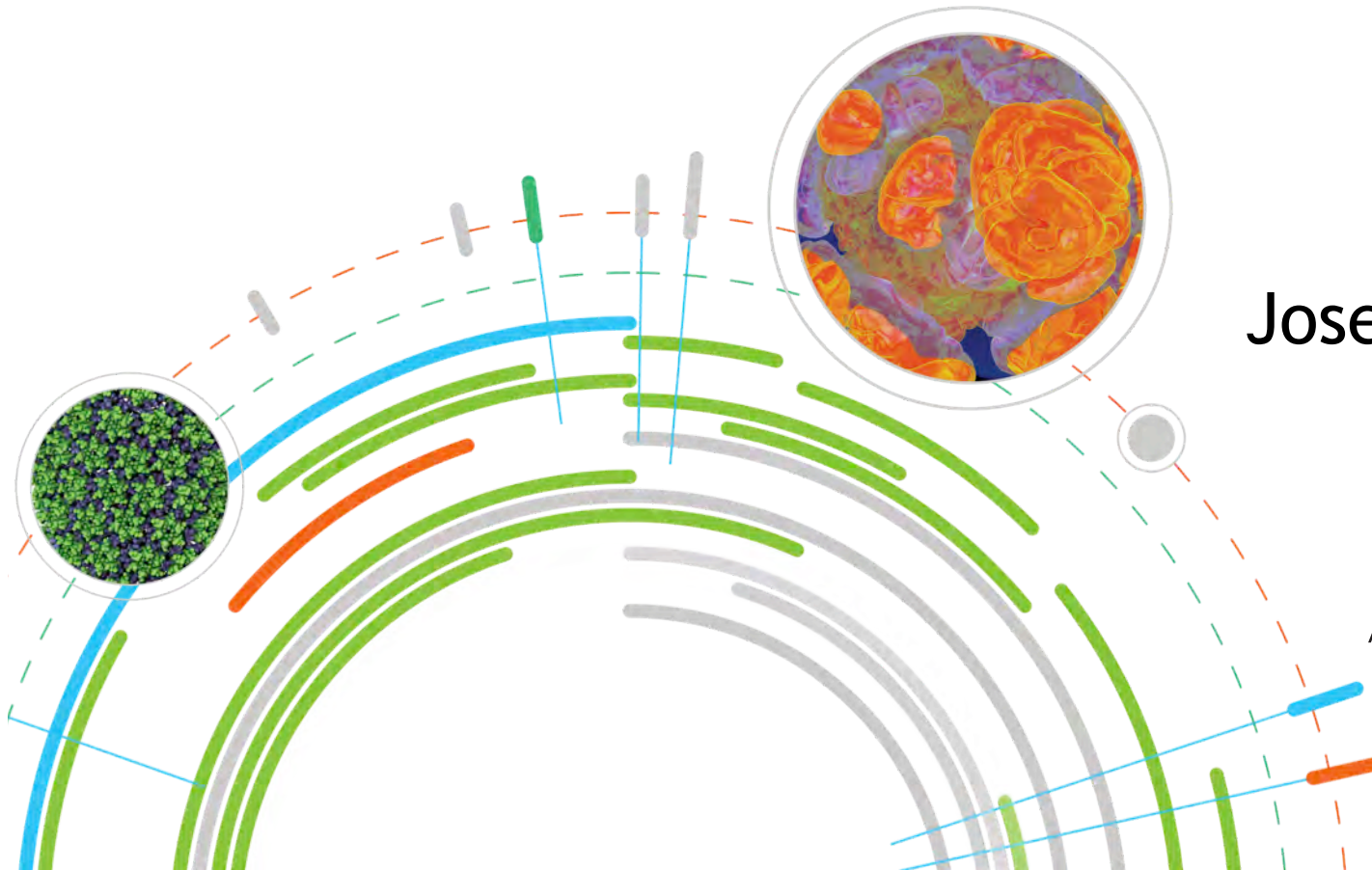


# Your Data Analysis Needs and Tukey



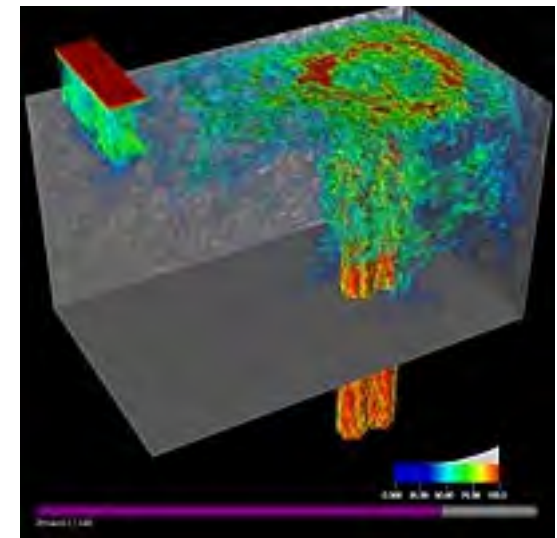
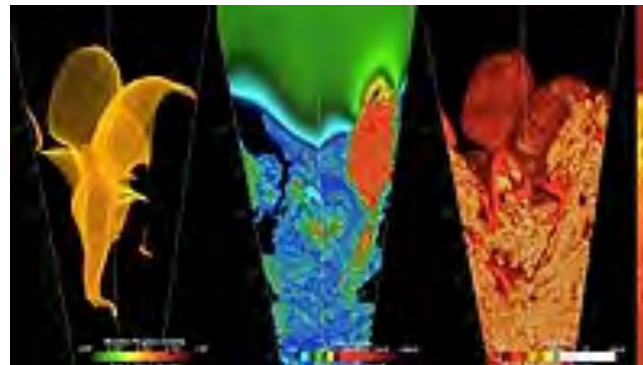
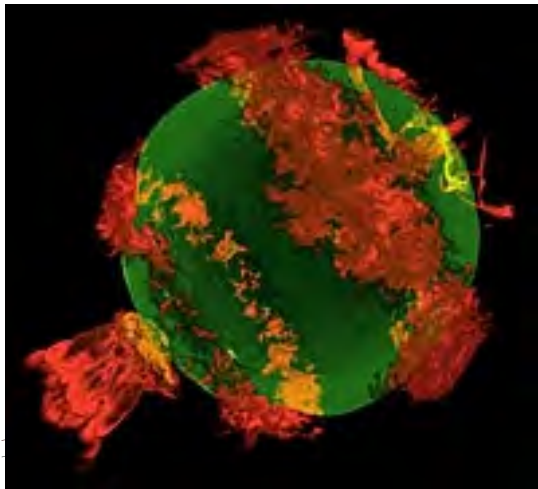
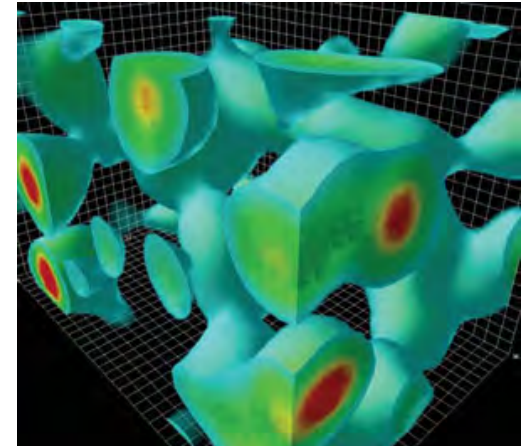
Joseph A. Insley

