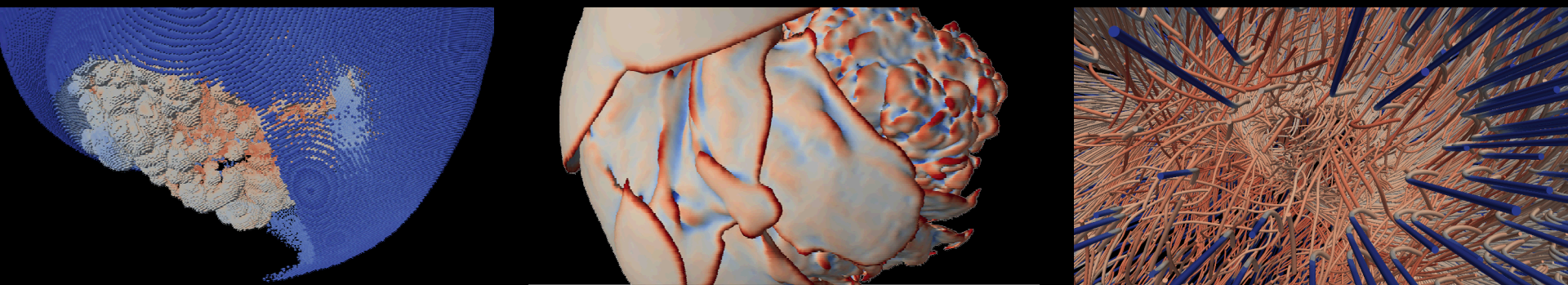


Exceptional service in the national interest



Dax: A Pervasively Parallel Framework for Data Analysis and Visualization

Kenneth Moreland, Sandia National Laboratories

October 3, 2012



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Project Goals

- Develop readiness for scientific data analysis and visualization at extreme scale.
 - In particular, address the challenges of emerging multi- and many-core architectures.
- Create a toolkit that well suited to design of visualization operations with a great number of shared memory threads.
- Develop a framework that adapts to emerging processor and compiler technologies.
- Design multi-purpose algorithms that can be applied to a variety of visualization operations.

Basic Approach

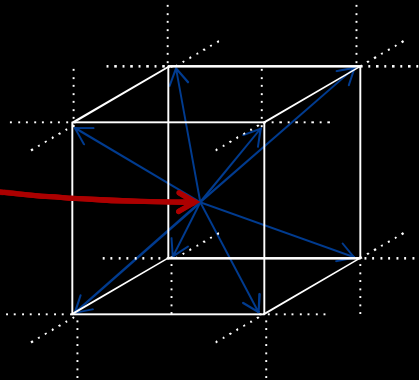
- Functor mapping [Baker, et al. 2010]

functor()



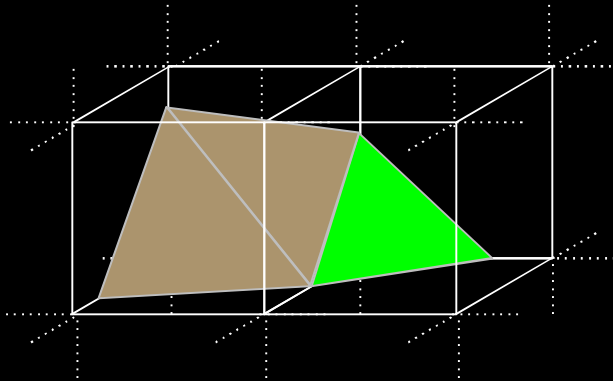
Applied to Topologies

functor()



Applied to Topologies

functor()



