

Why You *Don't* Want to do In Situ Visualization, and Why You Have To

Computational Science Seminar Series

Kenneth Moreland Sandia National Laboratories

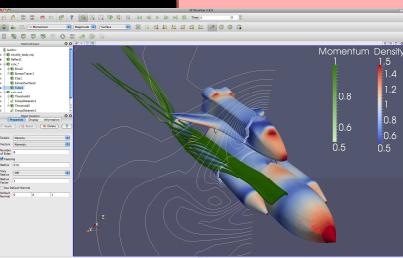
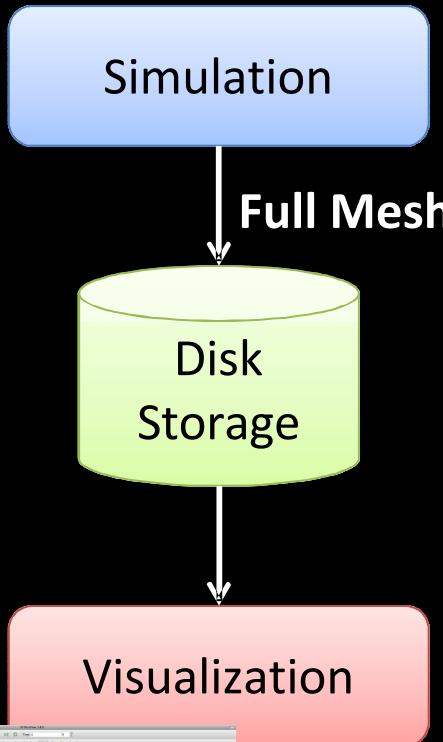
October 24, 2017

Acknowledgements

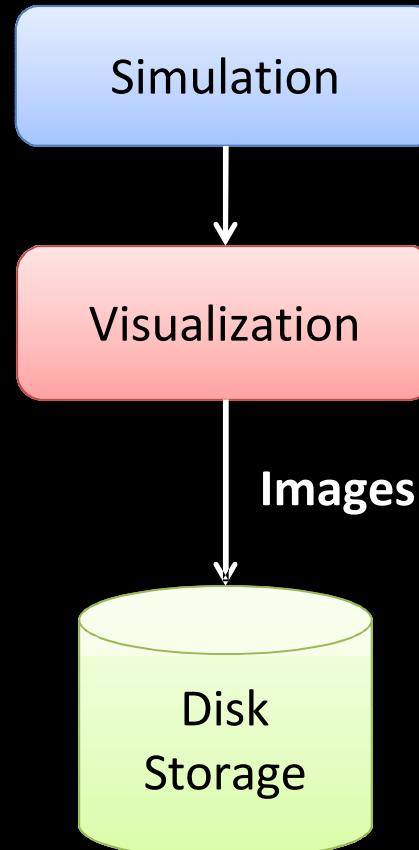
- This material is based upon work supported by the U.S. Department of Energy, Office of Science, Office of Advanced Scientific Computing Research, under Award Numbers 10-014707, 12-015215, and 14-017566.
- This research was supported by the Exascale Computing Project (17-SC-20-SC), a collaborative effort of two U.S. Department of Energy organizations (Office of Science and the National Nuclear Security Administration) responsible for the planning and preparation of a capable exascale ecosystem, including software, applications, hardware, advanced system engineering, and early testbed platforms, in support of the nation's exascale computing imperative.
- Sandia National Laboratories is a multimission laboratory managed and operated by National Technology and Engineering Solutions of Sandia, LLC., a wholly owned subsidiary of Honeywell International, Inc., for the U.S. Department of Energy's National Nuclear Security Administration under contract DE-NA-0003525.
- **Thanks to many, many partners in labs, universities, and industry.**



Post Hoc Vis



In Situ Vis



What Does In Situ Visualization Mean?



Co-processing

“Strict” In Situ
In Transit

Simulation Steering

Integrated Problem Solving Environments

On-Line Analysis

Tightly/Loosely Couples

In Situ Visualization is visualization that *necessarily* starts before the data producer finishes.

In Situ Visualization is visualization that *necessarily* starts before the data producer finishes.

Post Hoc Visualization is visualization that can start at some arbitrary time after the data are produced.

In Situ is an Old Idea

E. E. Zajac, "Computer-Made Perspective Movies as a Scientific and Communication Tool", Communications of the ACM, March 1964

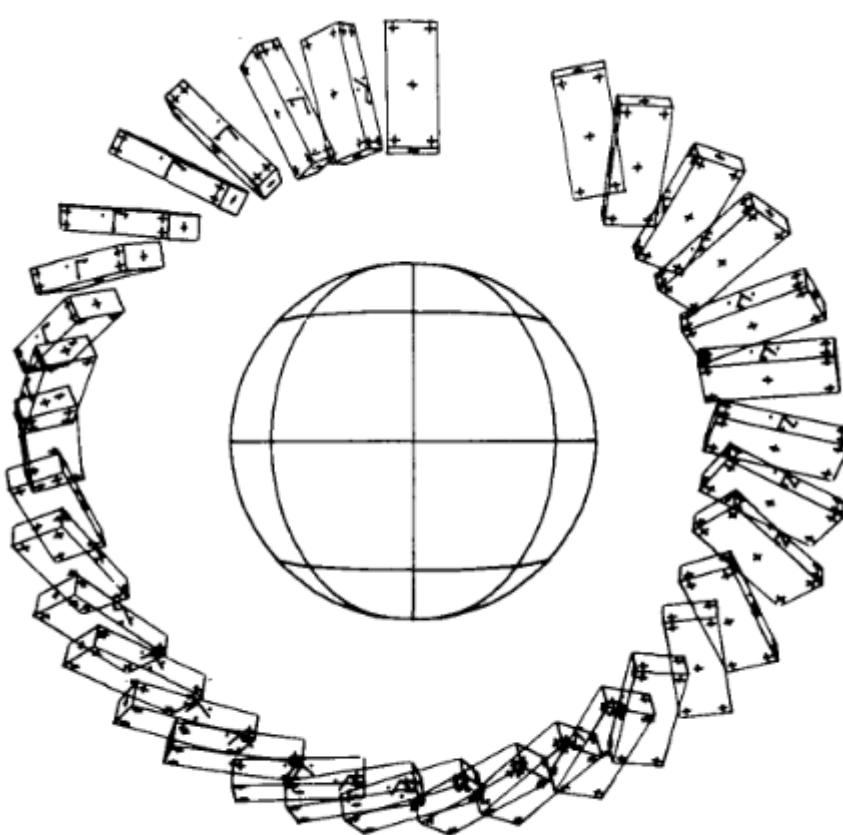
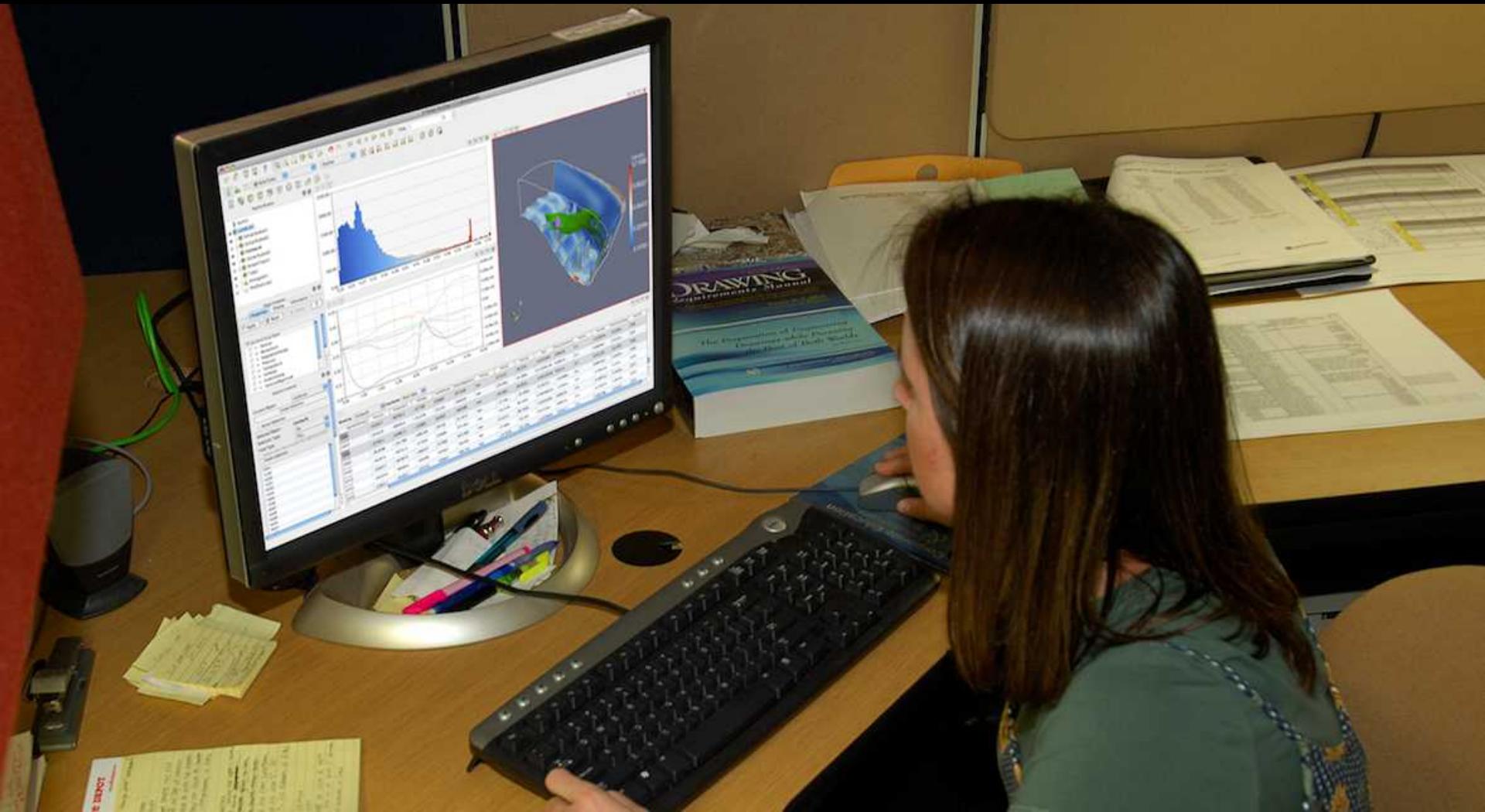