Argonne **Leadership**  
**Computing** Facility



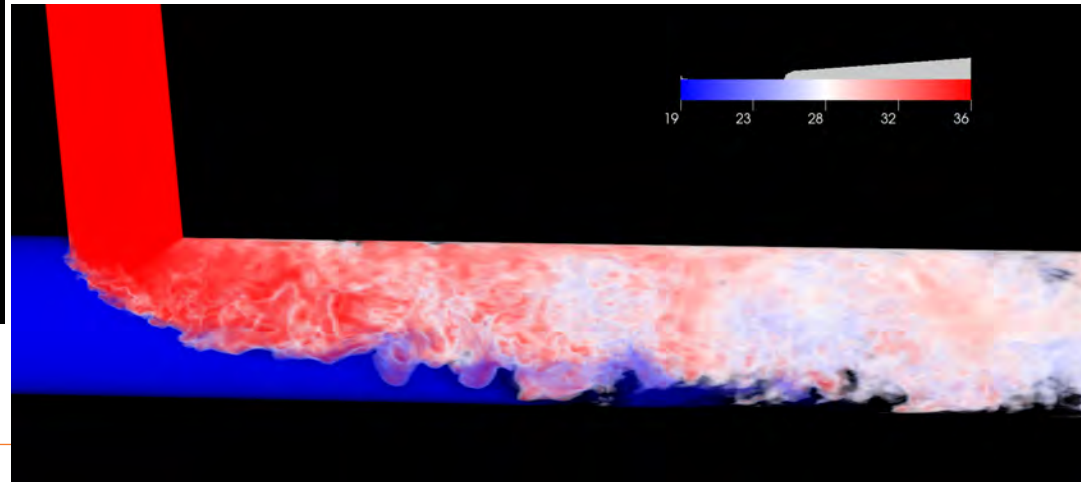
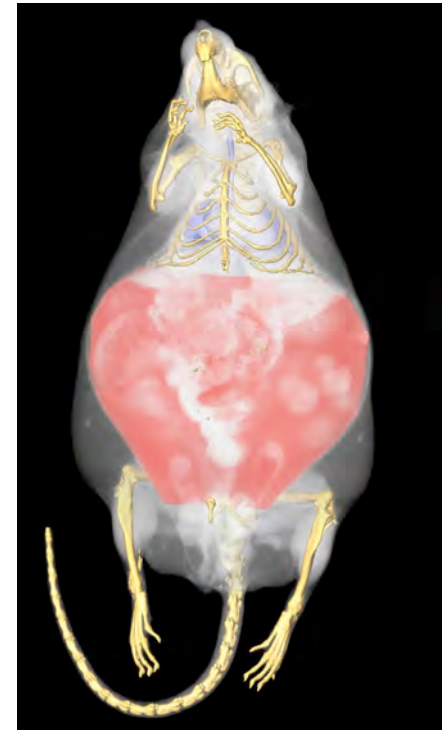
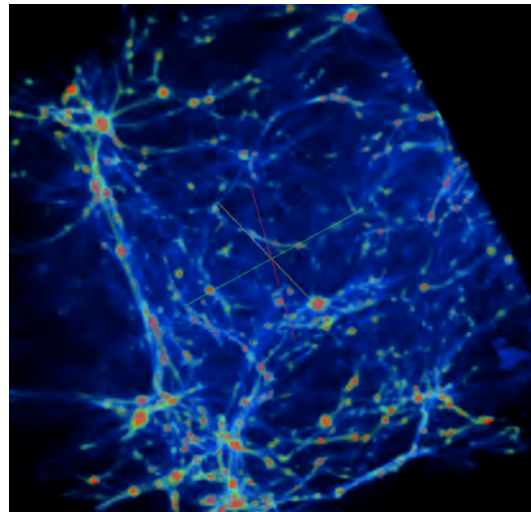
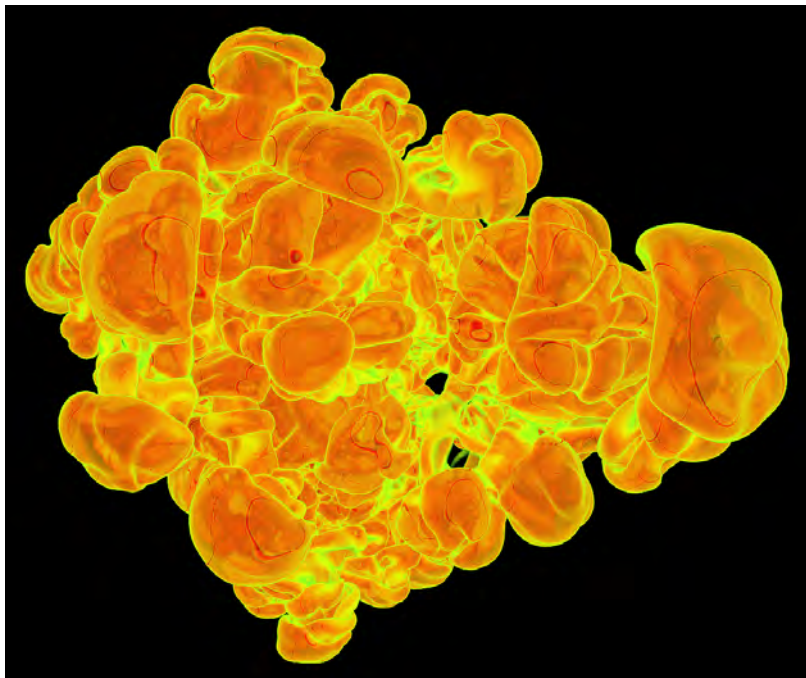
# Tukey- High Performance Visualization Cluster

- ◎ 96 AMD Dual Opteron 6128 Compute Nodes
  - ◎ 16 total CPU cores per node
  - ◎ 64 GB RAM
  - ◎ 2 NVIDIA Tesla M2070 GPUs, 6 GB RAM each
- ◎ 6 terabytes of CPU RAM, 1.1 terabytes of GPU RAM
- ◎ Peak GPU Performance: Over 98 TeraFLOPS
- ◎ Cross-Mounted Filesystem with Mira



# Data Representations: Volume Rendering

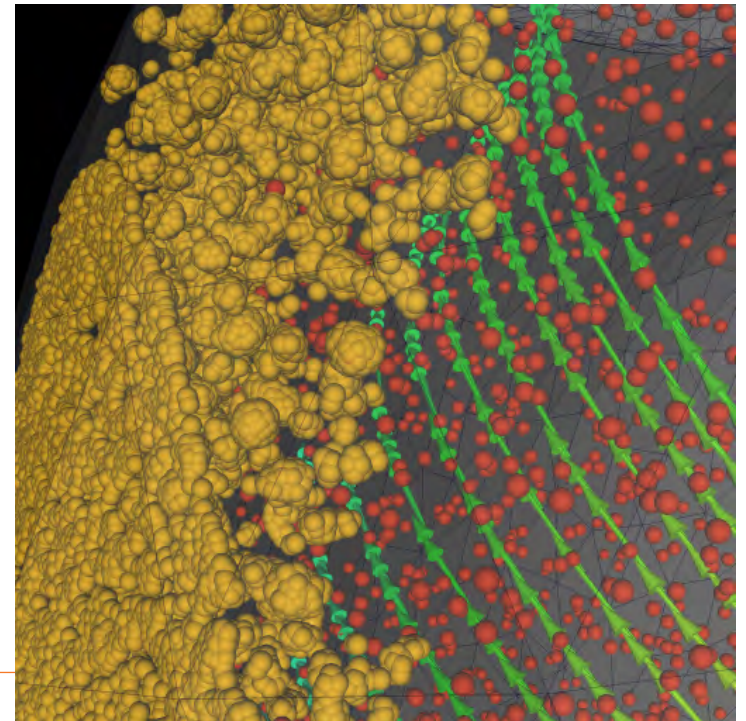
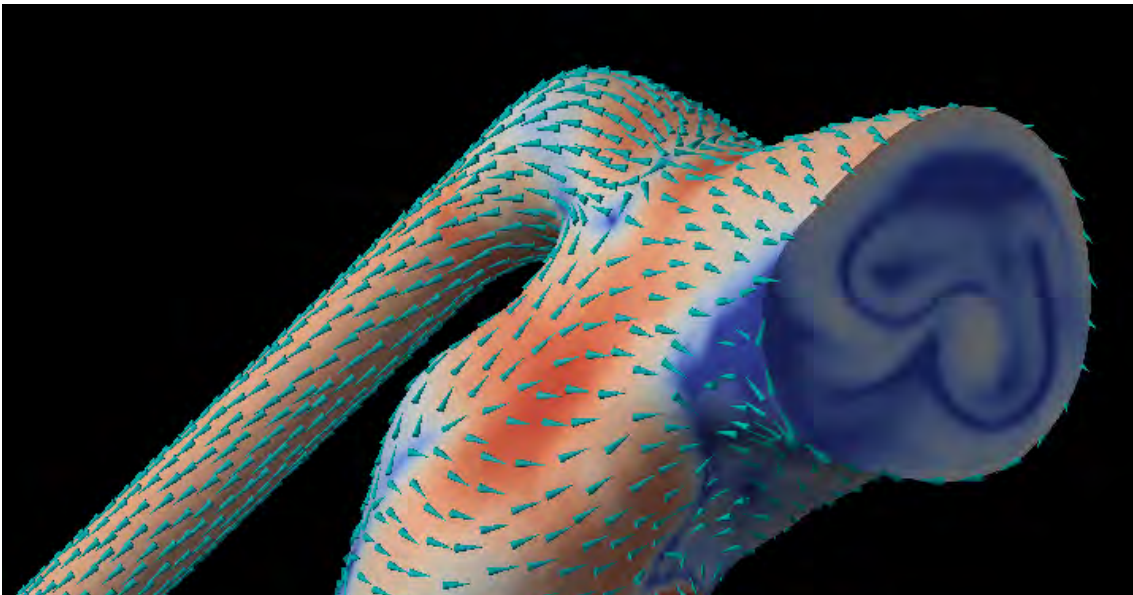
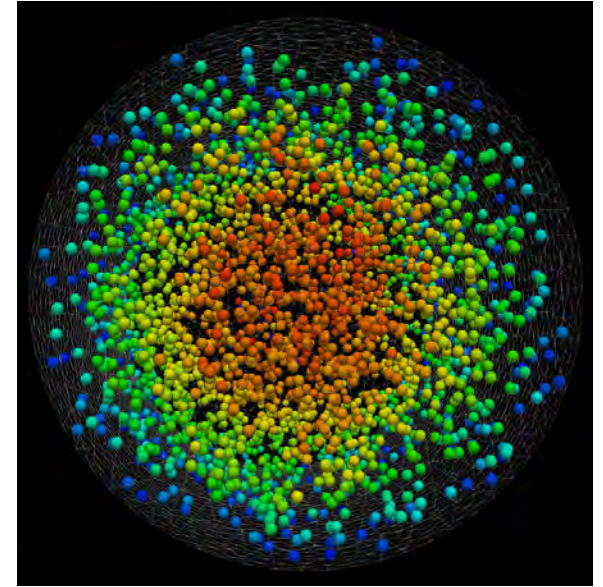
- ◎ Turn 2- and 3-dimensional datasets into 2D images
- ◎ Approximation: Volume ray casting