Dax Framework

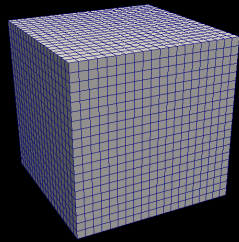
Control
Environment

dax::cont

Execution
Environment

dax::exec

Dax Framework



Control Environment

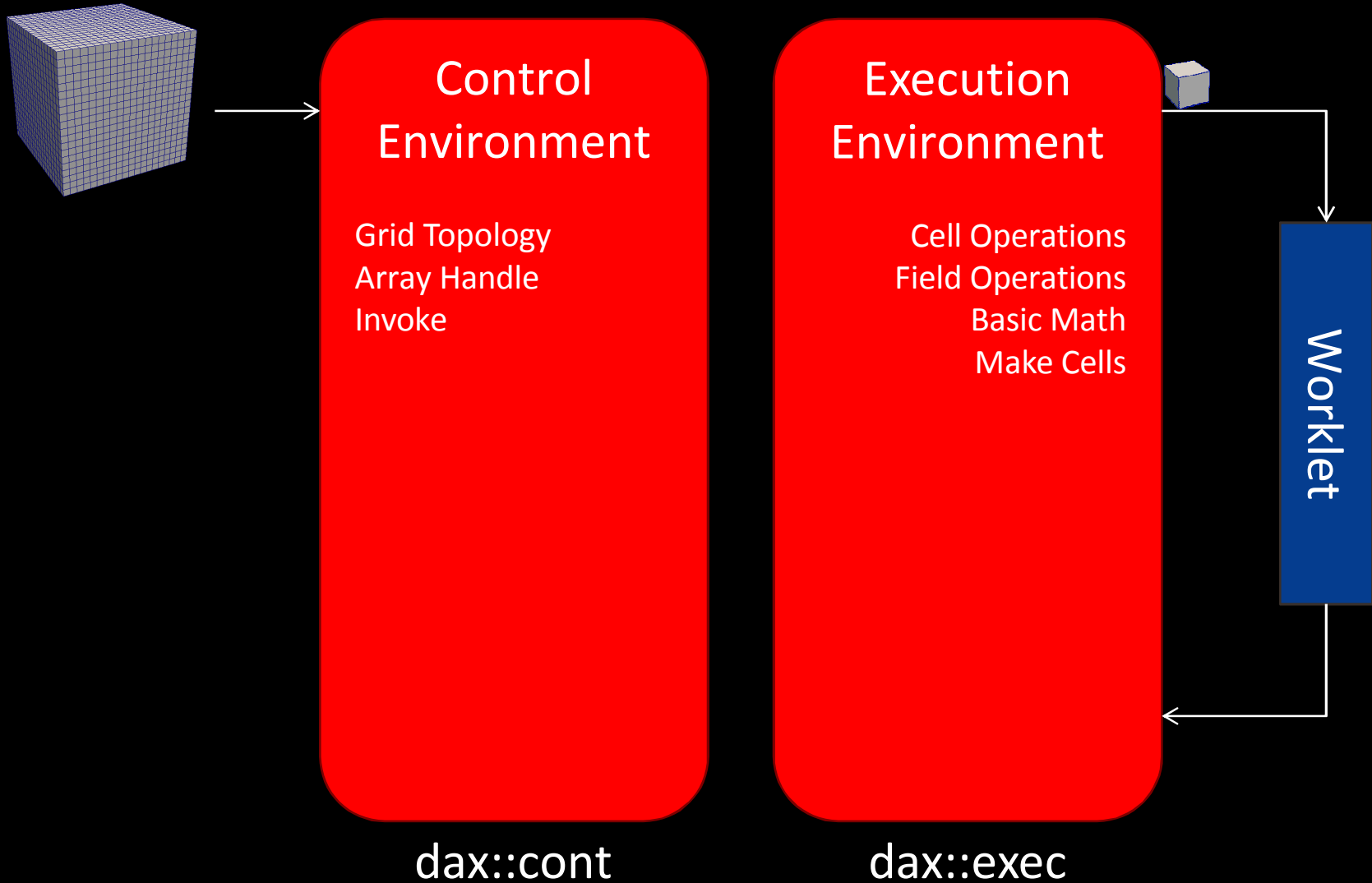
Grid Topology
Array Handle
Invoke

dax::cont

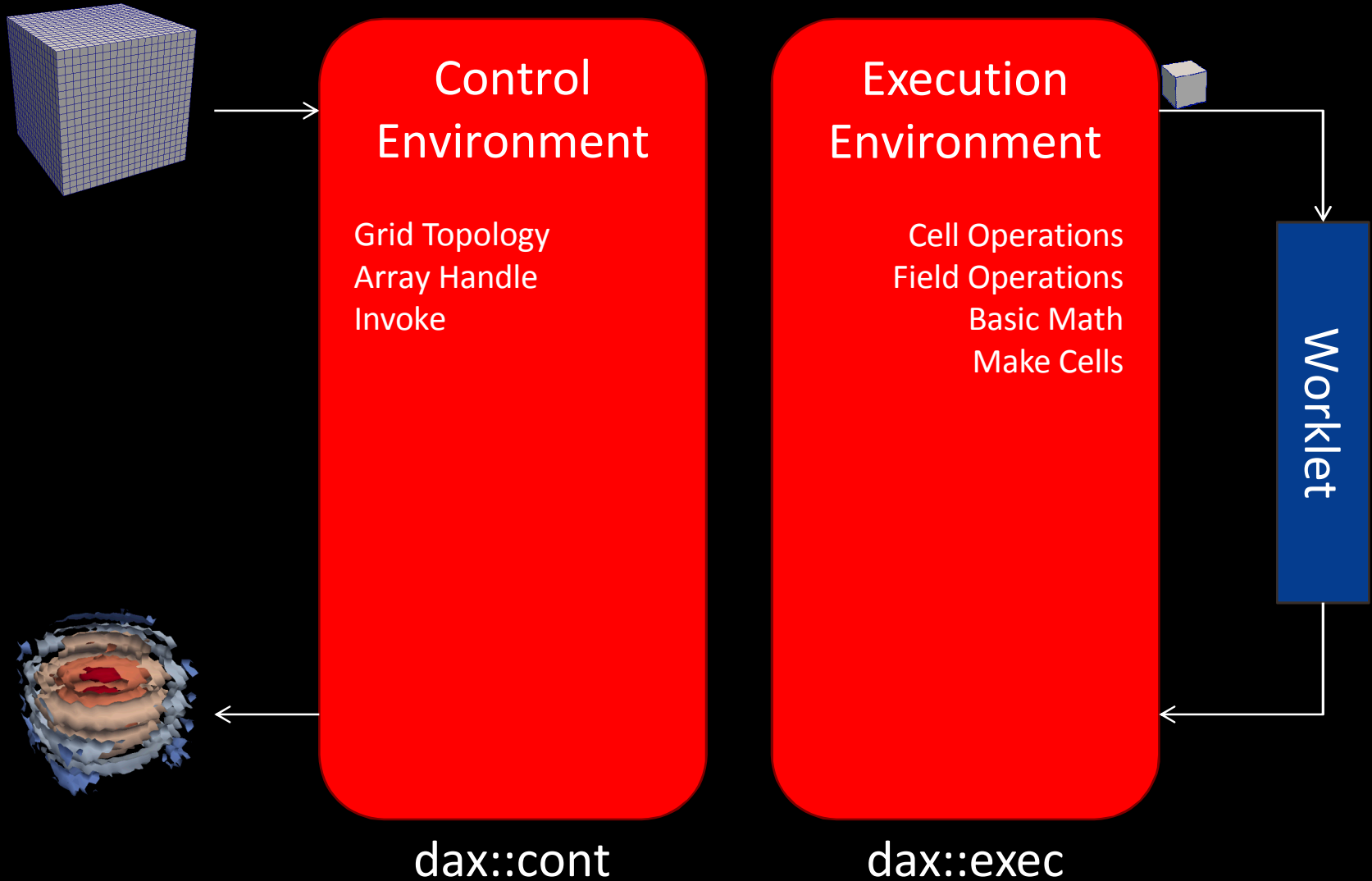
Execution Environment

dax::exec

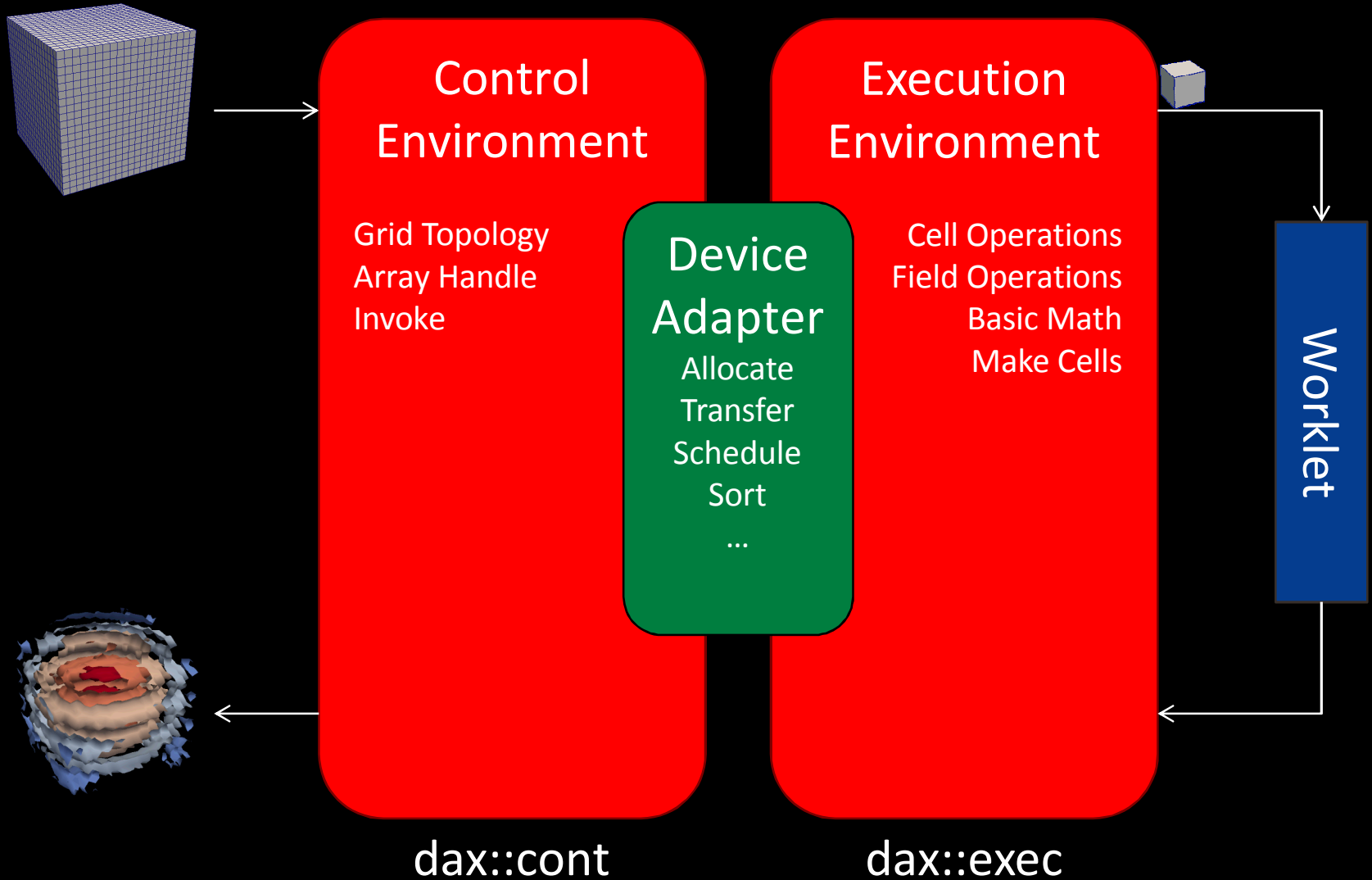
Dax Framework



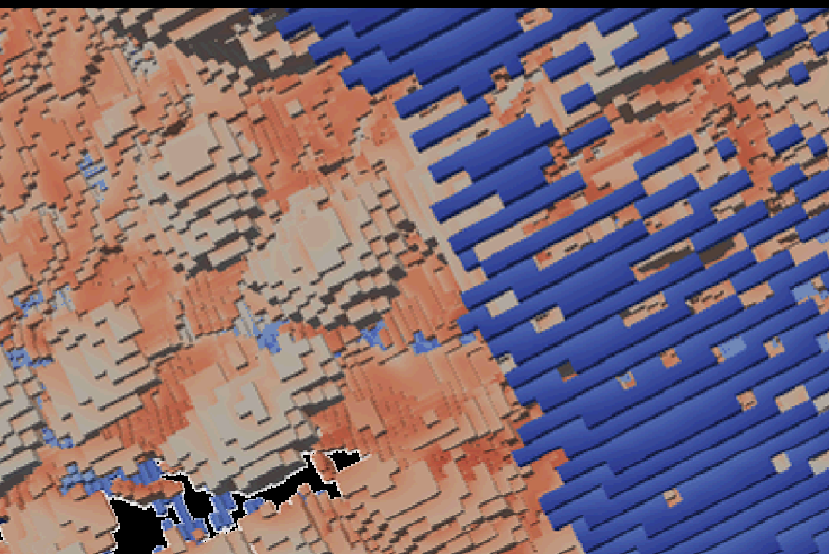
Dax Framework



Dax Framework



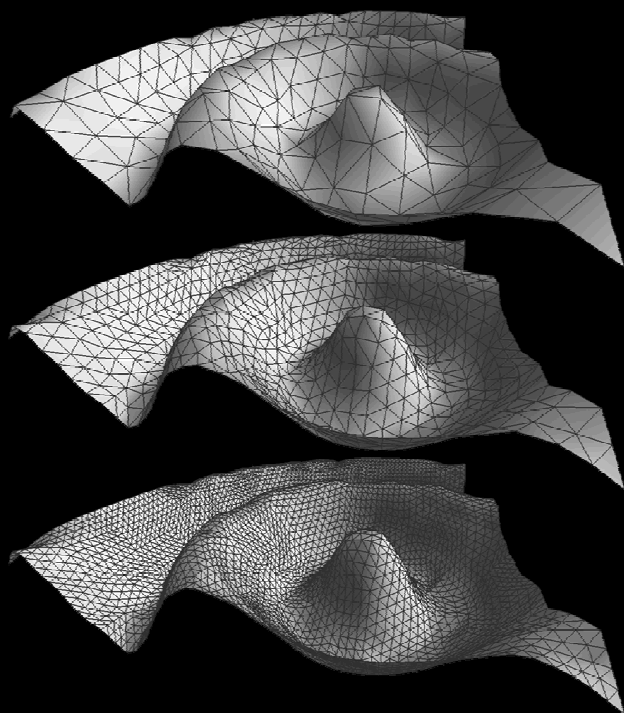
Threshold (with point removal)



Contour (with normal estimation and surface improvements)



Subdivision (with quadratic smoothing)



Contour (with normal, surface improvements, quadratic smoothing, and curvature estimation)



```

template<typename ValueType>
class ThresholdClassify : public dax::exec::WorkletMapCell
{
public:
    typedef void ControlSignature(Topology, Field(Point), Field(Out));