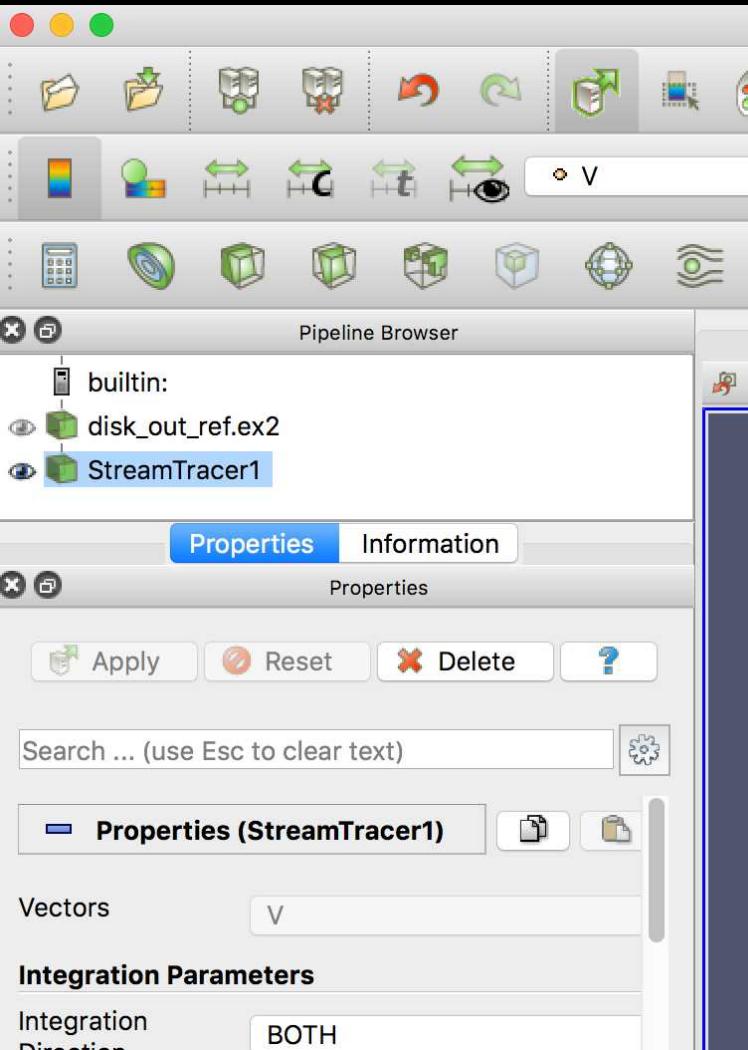
FIG. 2. Computer-made rapid-sequence drawing to illustrate the movie

Reasons Why We Don't All Do In Situ Visualization All the Time

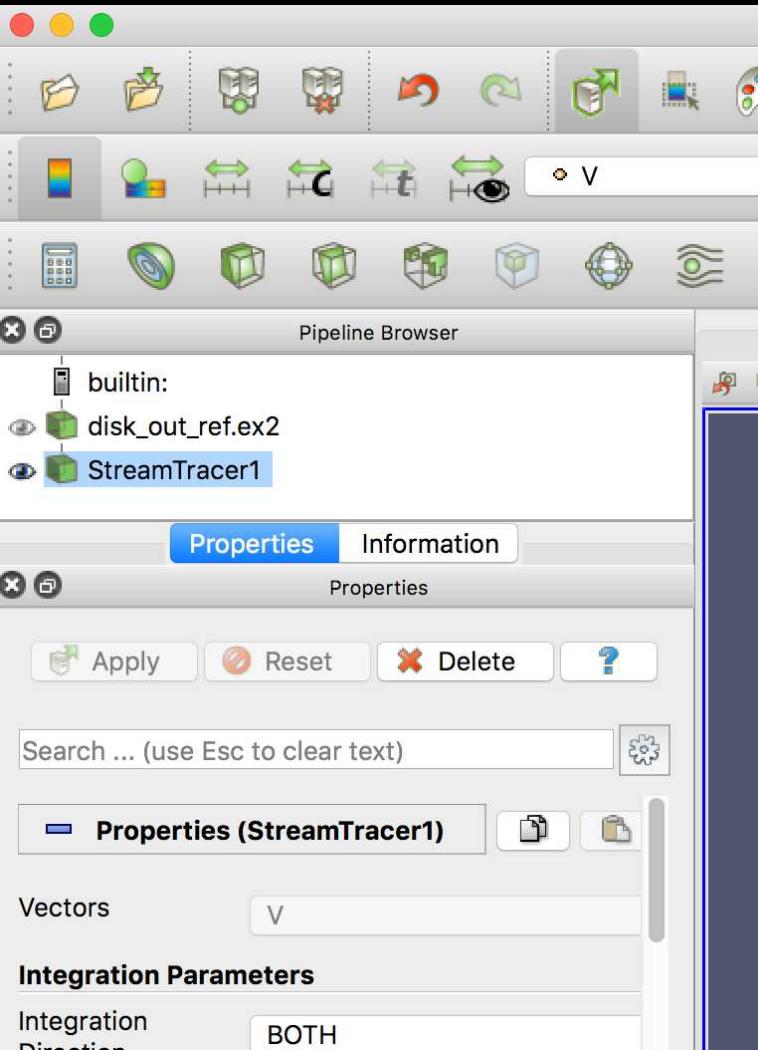
Loss of Interactivity



Expressing the Visualization



Expressing the Visualization



```

cthsource = CTHSource ()

# Create a view of the ball impacting the brick
ballblock = ExtractCTHFrags (cthsource)
ballblock.MaterialFractionThreshold = 0.5
ballblock.SelectMaterialFractionArrays = ["VOLM1", "VOLM2"]
ballblock.SelectMassArrays = ["M1", "M2"]

# Reflect the simulation result about the simulation axis of symmetry
normBall = GenerateSurfaceNormals (ballblock)
normBall.FeatureAngle = 90
normBall.Splitting = 1
normBall.PieceInvariant = 1
reflBall = Reflect (normBall)
reflBall.Center = 0.0
reflBall.Plane = "Y"

# Function to make the appropriate colorbar
def MakeGoldRedLT():
    lt = servermanager.rendering.PVLookupTable ()
    servermanager.Register(lt)
    lt.RGBPoints = [1, 0.56, 0.23, 0.23, 0, 0.9568, 0.6928, 0.3294]
    lt.ColorSpace = "RGB"
    return lt

# Function to initialize the display
def SetupDisplay(proxy, lt):
    SetDisplayProperties (proxy, SuppressLOD = 1)
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    SetDisplayProperties (proxy, LookupTable = lt)
    SetDisplayProperties (proxy, Specular = 0.1)
    SetDisplayProperties (proxy, SpecularPower = 40)
    SetDisplayProperties (proxy, SpecularColor = [1.0, 1.0, 1.0])

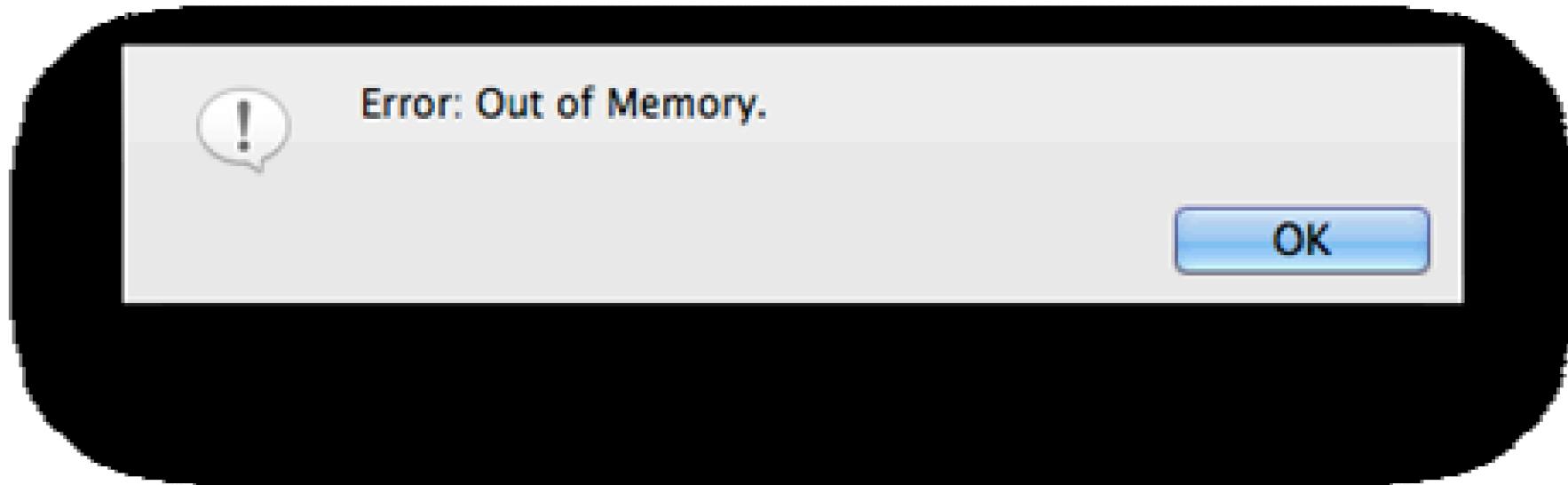
# Setup the initial display