# Data Representations: Glyphs

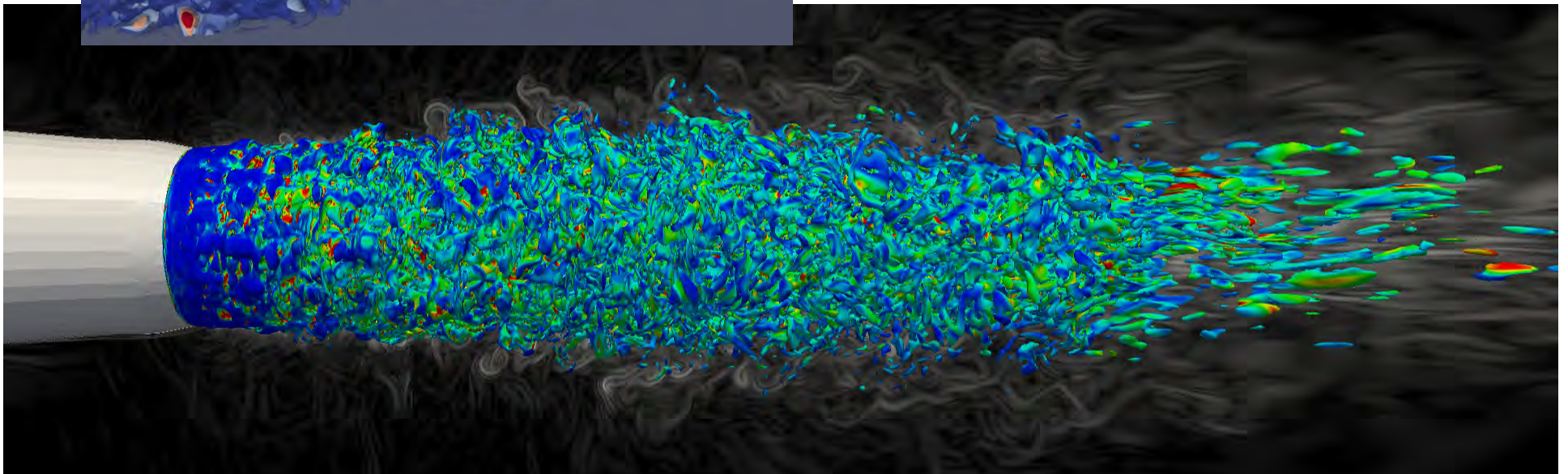
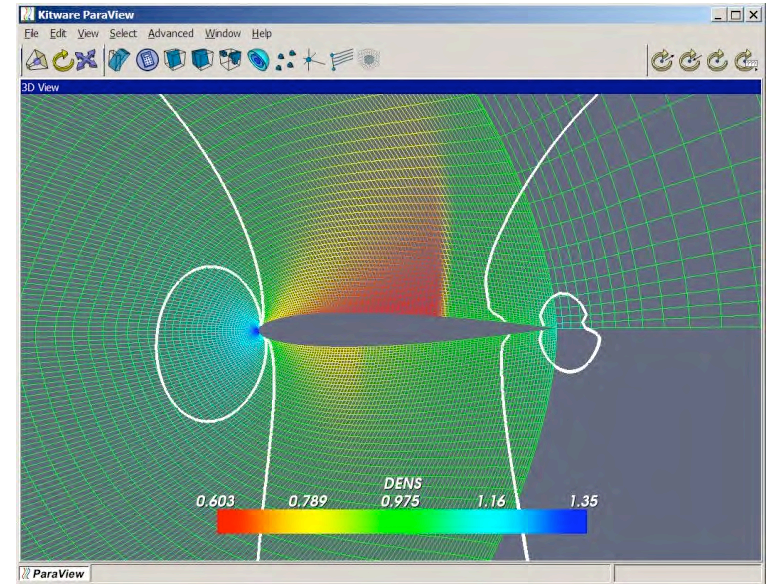
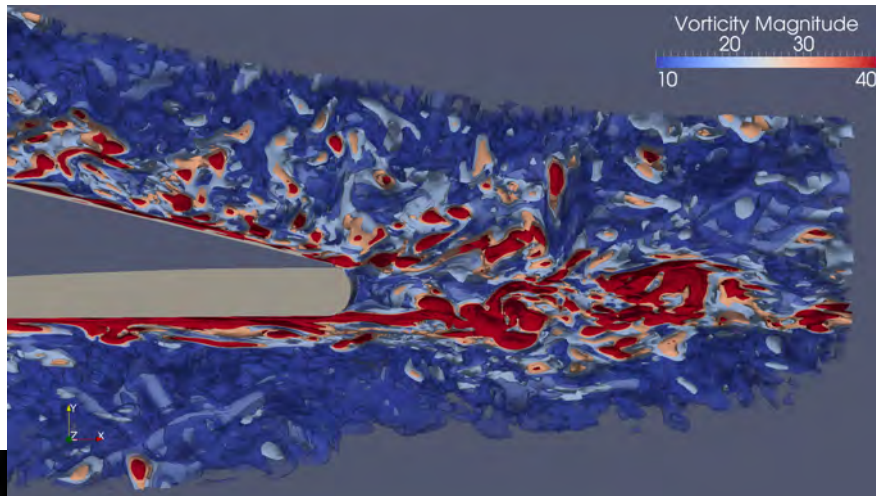
- ⦿ 2D or 3D geometric object to represent point data
- ⦿ Location dictated by coordinate
  - ⦿ 3D location on mesh
  - ⦿ 2D position in table/graph
- ⦿ Attributes of graphical entity dictated by attributes of a data
  - ⦿ color, size, orientation





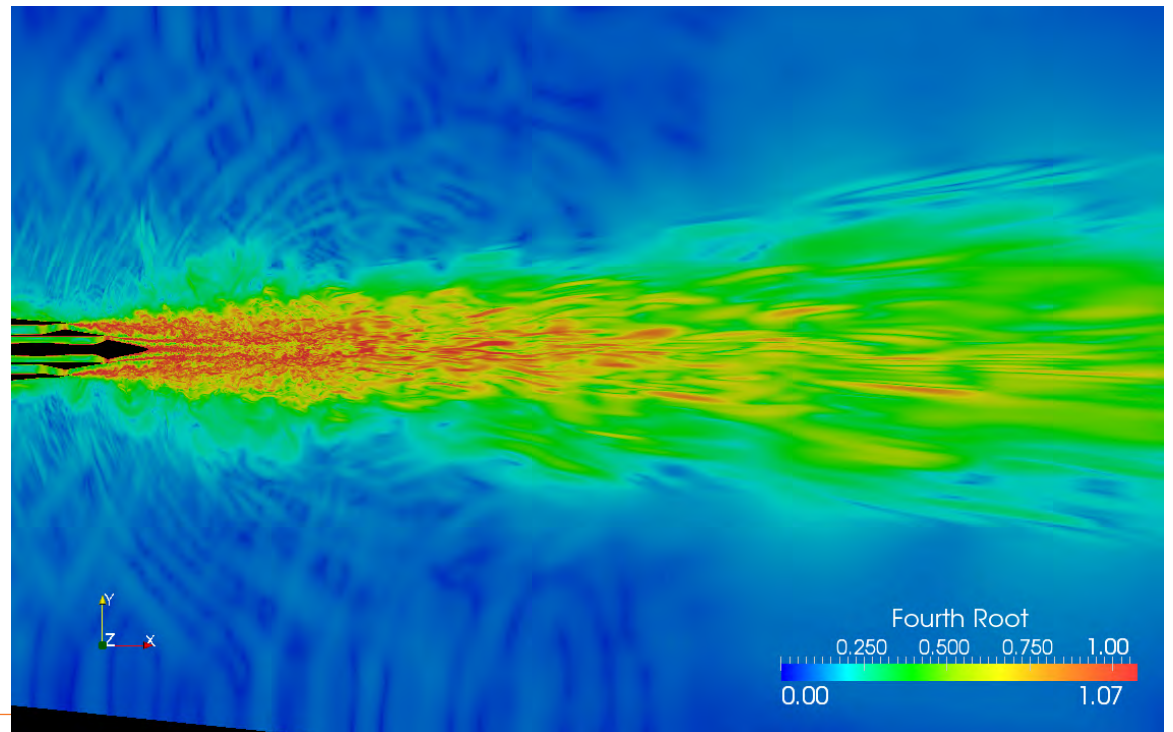
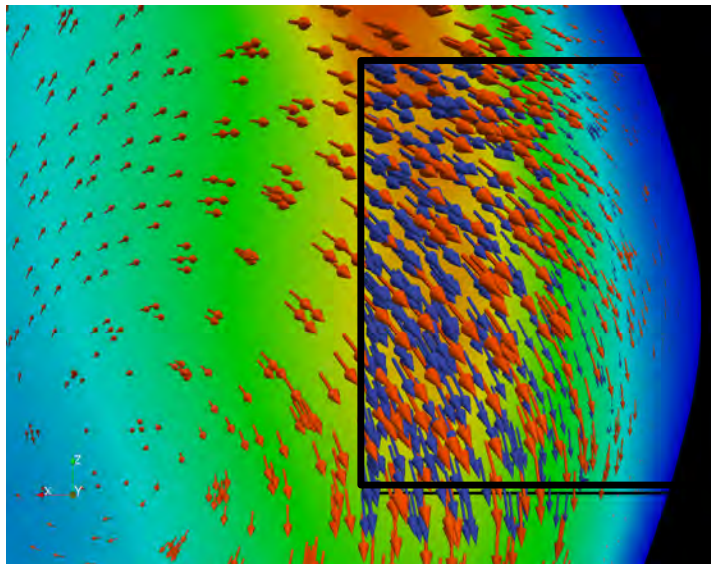
# Data Representations: Iso-contours