    typedef _3 ExecutionSignature(_1,_2);

    template<class InputCellType>
    DAX_EXEC_EXPORT dax::Id operator()(
        InputCellType,
        const dax::Tuple<ValueType,InputCellType::NUM_POINTS> &values) const
    {
        ThresholdFunction<ValueType> threshold(this->ThresholdMin, this->ThresholdMax);
        dax::exec::VectorForEach(values, threshold);
        return threshold.valid;
    }
};

```

```

class ThresholdTopology : public dax::exec::WorkletGenerateTopology
{
public:
    typedef void ControlSignature(Topology, Topology(Out));
    typedef void ExecutionSignature(Topology::PointIds(_1), Topology::PointIds(_2));

    template<int NumInputPoints, int NumOutputPoints>
    DAX_EXEC_EXPORT void operator()(dax::Tuple<dax::Id,NumInputPoints> const& in,
                                    dax::Tuple<dax::Id,NumOutputPoints> &out) const
    {
        out = in;
    }
};

```

```

template<typename ValueType>
class ThresholdClassify : public dax::exec::WorkletMapCell
{
public:
    typedef void ControlSignature(Topology, Field(Point), Field(Out));
    typedef _3 ExecutionSignature(_1,_2);

    template<class InputCellType>
    DAX_EXEC_EXPORT dax::Id operator()(
        InputCellType,
        const dax::Tuple<ValueType,InputCellType::NUM_POINTS> &values) const
    {
        ThresholdFunction<ValueType> threshold(this->ThresholdMin, this->ThresholdMax);
        dax::exec::VectorForEach(values, threshold);
        return threshold.valid;
    }
};

```

Report cells to be generated.

```

class ThresholdTopology : public dax::exec::WorkletGenerateTopology
{
public:
    typedef void ControlSignature(Topology, Topology(Out));
    typedef void ExecutionSignature(Topology::PointIds(_1), Topology::PointIds(_2));

    template<int NumInputPoints, int NumOutputPoints>
    DAX_EXEC_EXPORT void operator()(dax::Tuple<dax::Id,NumInputPoints> const& in,
                                    dax::Tuple<dax::Id,NumOutputPoints> &out) const
    {
        out = in;
    }
};

```

Define cells.

```

class HalfSpaceClassify : public dax::exec::WorkletMapCell
{
public:
    typedef void ControlSignature(Topology, Field(Point), Field(Out));
    typedef _3 ExecutionSignature(_1,_2);

    template<class InputCellType>
    DAX_EXEC_EXPORT dax::Id operator()(
        InputCellType,
        const dax::Tuple<dax::Vector3,InputCellType::NUM_POINTS> &values) const
    {
        for (int index = 0; index < InputCellType::NUM_POINTS; index++)
        {
            if (dax::dot(values[index],this->normal) + offset > 0) { return 1; }
        }
        return 0;
    }
};