```

Cramming Codes Together



Using Up Resources

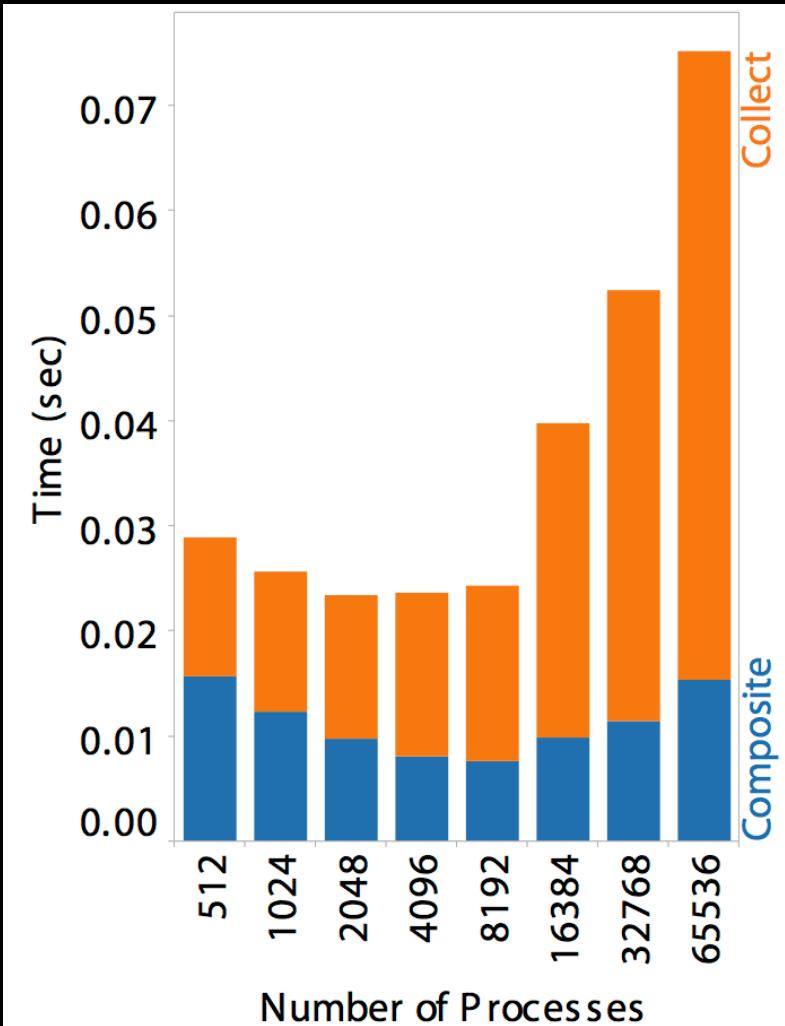
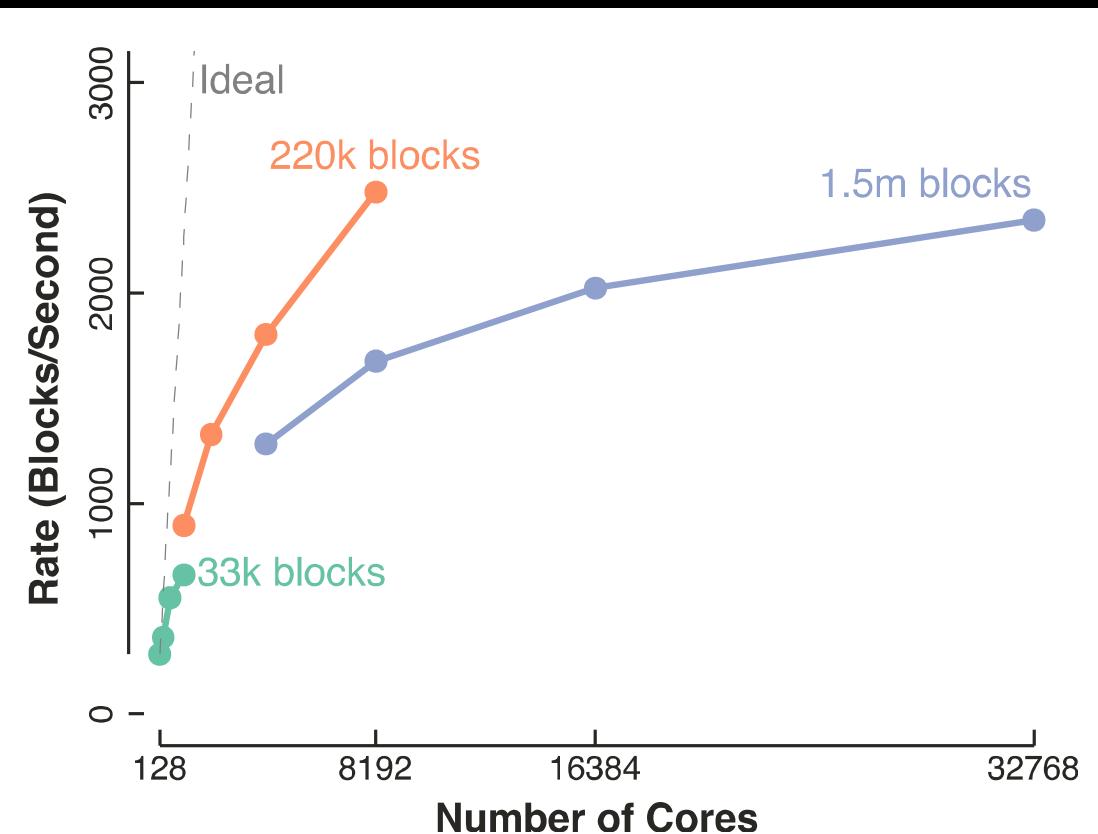


More Complexity = Less Robustness

```
grsec: use of CAP_SYS_ADMIN in chroot denied for /sysroot/sbin/load_policy[load_
policy:260] uid/euid:0/0 gid/egid:0/0, parent /init[init:1] uid/euid:0/0 gid/egi
d:0/0
grsec: use of CAP_SYS_ADMIN in chroot denied for /sysroot/sbin/load_policy[load_
policy:260] uid/euid:0/0 gid/egid:0/0, parent /init[init:1] uid/euid:0/0 gid/egi
d:0/0
dracut: FATAL: Initial SELinux policy load failed. Machine in enforcing mode. To
        disable selinux, add selinux=0 to the kernel command line.
dracut: Refusing to continue

Kernel panic - not syncing: Attempted to kill init!
```

Scaling



Should We do In Situ Visualization at All?

In Situ Visualization

Pros

- Batch/Automated Processing
- Early Access to Data
- Access to More Data

Cons

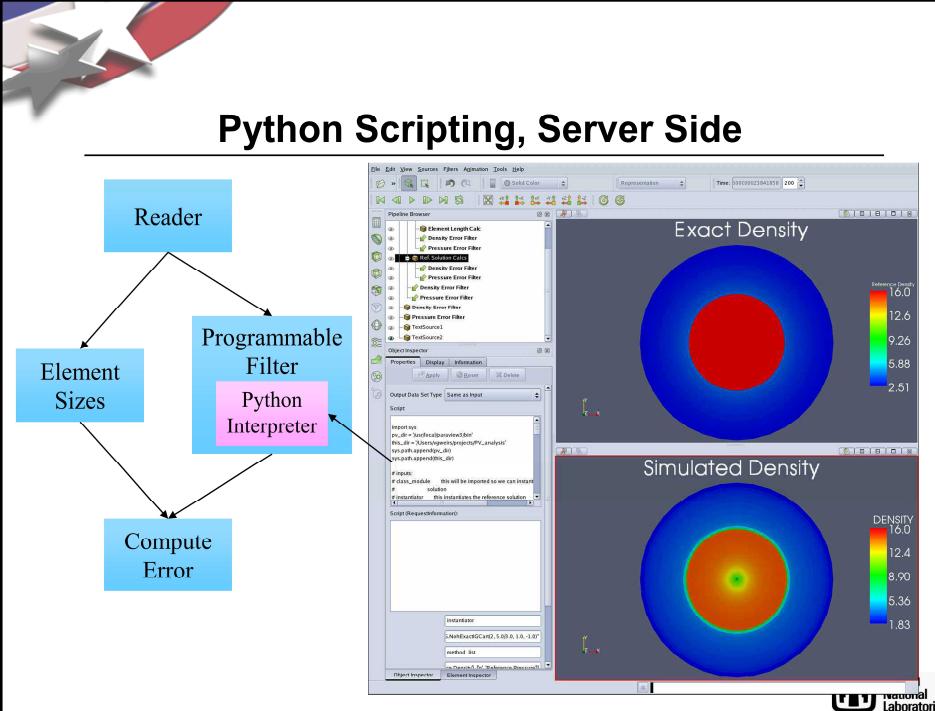
- Loss of Interactivity
- Hard to Express the Visualization
- Difficult Collaborations of Code Teams
- Extra Burden of Resources
- Less Robust
- Requires More Scaling

Post Hoc Batch/Automated Processing



Post-Processing V&V Level II ASC Milestone

- **FY07**
 - Scripting for automated post processing
 - User defined functions at run time
 - Scalability
- **FY08**
 - Fragment identification and characterization



Presented at DOE Computer Graphics Forum 2008

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In Situ Visualization is visualization that *necessarily* starts before the data producer finishes.

Post Hoc Visualization is visualization that **can** start at some arbitrary time after the data are produced.



I suggest you ...

← General

307

votes

[Vote](#)

Reload-Button

It would be nice to have a reload-button for time-dependend datasets. So you don't have to apply all your filters again if the simulation is evolved in time.