- ⊙ A Line (2D) or Surface (3D), representing a constant value



# Data Representations: Cutting Planes

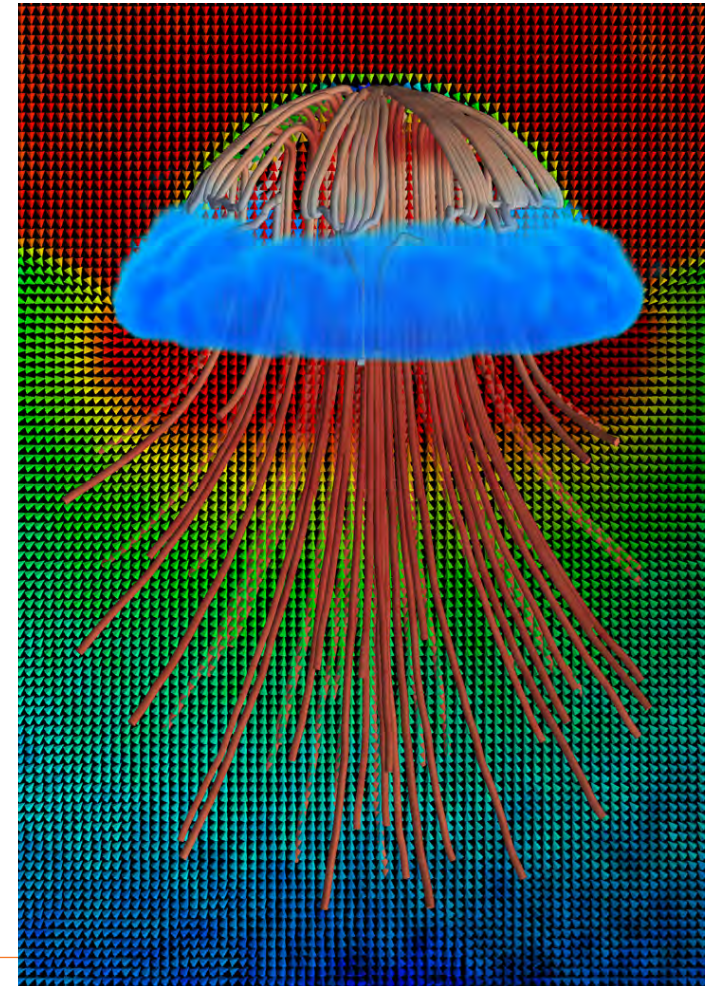
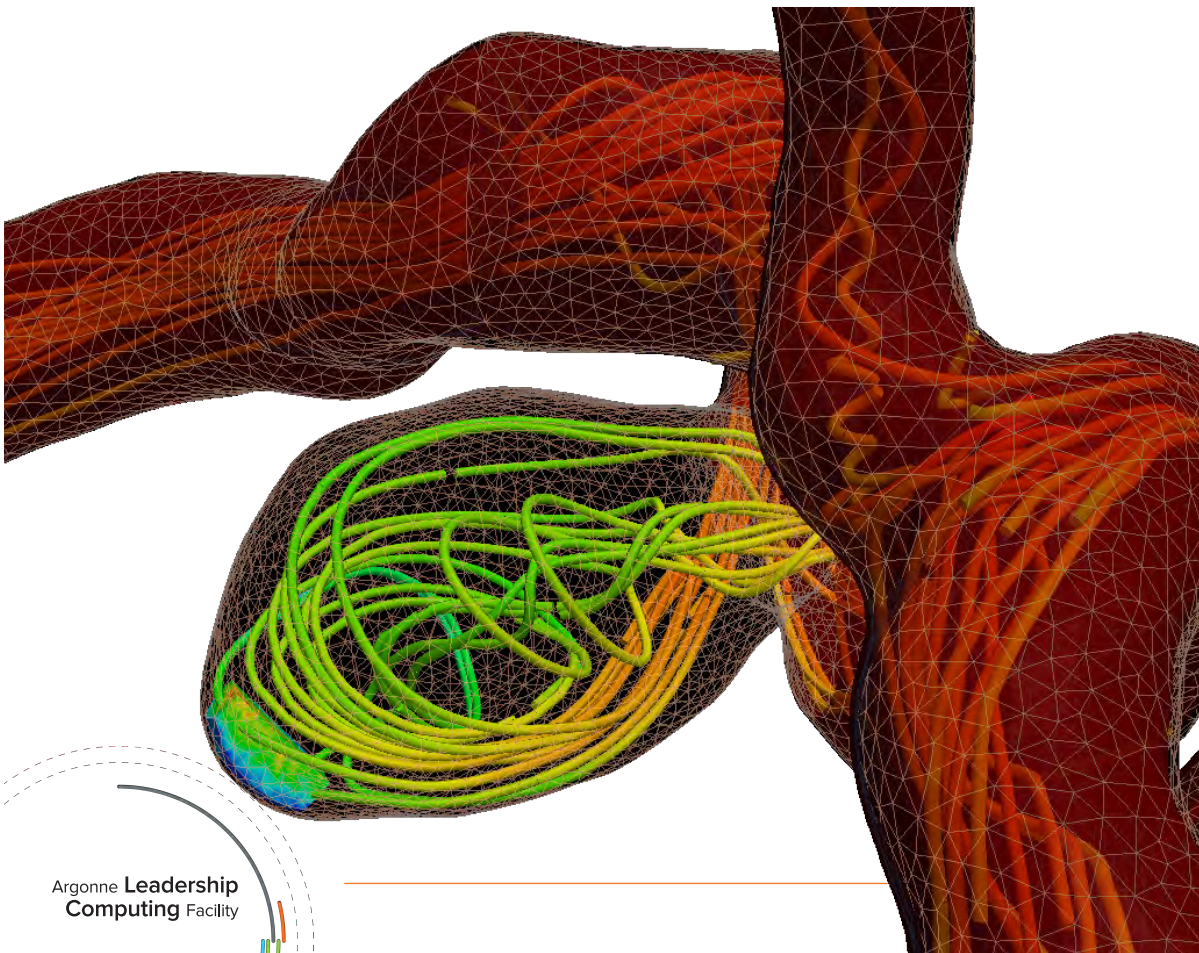
- ◉ Slice a plane through the data
  - ◉ Can apply additional visualization methods to resulting plane