```

Report cells to be generated.

```

class ThresholdTopology : public dax::exec::WorkletGenerateTopology
{
public:
    typedef void ControlSignature(Topology, Topology(Out));
    typedef void ExecutionSignature(Topology::PointIds(_1), Topology::PointIds(_2));

    template<int NumInputPoints, int NumOutputPoints>
    DAX_EXEC_EXPORT void operator()(dax::Tuple<dax::Id,NumInputPoints> const& in,
                                    dax::Tuple<dax::Id,NumOutputPoints> &out) const
    {
        out = in;
    }
};

```

Define cells.

```

class SphereClassify : public dax::exec::WorkletMapCell
{
public:
    typedef void ControlSignature(Topology, Field(Point), Field(Out));
    typedef _3 ExecutionSignature(_1,_2);

    template<class InputCellType>
    DAX_EXEC_EXPORT dax::Id operator()(
        InputCellType,
        const dax::Tuple<dax::Vector3,InputCellType::NUM_POINTS> &values) const
    {
        for (int index = 0; index < InputCellType::NUM_POINTS; index++)
        {
            if (Magnitude(values[index]-this->Center) < this->Radius) { return 1; }
        }
        return 0;
    }
};

```

Report cells to be generated.

```

class ThresholdTopology : public dax::exec::WorkletGenerateTopology
{
public:
    typedef void ControlSignature(Topology, Topology(Out));
    typedef void ExecutionSignature(Topology::PointIds(_1), Topology::PointIds(_2));

    template<int NumInputPoints, int NumOutputPoints>
    DAX_EXEC_EXPORT void operator()(dax::Tuple<dax::Id,NumInputPoints> const& in,
                                    dax::Tuple<dax::Id,NumOutputPoints> &out) const
    {
        out = in;
    }
};