[R. Prignitz](#) shared this idea · Sep 14, 2009 · [Flag idea as inappropriate...](#)



ADMIN

COMPLETED

· [Utkarsh Ayachit \(Admin, paraview\)](#) responded · Sep 7, 2016

This feature is now available in the development repository and will be included in the next release, ParaView 5.2.

See the merge-request (now merged) for details: https://gitlab.kitware.com/paraview/paraview/merge_requests/1000

For details see <https://blog.kitware.com/refreshingreloading-files-in-paraview/>

[Show previous admin responses \(2\)](#)

Paraview 5.3.0 64-bit

File Edit View Sources Filters Tools

Open...

Ctrl+O

Recent Files

▶

Reload Files

F5

Load State...

In Situ Visualization

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Why We *Have* to do In Situ Visualization

Computation
1400 PB/s

Node Memory
3.4 PB/s

Computation
1400 PB/s

Node Memory
3.4 PB/s

Node Memory
3.4 PB/s

Interconnect
100 TB/s

Computation
1400 PB/s

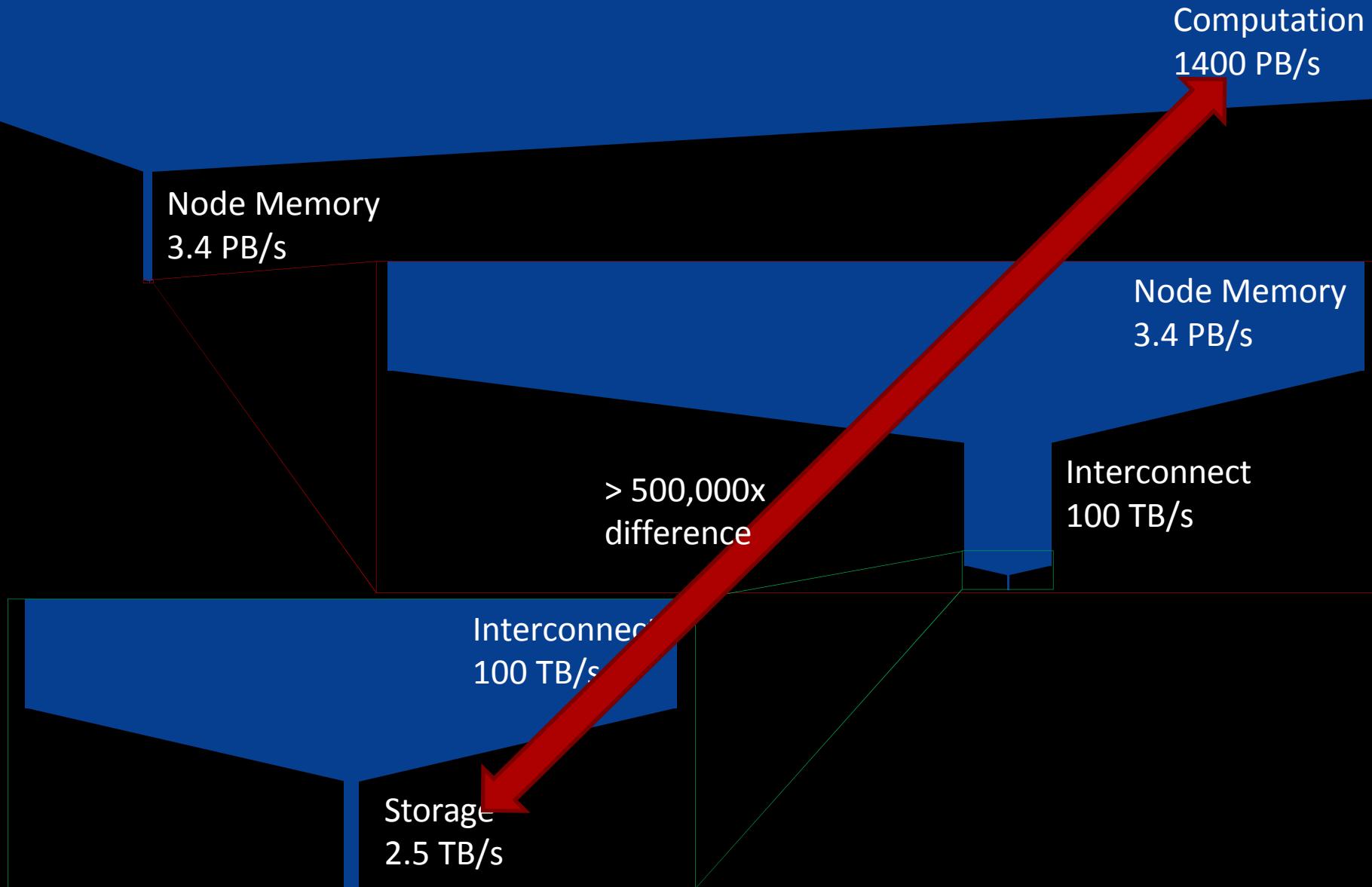
Node Memory
3.4 PB/s

Node Memory
3.4 PB/s

Interconnect
100 TB/s

Interconnect
100 TB/s

Storage
2.5 TB/s



In Situ Visualization

Pros

- ~~Batch/Automated Processing~~
- ~~Early Access to Data~~
- Access to More Data

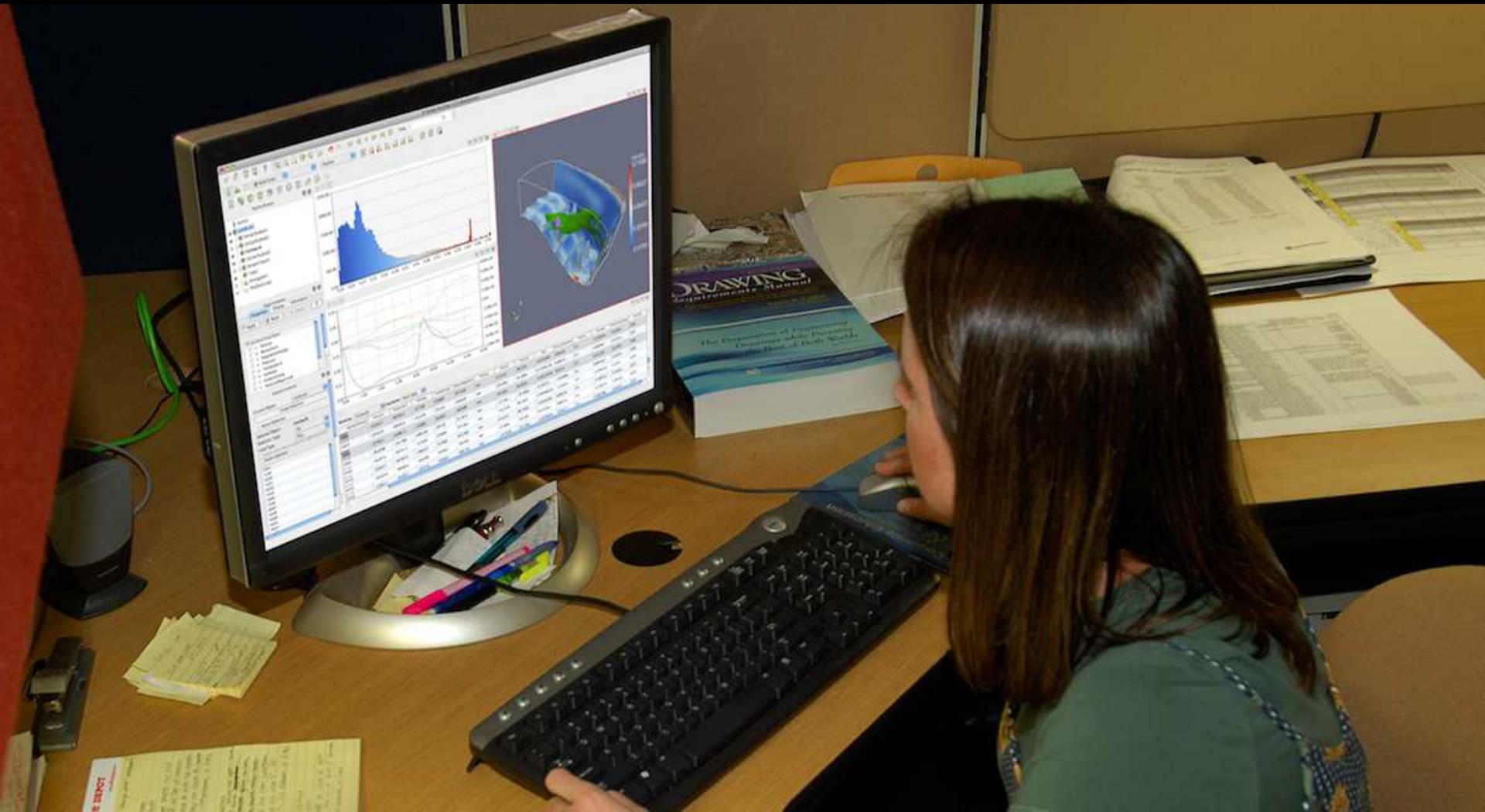
*We need this
when we cannot
save enough to
disk.*