# Data Representations: Streamlines

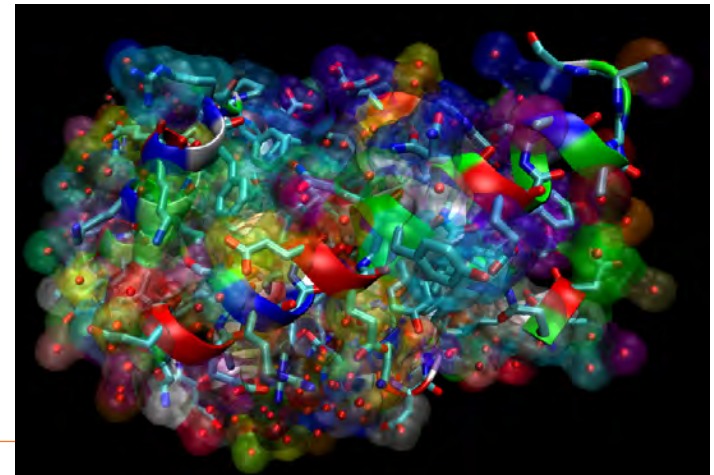
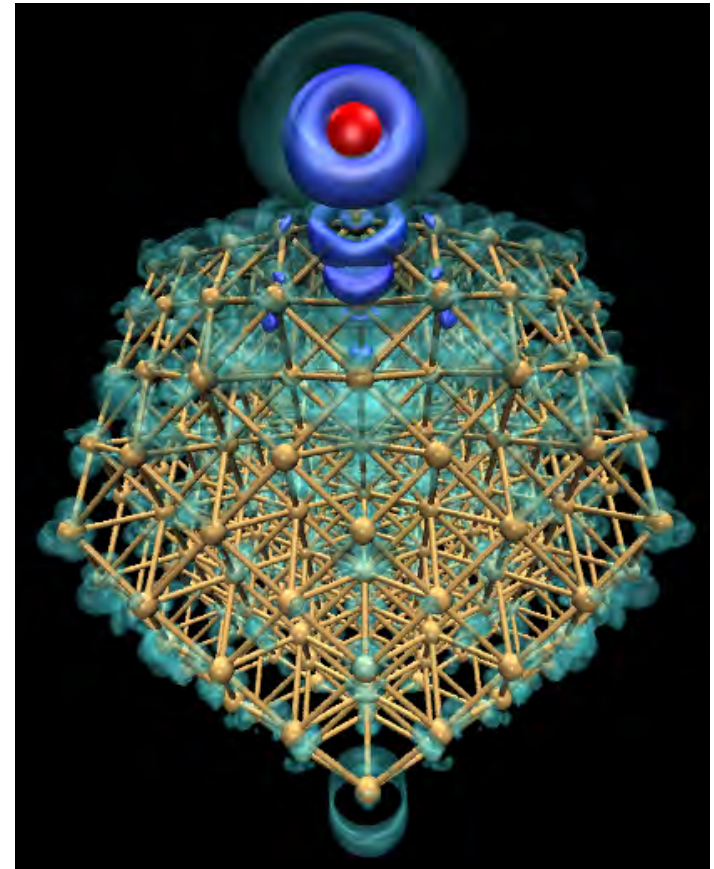
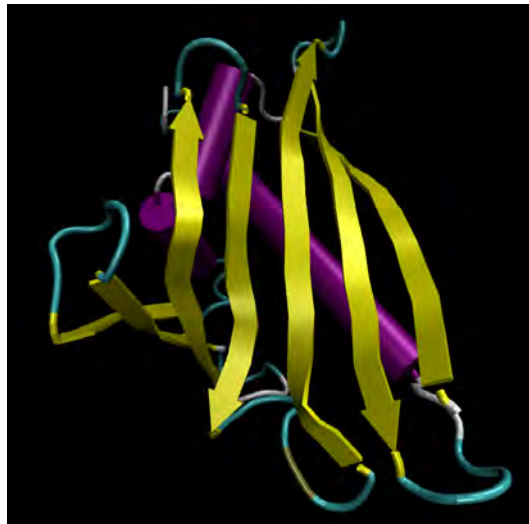
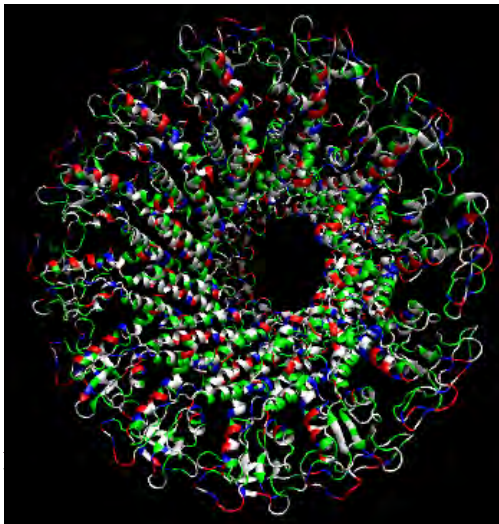
- ◉ From vector field on a mesh (needs connectivity)
- ◉ Show the direction an element will travel in at any point in time.





# Molecular Dynamics Visualization

- ⦿ Domain-specific representations
  - ⦿ Backbone
  - ⦿ Display attributes by atom type
  - ⦿ Ball and stick
  - ⦿ Ribbon representation
  - ⦿ etc.





# All Sorts of Tools (\*not all available at ALCF)

- ⊙ Visualization Applications
  - ⊙ VisIt
  - ⊙ ParaView
  - ⊙ EnSight
- ⊙ Domain Specific
  - ⊙ VMD, PyMol, RasMol
- ⊙ APIs
  - ⊙ VTK: visualization
  - ⊙ ITK: segmentat & registration
- ⊙ GPU performance
  - ⊙ vl3: shader-based vol ren
  - ⊙ Scout: GPGPU acceleration
- ⊙ Analysis Environments
  - ⊙ Matlab
  - ⊙ Parallel R
- ⊙ Utilities
  - ⊙ GnuPlot
  - ⊙ ImageMagick
- ⊙ Visualization Workflow
  - ⊙ VisTrails

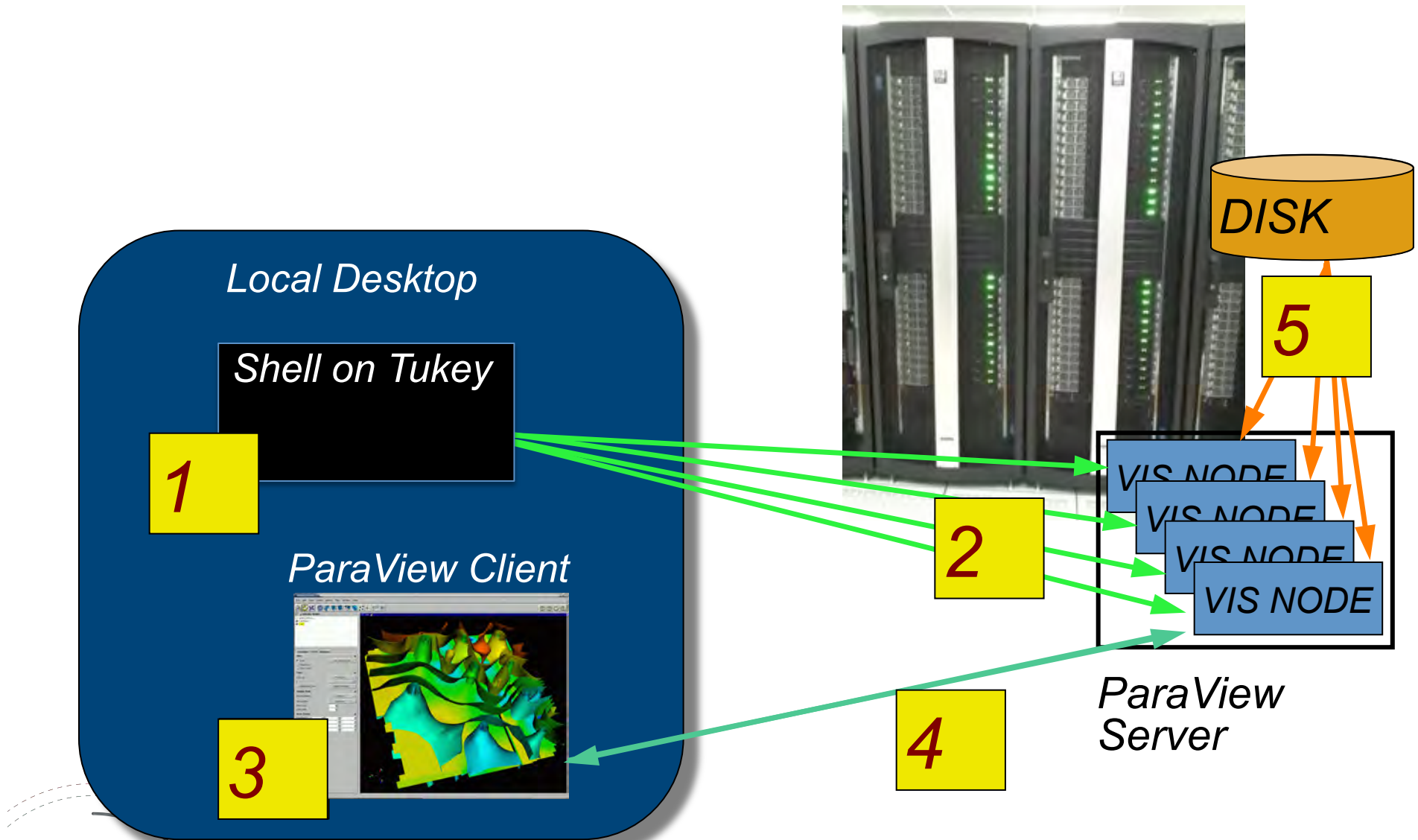
# Visualization Modes

- ⊙ Interactive
  - ⊙ Data exploration
  - ⊙ Generating movies
- ⊙ Batch
  - ⊙ Known quantities/configurations
  - ⊙ Generating movies
- ⊙ Stand-alone
  - ⊙ smaller data - move locally and visualize there
- ⊙ Client/server mode
  - ⊙ Use interactive sessions to produce state for visualizing larger data / time series in batch mode.