```

Define cells.

```

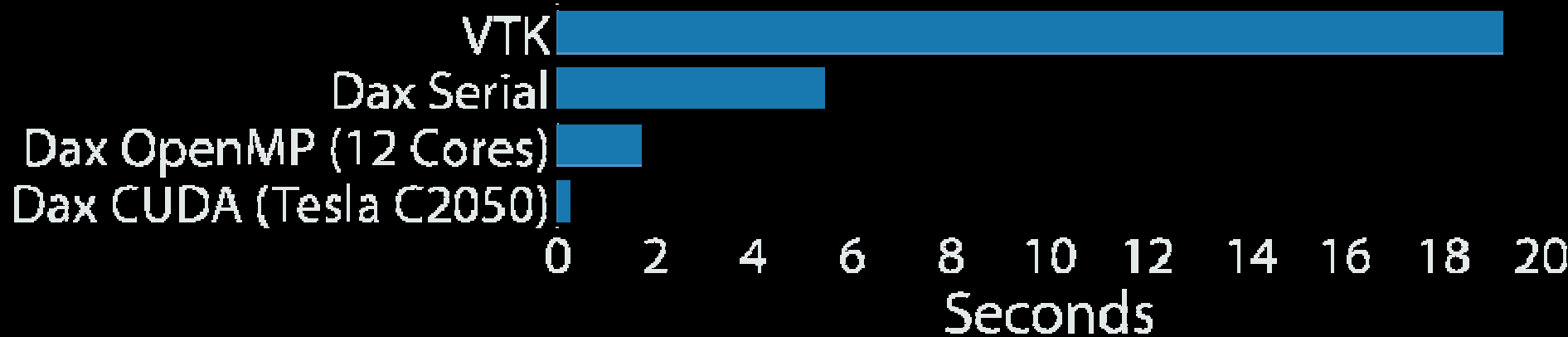
class TetrahedraTopology : public dax::exec::WorkletGenerateTopology
{
public:
    typedef void ControlSignature(Topology, Topology(Out));
    typedef void ExecutionSignature(
        Topology::PointIds(_1), Topology::SubIndex(_1), Topology::PointIds(_2));

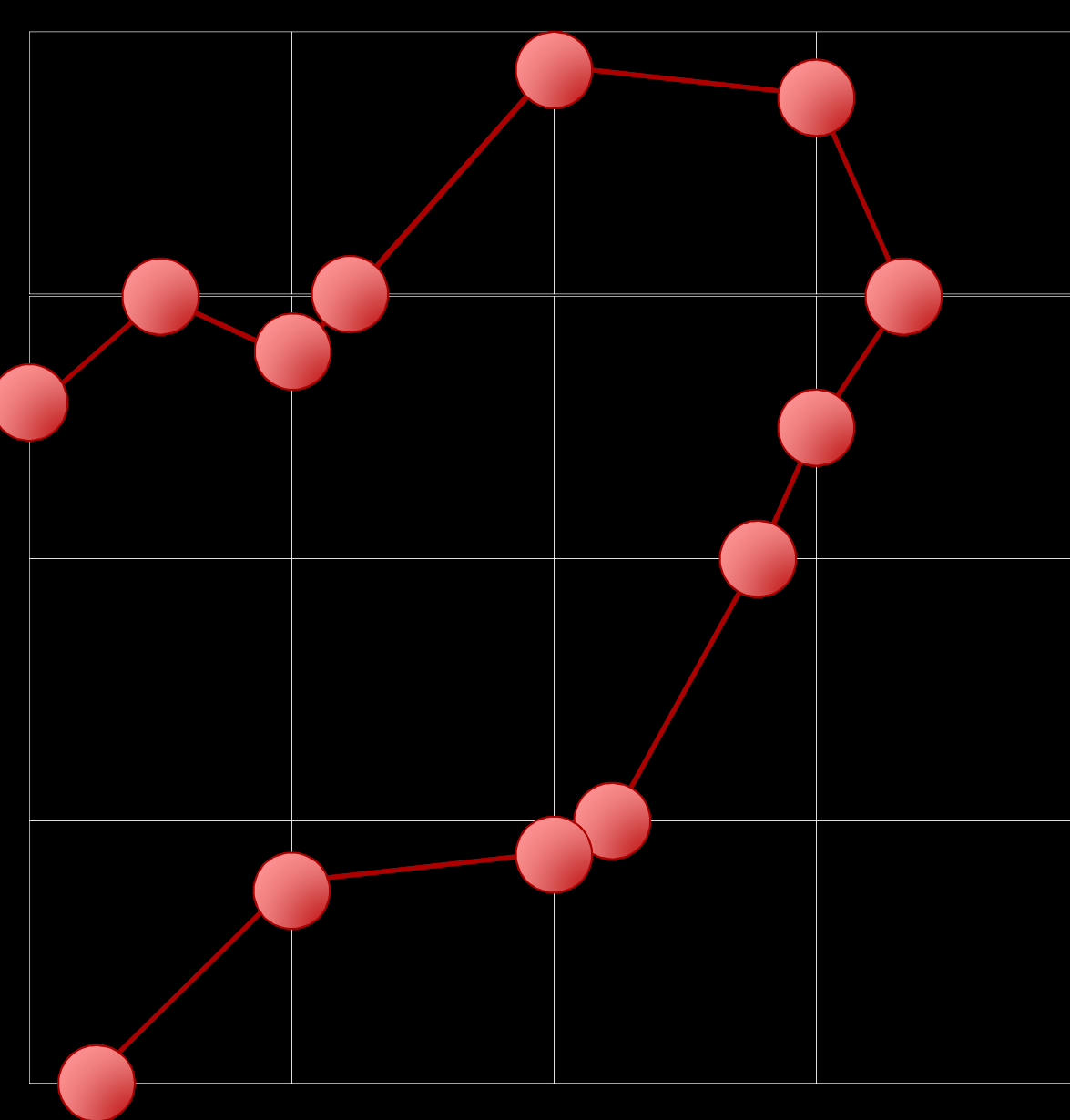
    template<int NumInputPoints, int NumOutputPoints>