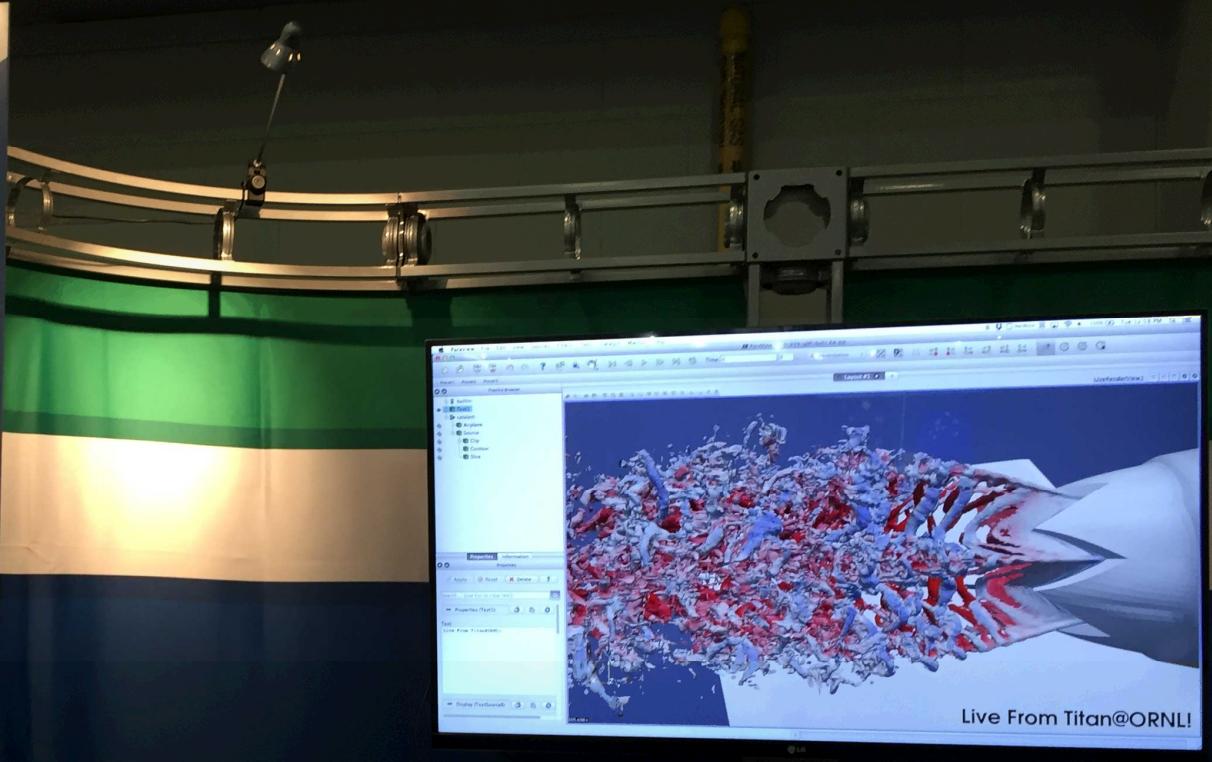
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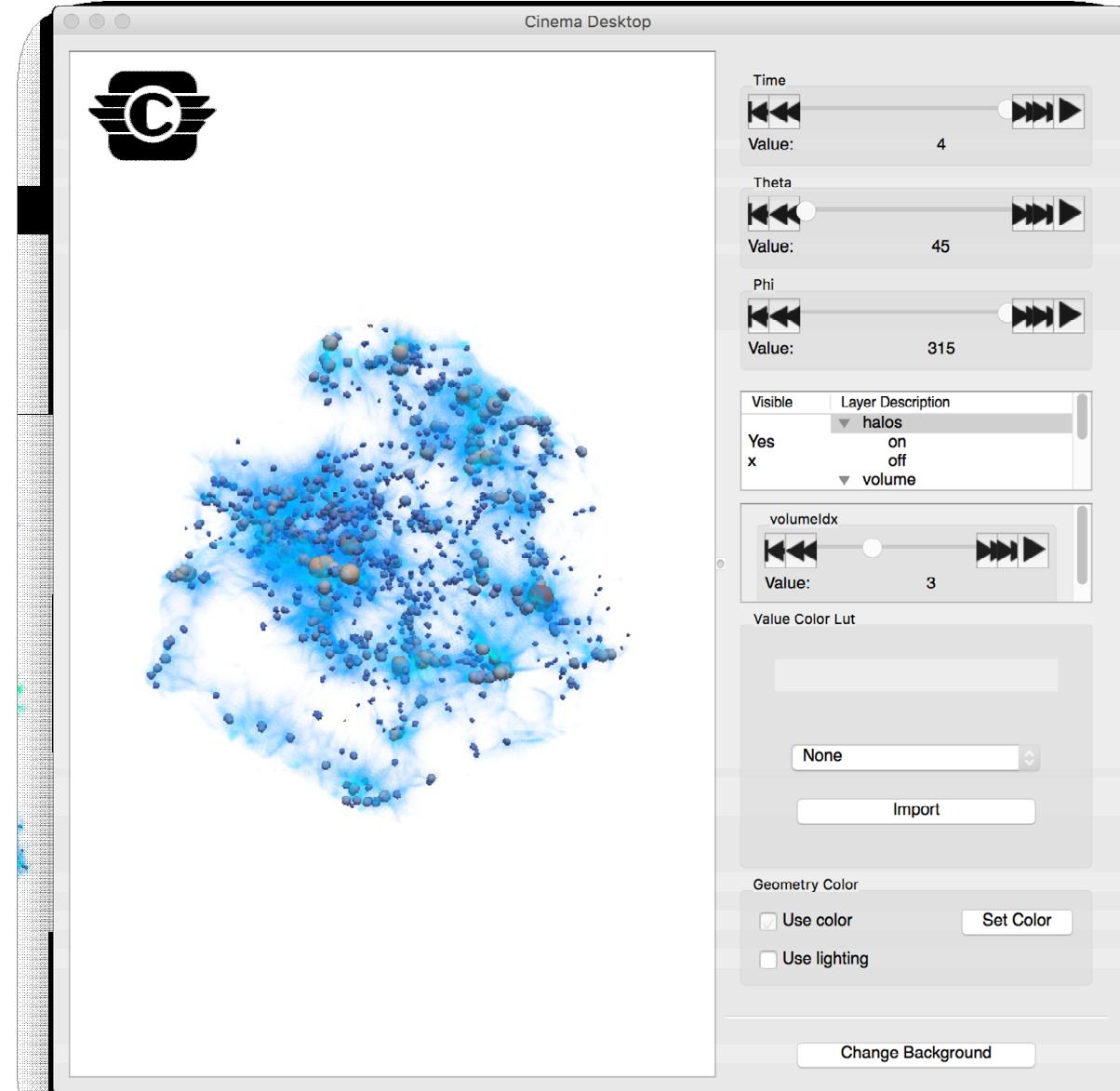
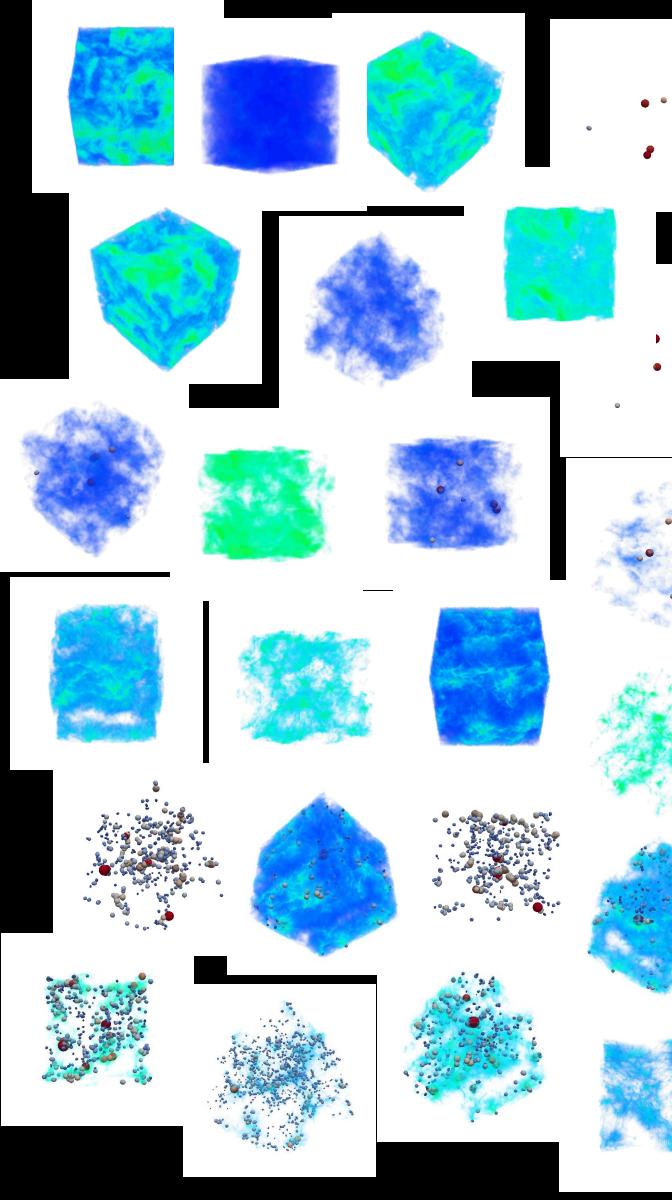
Addressing Shortcomings of In Situ