# Client/Server Mode

## Tukey Visualization Cluster



# ParaView Example

- ◉ Tutorial Page:

- ◉ [www.alcf.anl.gov/user-guides/paraview-tukey](http://www.alcf.anl.gov/user-guides/paraview-tukey)

- ◉ Launch pvserver

- ◉ `qsubi -n 4 -t 60 -A project_id -q pubnet`

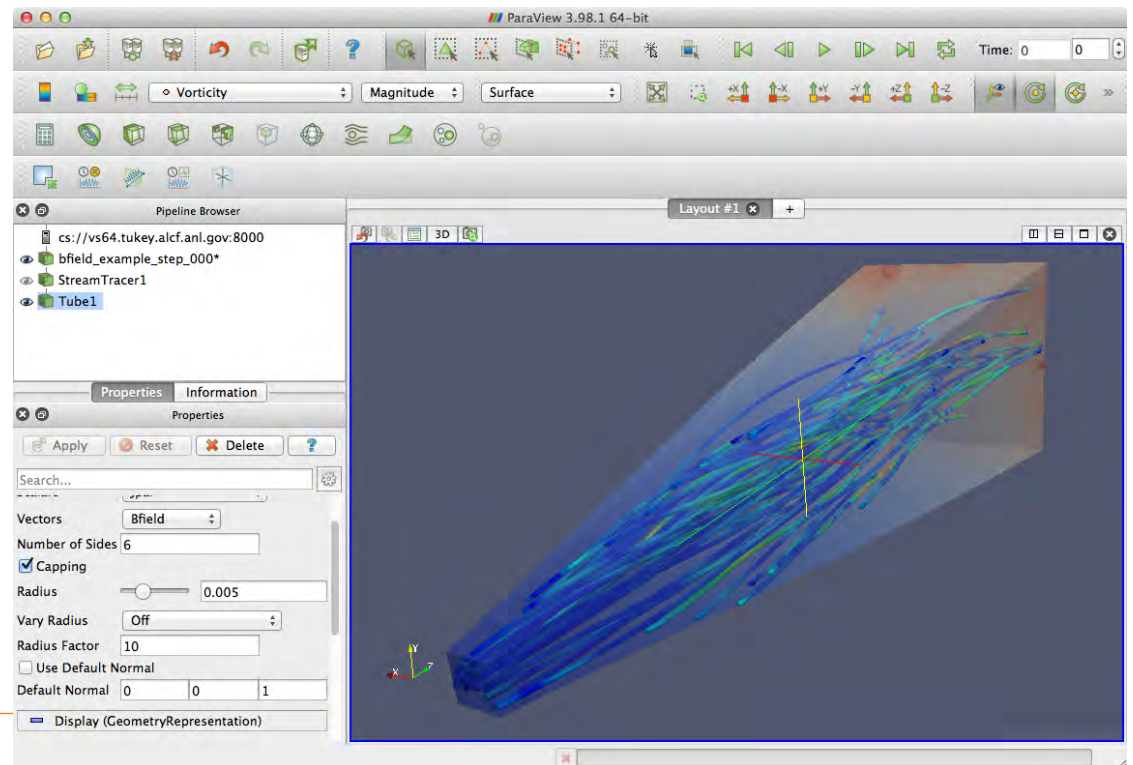
- ◉ `mpiexec -f $COBALT_NODEFILE -np 4 pvserver --server-port=8000`

- ◉ ParaView Client

- ◉ Configure server

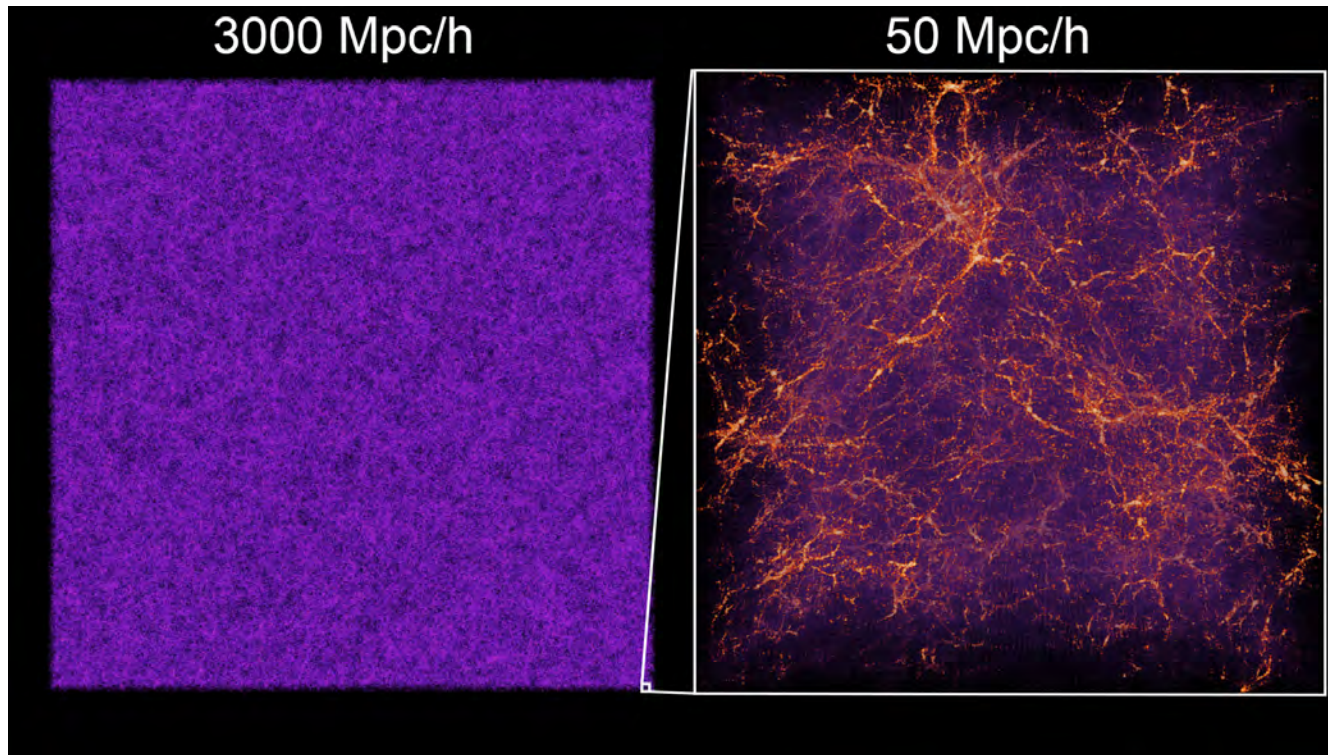
- ◉ Connect

- ◉ Do some vis





# HACC: Cosmology Simulation



- ⦿ Data: 10Kx10Kx800 (~316GB)
- ⦿ Visualization considerations:
  - ⦿ Number of visualization nodes, processes, GPUs
  - ⦿ Trade-offs
    - Are you memory, compute, or rendering bound?

# ParaView States and Scripting

## ◉ Save State

- ◉ .pvsm (for restoring state in interactive mode)
- ◉ .py (for use with pvbatch)
- ◉ saved on the client side

## ◉ Edit .py script

- ◉ short example, loop over time steps, saving images

```
try: paraview.simple
except: from paraview.simple import *
paraview.simple._DisableFirstRenderCameraReset()
RenderView2 = CreateRenderView()

...
bfield_step_000 =
XMLPartitionedStructuredGridReader( guiName="bfield_step_000*",
PointArrayStatus=['Jpar', 'Wpar', 'Bfield'], CellArrayStatus=[],
FileName=['bfield_step_0001.pvts', 'bfield_step_0002.pvts',
'bfield_step_0003.pvts', 'bfield_step_0004.pvts', 'bfield_step_0005.pvts'] )
```

# ParaView States and Scripting

## ◉ Edit .py script

```
...  
#Render()  
  
time_vals = bfield_step_000.TimestepValues  
  
for i in range(len(time_vals)):  
  
    RenderView2.ViewTime = time_vals[i]  
    RenderView2.StillRender()  
  
    IMAGE_FILE="frame_%04d.png" % int(i)  
    print "saving: " + IMAGE_FILE  
    WriteImage(IMAGE_FILE)
```



# ParaView Batch Mode

- ⦿ Copy .py script
  - ⦿ need to copy the .py script to Tukey
- ⦿ pvbatch
  - ⦿ `mpiexec -f $COBALT_NODEFILE -np 4 pvbatch <script.py>`
  - ⦿ could run in qsubi mode, or totally batch