Loss of Interactivity



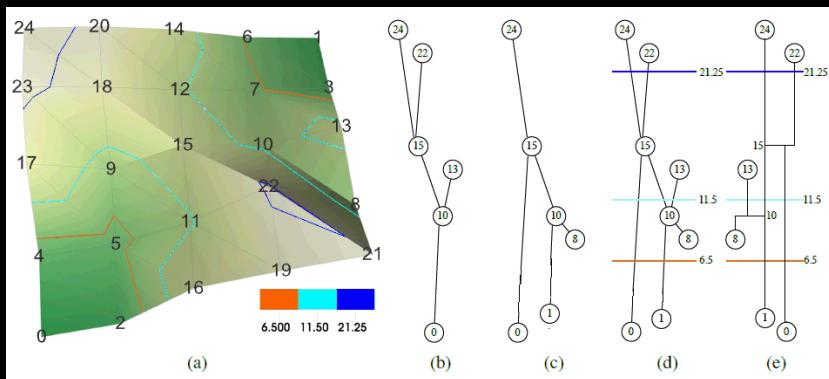


Open Source Platforms Advanced Research Solutions

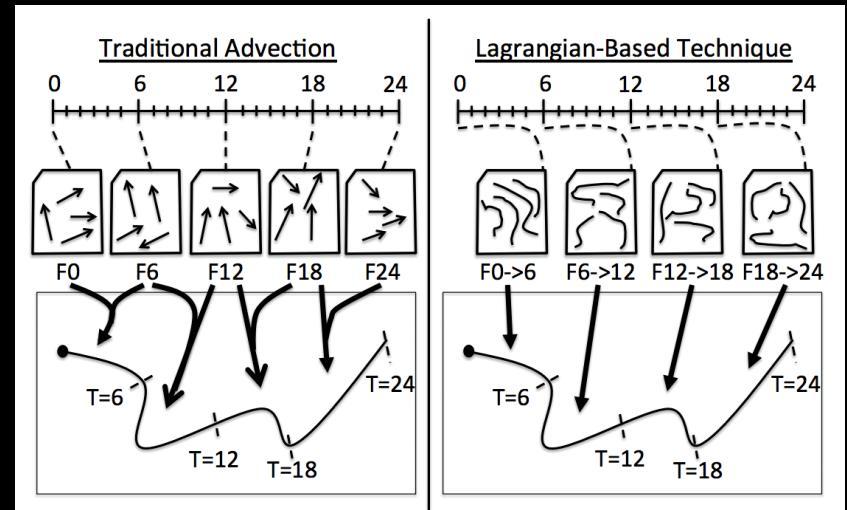


Write Smarter, Not Harder

- Use analysis to select important data
 - Entropy, feature detection, topological methods, machine learning
- Transform data for better information extraction
 - Compression, Lagrangian flow representation

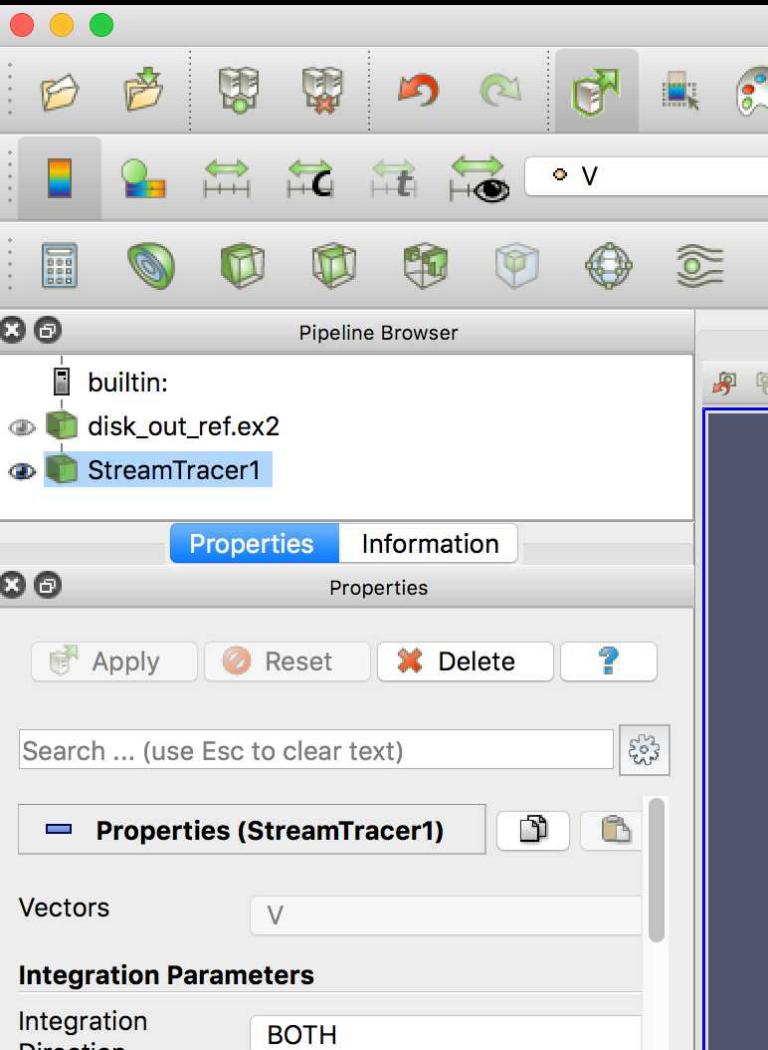


Carr, et al. LDAV 2016. Contour trees can express critical isovalue contours.



Agranovsky, et al. LDAV 2014. Capturing Lagrangian trajectories instead of field vectors captures flow better with fewer time steps.