# Data Logistics

- ⦿ Storing data

- ⦿ /gpfs/mira-fs0/projects/<project\_id>

- ⦿ Backup data

- ⦿ HPSS Tape Archive
  - ⦿ [www.alcf.anl.gov/user-guides/using-hpss](http://www.alcf.anl.gov/user-guides/using-hpss)

- ⦿ Moving data

- ⦿ scp
    - handy for small manageable data
  - ⦿ Globus Online ([www.globusonline.org](http://www.globusonline.org))
    - useful for bigger/ more complex data
    - GridFTP servers
    - Local downloads (Globus Connect)
    - Fire and forget

# Data File Formats (ParaView & VisIt, partial list)

- ◉ VTK
- ◉ Parallel (partitioned) VTK
- ◉ VTK MultiBlock (MultiGroup, Hierarchical, Hierarchical Box)
- ◉ Legacy VTK
- ◉ Parallel (partitioned) legacy VTK
- ◉ EnSight files
- ◉ EnSight Master Server
- ◉ Exodus
- ◉ BYU
- ◉ XDMF
- ◉ PLOT2D
- ◉ PLOT3D
- ◉ SpyPlot CTH
- ◉ HDF5 raw image data
- ◉ DEM
- ◉ VRML
- ◉ PLY
- ◉ Polygonal Protein Data Bank
- ◉ XMol Molecule
- ◉ Stereo Lithography
- ◉ Gaussian Cube
- ◉ Raw (binary)
- ◉ AVS
- ◉ Meta Image
- ◉ Facet
- ◉ PNG
- ◉ SAF
- ◉ LS-Dyna
- ◉ Nek5000
- ◉ OVERFLOW
- ◉ paraDIS
- ◉ PATRAN
- ◉ PFLOTRAN
- ◉ Pixie
- ◉ PuReMD
- ◉ S3D
- ◉ SAS
- ◉ Tetrad
- ◉ UNIC
- ◉ VASP
- ◉ ZeusMP
- ◉ ANALYZE
- ◉ BOV
- ◉ GMV
- ◉ Tecplot
- ◉ Vis5D
- ◉ Xmdv
- ◉ XSF



# Data Wrangling

## ⦿ HDF5

- ⦿ Get header information
  - `h5dump -H filename.h5d`
- ⦿ List of data sets
  - `h5ls filename.h5d`
- ⦿ Combine data sets
  - `h5copy`

## ⦿ netCDF

- ⦿ Get header information
- ⦿ `ncdump -h filename.nc`
- ⦿ Dump contents of a netCDF file to text
- ⦿ `ncdump infile.nc > outfile.cdl`
- ⦿ Generate data sets
- ⦿ `ncgen -o file.nc infile.cdl`

# Data Wrangling

- ⊙ XDMF

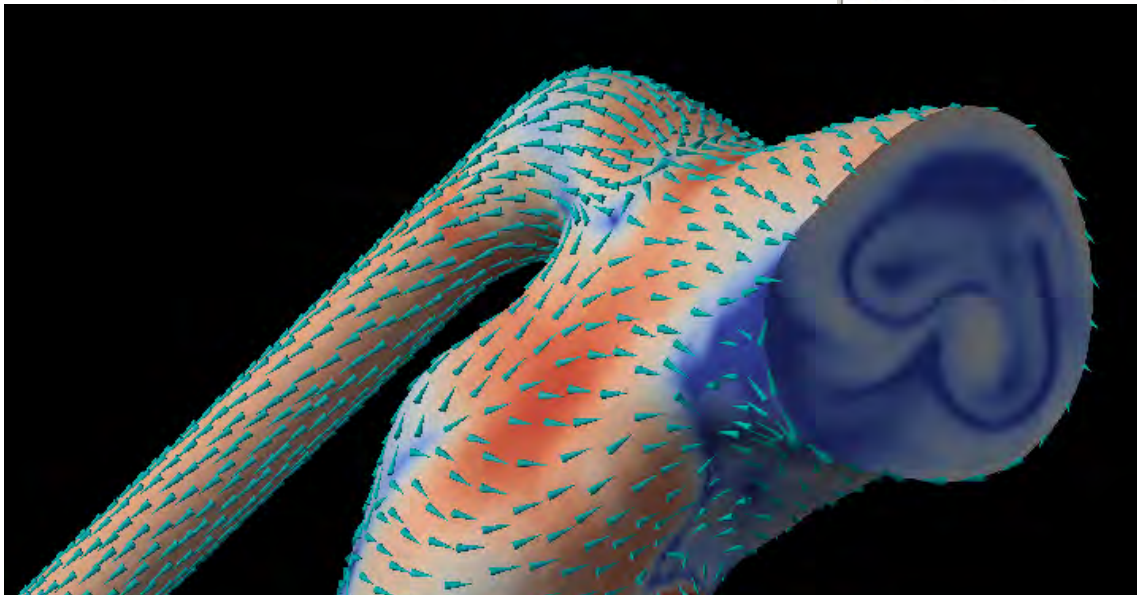
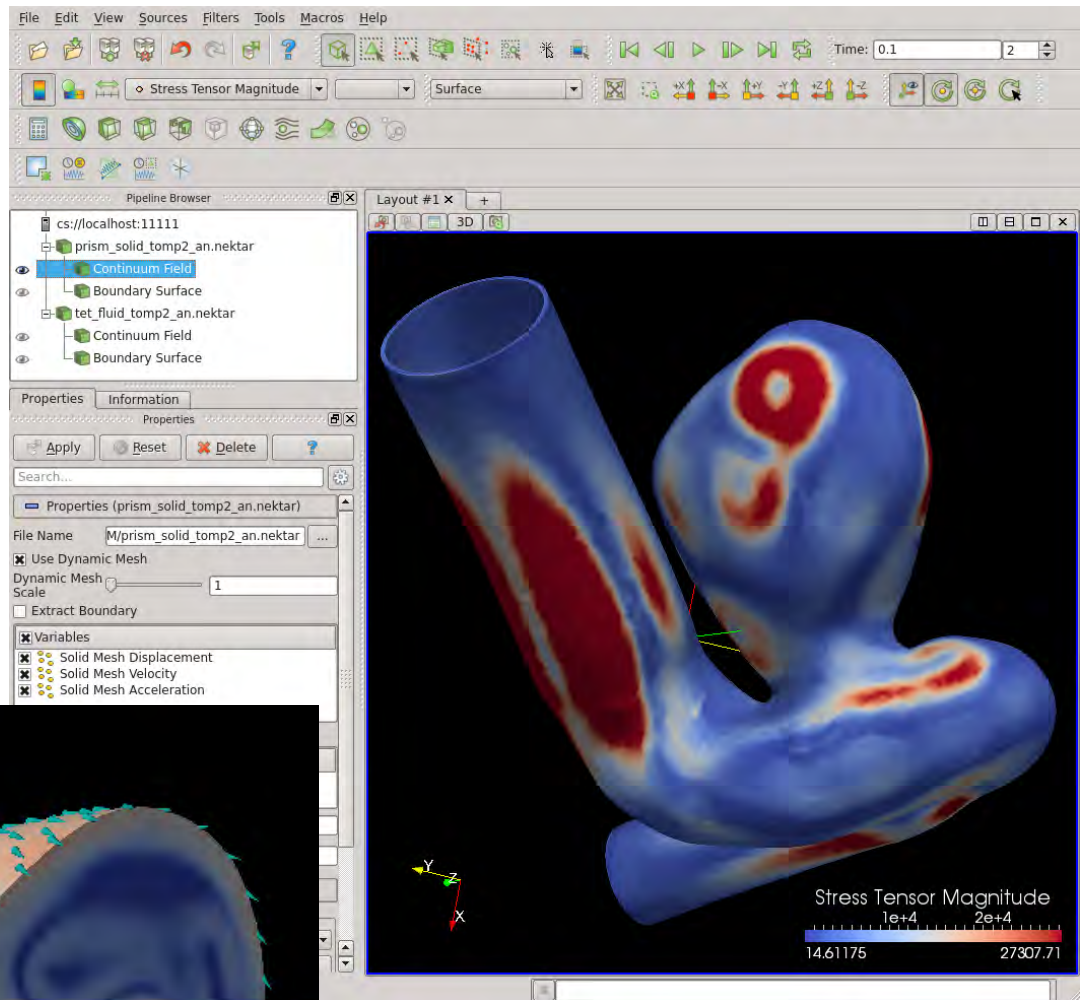
- ⊙ XML wrapper around HDF5/binary data
- ⊙ Can define
  - data sets
  - subsets
  - hyperslabs

- ⊙ vtk

- ⊙ Could add to your simulation code
- ⊙ Can write small utilities to convert data
  - Use your own read routines
  - Write vtk data structures
- ⊙ C++ and Python bindings

# Data Organization

- ◉ Format
  - ◉ Existing tools support many flavors
  - ◉ Use one of these formats
  - ◉ Write a custom reader for existing tool
    - NekTar example
  - ◉ Write your own custom vis tool





# Data Organization

## Serial vs. Parallel/Partitioned

- Single big file vs. many small files: middle ground generally best
  - vtk data types
  - XDMF for ParaView
  - Custom XML description

```
<DMDatasetConfig>
  <Name>HACC Density Field</Name>
  <Dimensions>
    <Size>4</Size>
    <DIM0 name="T" size="1" />
    <DIM1 name="X" size="800" />
    <DIM2 name="Y" size="10240" />
    <DIM3 name="Z" size="10240" />
  </Dimensions>
  <DataType>RAW_3D</DataType>
  <BytesPerElement>4</BytesPerElement>
  <Endianness>Big</Endianness>
  <FileDB>
    <Directory>/path/to/STEP130</Directory>
    <FileExtents DIM0="1" DIM1="160" DIM2="160"
DIM3="160" />
    <FileList size="20480">
```

```
<File>
  <Path>rho.0000.raw</Path>
  <Offset DIM0="0" DIM1="0" DIM2="0" DIM3="0" />
</File>
<File>
  <Path>rho.0001.rho.raw</Path>
  <Offset DIM0="0" DIM1="0" DIM2="0" DIM3="160" />
</File>
<File>
  <Path>rho.0002.rho.raw</Path>
  <Offset DIM0="0" DIM1="0" DIM2="0" DIM3="320" />
</File>
```

...