Expressing the Visualization



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# Setup the initial display

```

ParaView 5.1.2 64-bit

File Edit View Sources Filters Tools Catalyst Macros CoProcessing Writers Help

Pipeline Browser

- builtin:
- normal_1349.nhdr
- VTKADIOSWriter1

Properties

Properties

Search ... (use Esc to clear text)

Contour By: ImageFile

Compute Normals

Compute Gradients

Compute Scalars

Generate Triangles

Isosurfaces

Value Range: [3.03912e-15, 0.114298]

1 0.0571487620472923

Display (GeometryRep)

Representation: Surface

Coloring

Solid Color

Styling

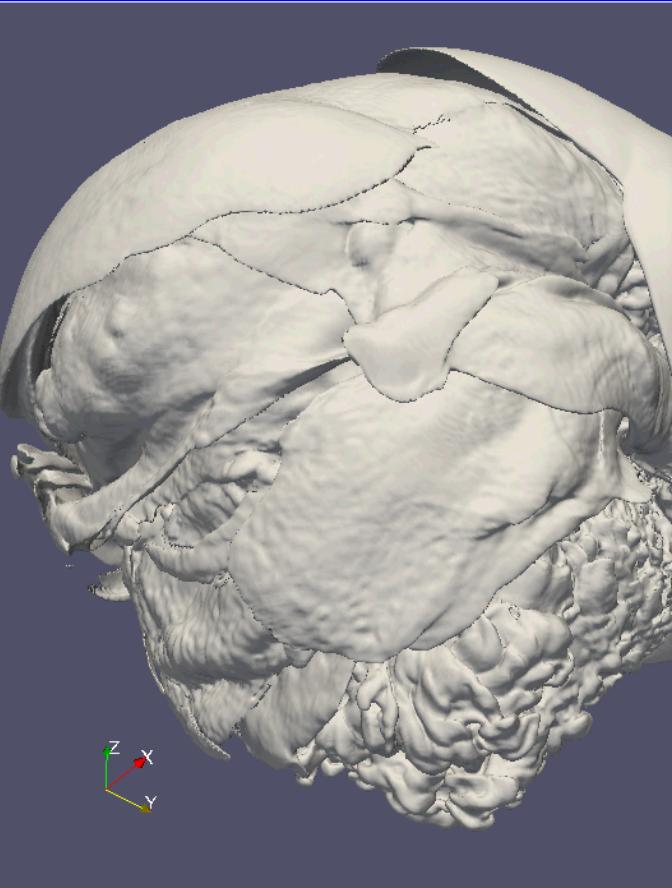
Opacity: 1

Surface

Time: 0

3D

+90



Configuration

Select state configuration options.

Live Visualization

Output rendering components i.e. views

Output to Cinema

Rescale to Data Range

Generate Composite

View Selection

Image Type: png

File Name: image_%t.png

Write Frequency: 1

Magnification: 1

Fit to Screen

Cinema Options

Export Type: Spherical

Phi: 12

Theta: 12

Previous View

Next View

Cinema Track Selection

- builtin:
- normal_1349.nhdr
- Contour1
- VTKADIOSWriter1

Arrays

Filter Values

Name: Data Type

Normals float

Finish Cancel

Cramming Codes Together



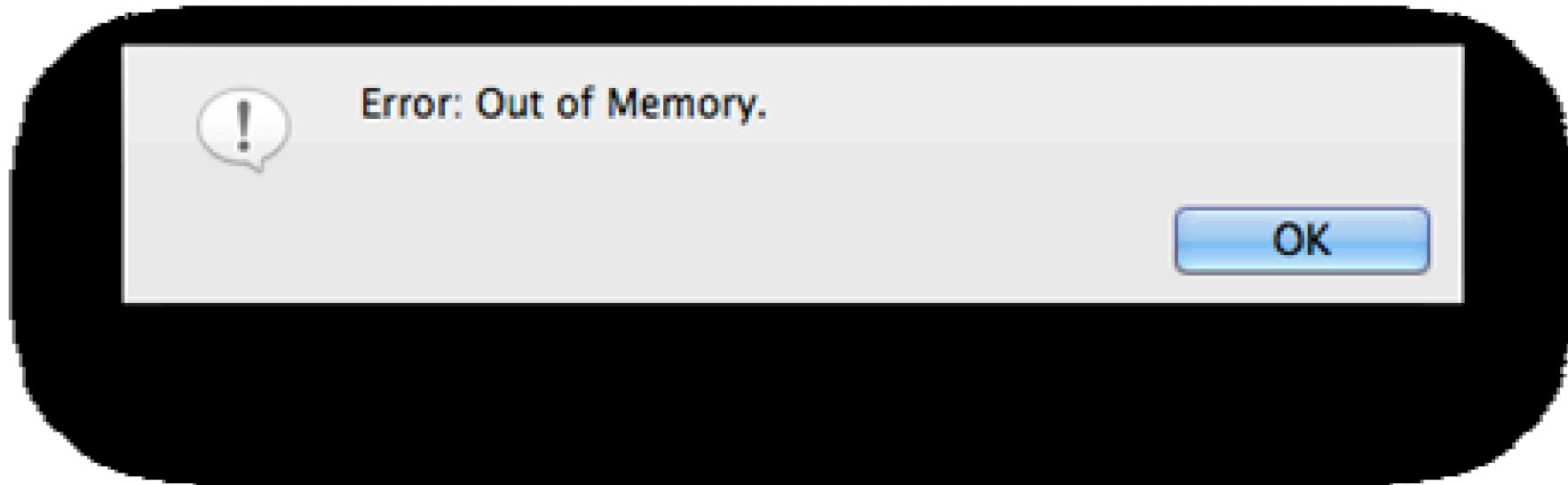