# Data Organization

- ⦿ Serial vs. Parallel/Partitioned

- ⦿ Performance trade-offs

- vtk/paraview: serial files all data read on head node, partitioned and distributed
    - vtk/paraview: parallel files: serial files partitioned across processes, read in parallel

## Performance example:

- ⦿ Single serial .vtu file (unstructured grid)

- ⦿ Data size: ~3.8GB

- ⦿ Read time on 64 processes: > 15 minutes

- most of this was spent partitioning and distributing

- ⦿ Partitioned .pvtu file (unstructured grid)

- ⦿ Data size: ~8.7GB (64 partitions)

- ⦿ Read time on 64 processes: < 1 second

# Movie Making

- ⊙ VisIt/ParaView: save animation
  - ⊙ can save animation file
  - ⊙ can save individual images
    - I tend to do this, allows for more flexibility
- ⊙ Adobe Premiere, Final Cut, etc.
  - ⊙ commercial tools enable lots of options, but do cost money (ALCF does not provide these tools)
- ⊙ ImageMagick tools for annotating and combining images in different ways

# Annotation, compositing, scaling...

## ◉ ImageMagick

◉ convert, composite, montage, etc.

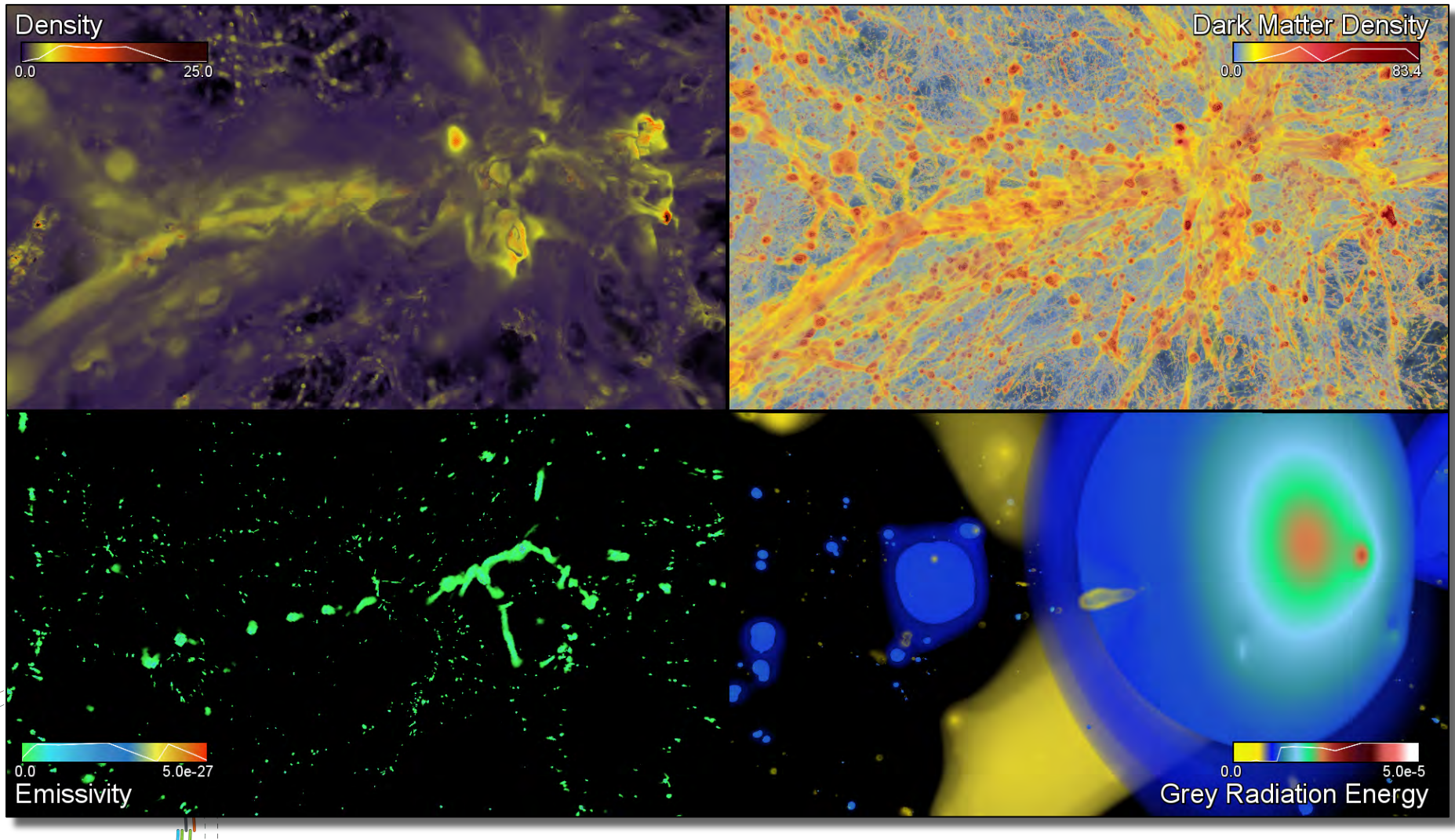
```
convert comp-test-in-3200x2000.png -font Arial.ttf -pointsize 40 -gravity northwest -fill
black -draw 'rectangle 18,103,821,157' legend-big.png -geometry +20+105 -composite -
fill black -draw 'rectangle 2375,103,3178,157' legend-big.png -geometry +2377+105 -
composite -fill black -draw 'rectangle 18,1815,821,1869' legend-big.png -geometry
+20+1817 -composite -fill black -draw 'rectangle 2375,1815,3178,1869' legend-big.png -
geometry +2377+1817 -composite -stroke '#000F' -strokewidth 3 -annotate +13+155
'0.0' -stroke none -fill white -annotate +13+155 '0.0' -stroke '#000F' -strokewidth 3 -
annotate +755+155 '25.0' -stroke none -fill white -annotate +755+155 '25.0' -pointsize 40
-gravity northeast -stroke '#000F' -strokewidth 3 -annotate +775+155 '0.0' -stroke none -
fill white -annotate +775+155 '0.0' -stroke '#000F' -strokewidth 3 -annotate +20+155
'83.4' -stroke none -fill white -annotate +20+155 '83.4' -gravity southwest -stroke '#000F'
-strokewidth 3 -annotate +13+83 '0.0' -stroke none -fill white -annotate +13+83 '0.0' -
stroke '#000F' -strokewidth 3 -annotate +702+83 '5.0e-27' -stroke none -fill white -
annotate +702+83 '5.0e-27' -gravity southeast -stroke '#000F' -strokewidth 3 -annotate
+775+83 '0.0' -stroke none -fill white -annotate +775+83 '0.0' -stroke '#000F' -
strokewidth 3 -annotate +28+83 '5.0e-5' -stroke none -fill white -annotate +28+83
'5.0e-5' -depth 8 comp-test-image02.png
```



# Annotation, compositing, scaling...

- ◉ ImageMagick

- ◉ convert, composite, montage, etc.



# Movie Creation

- ⦿ ffmpeg: Movie encoding
  - ⦿ softenv key: +ffmpeg-1.0.1
  - ⦿ `ffmpeg -sameq -i frame.%04d.png movie.mp4`
- ⦿ Combine multiple segments of frames
  - ⦿ Create a directory of symbolic links to all frames in order

## More info...

- ◉ Tukey user guide:
  - ◉ [www.alcf.anl.gov/user-guides/tukey](http://www.alcf.anl.gov/user-guides/tukey)
- ◉ Online ParaView tutorial:
  - ◉ [www.alcf.anl.gov/user-guides/vis-paraview-red-blood-cell-tutorial](http://www.alcf.anl.gov/user-guides/vis-paraview-red-blood-cell-tutorial)