Visualization

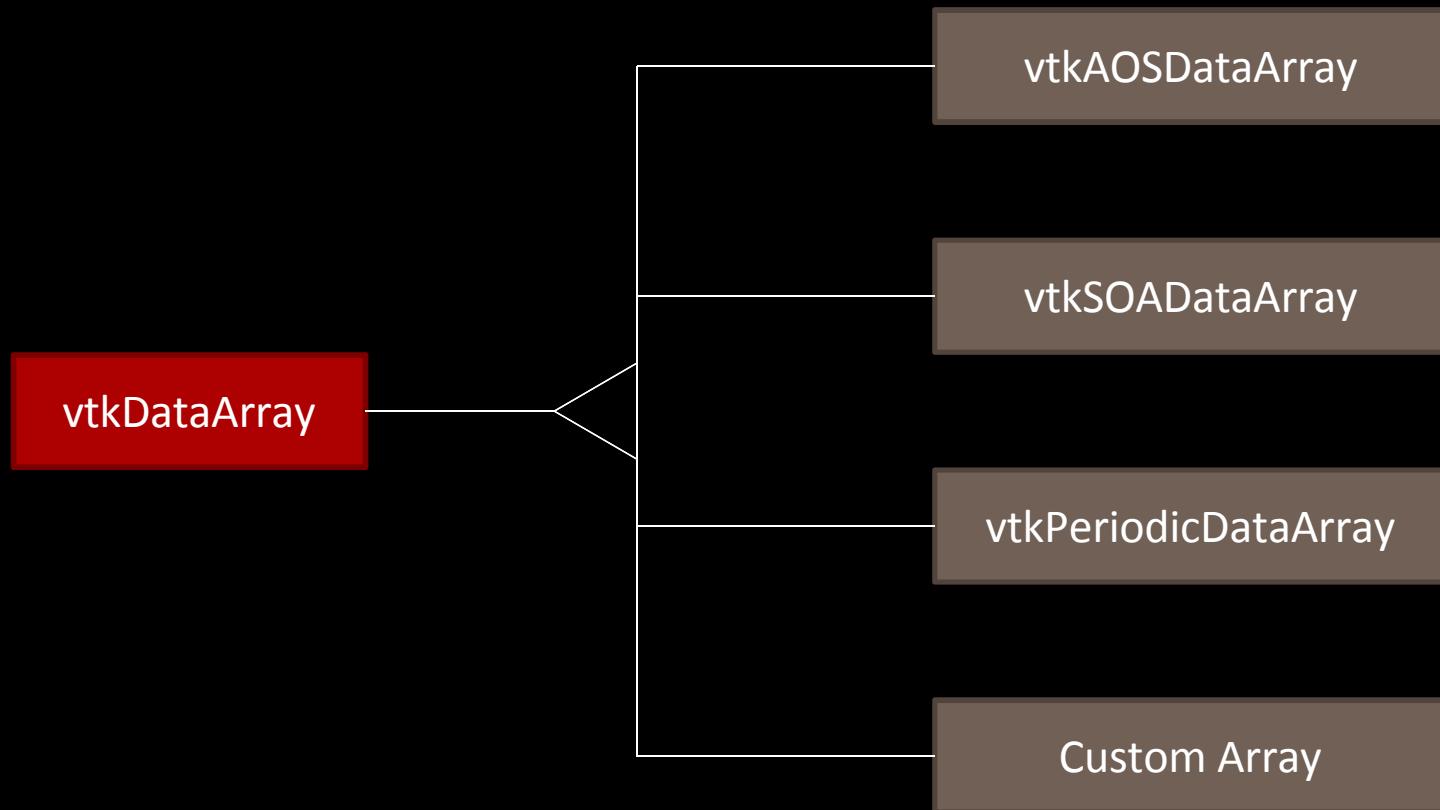


Simulation

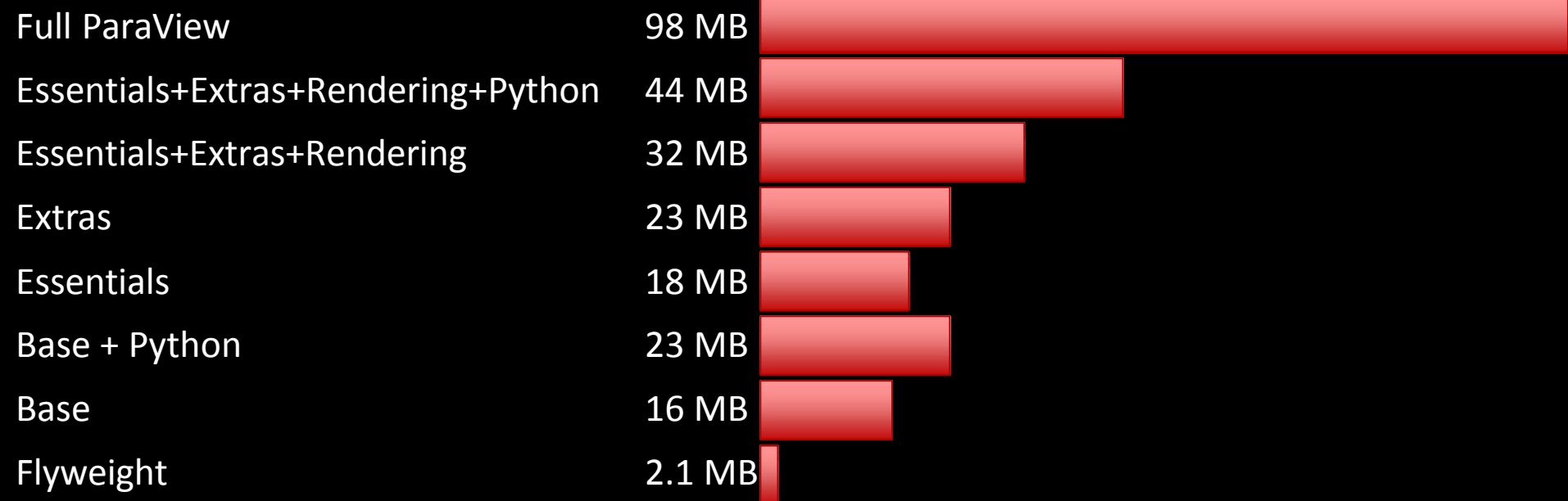


Using Up Resources





ParaView Catalyst Editions

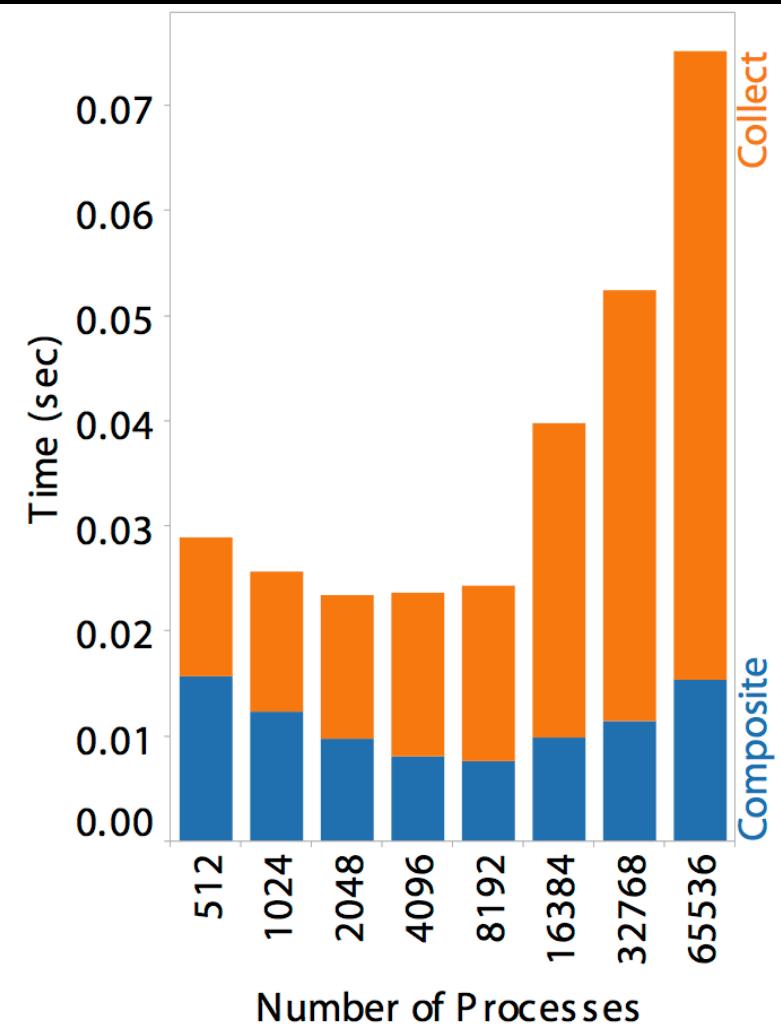
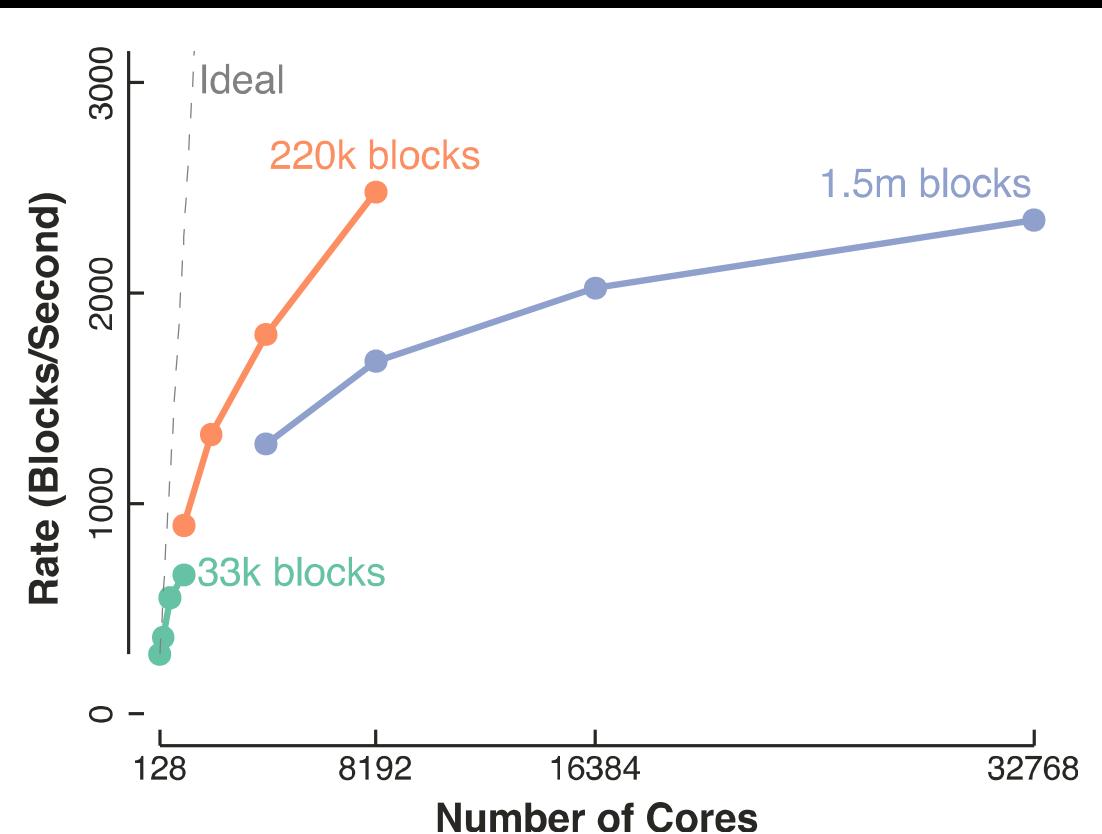


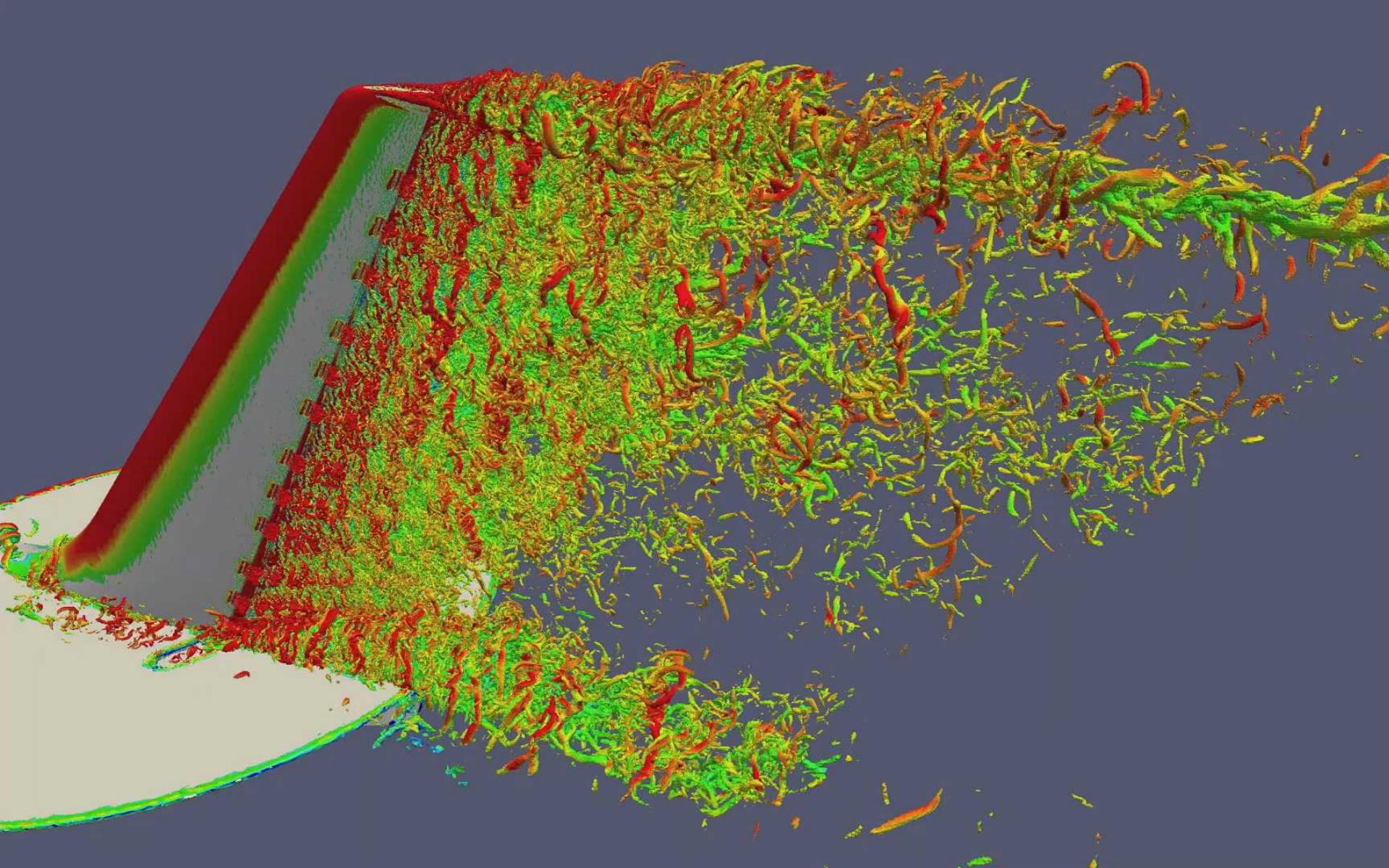
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grsec: use of CAP_SYS_ADMIN in chroot denied for /sysroot/sbin/load_policy[load_
policy:260] uid/euid:0/0 gid/egid:0/0, parent /init[init:1] uid/euid:0/0 gid/egi
d:0/0
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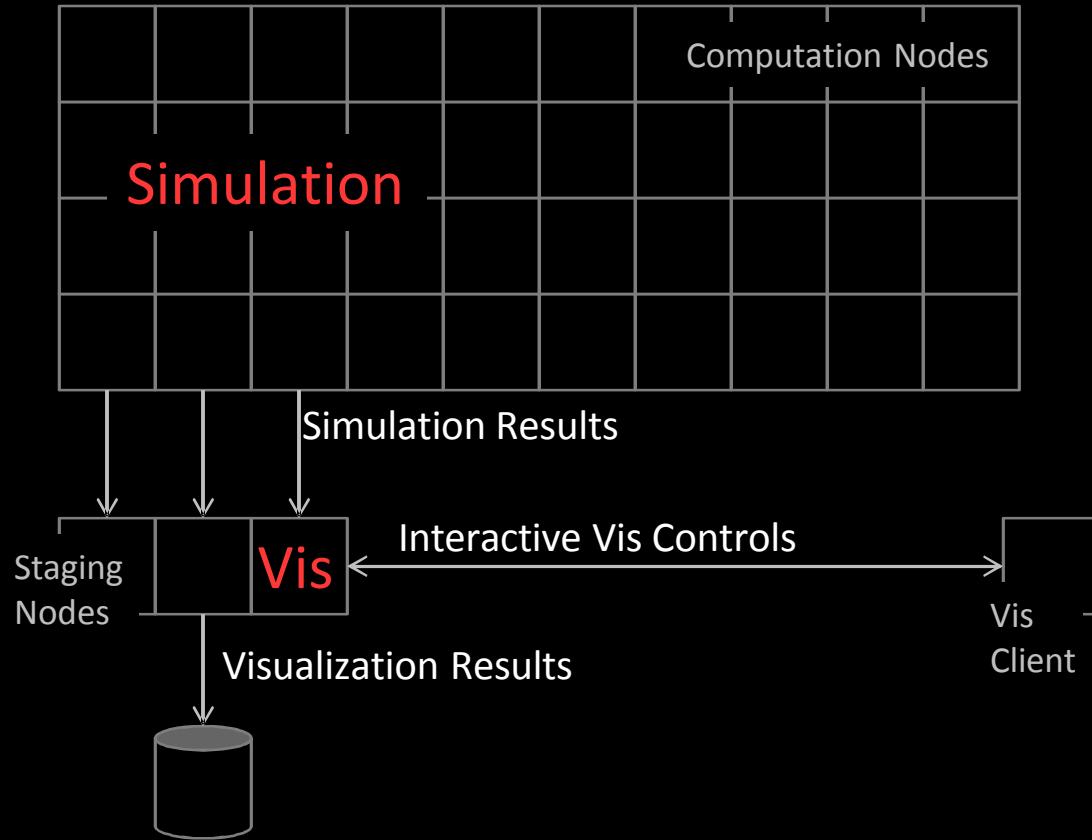
Kernel panic - not syncing: Attempted to kill init!
```

Scaling





Alternative to Scaling



Conclusions

- In Situ takes away lots of beloved features of visualization
 - This has limited its adoption to specific use cases for almost 50 years
- The resurgence of interest (why we are here today) is because there is a pressing need in HPC
- File I/O speed has been losing ground since forever
 - From a practical standpoint, we are hitting resource limits that force us to move to in situ
- Understand why you are doing in situ and what you are giving up to be successful

Acknowledgements

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