    DAX_EXEC_EXPORT void operator()(dax::Tuple<dax::Id,NumInputPoints> const& in,
                                    int subIndex,
                                    dax::Tuple<dax::Id,NumOutputPoints> &out) const
    {
        for (int index = 0; index < NumOutputPoints; index++)
        {
            out[index] = in[TetraVerts[index]];
        }
    }
};

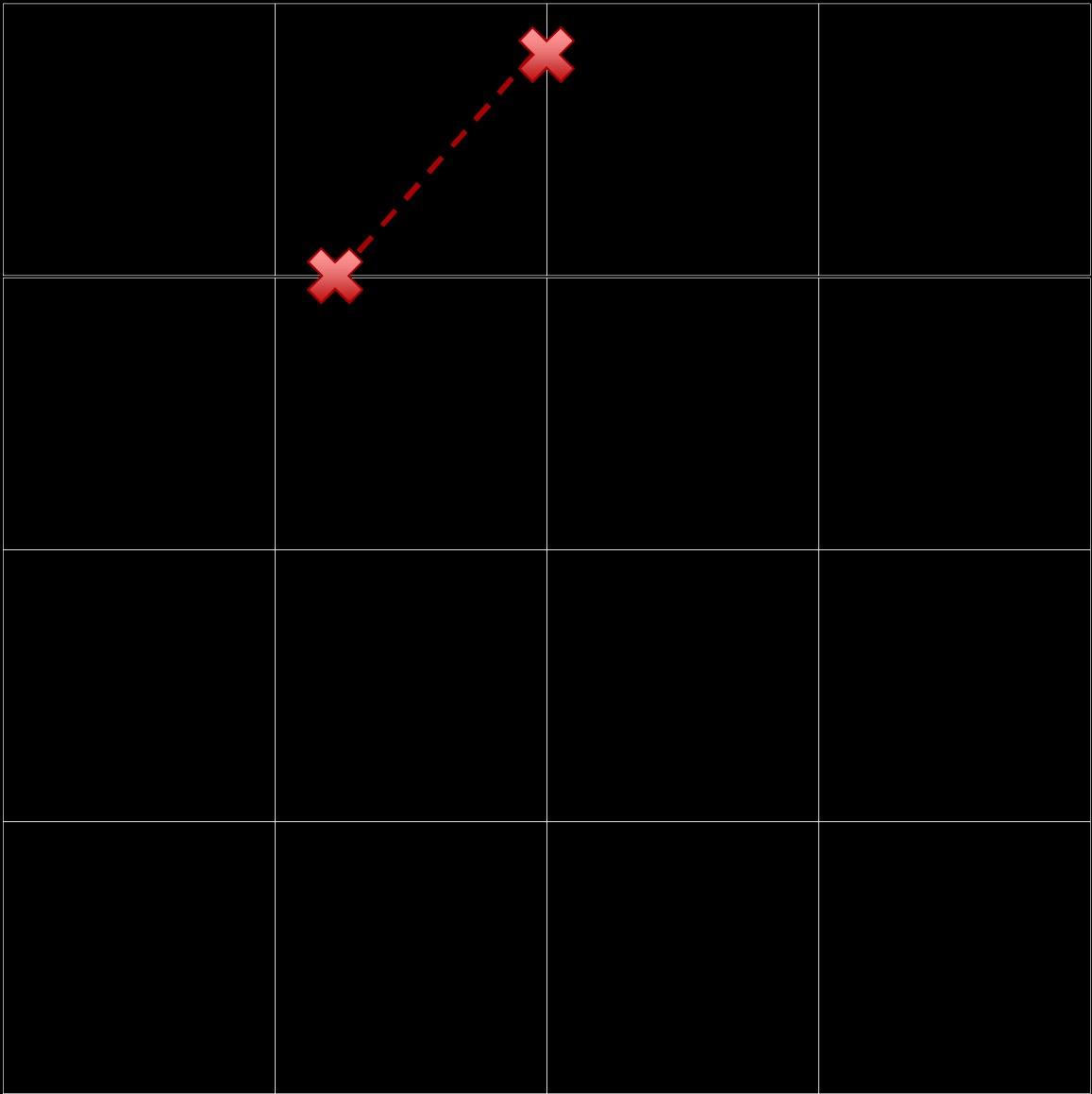
```

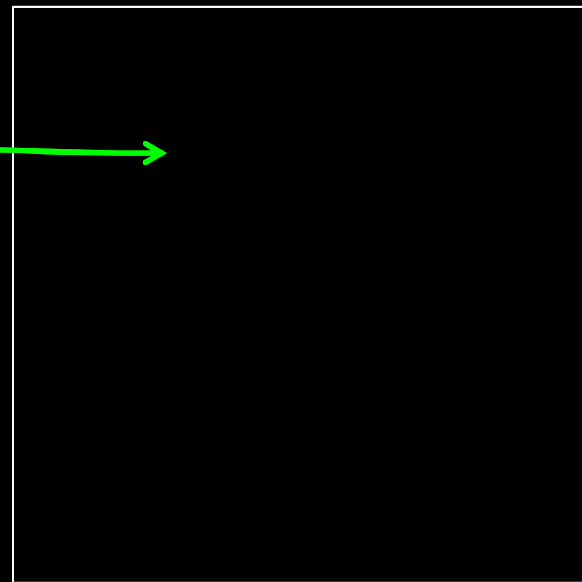
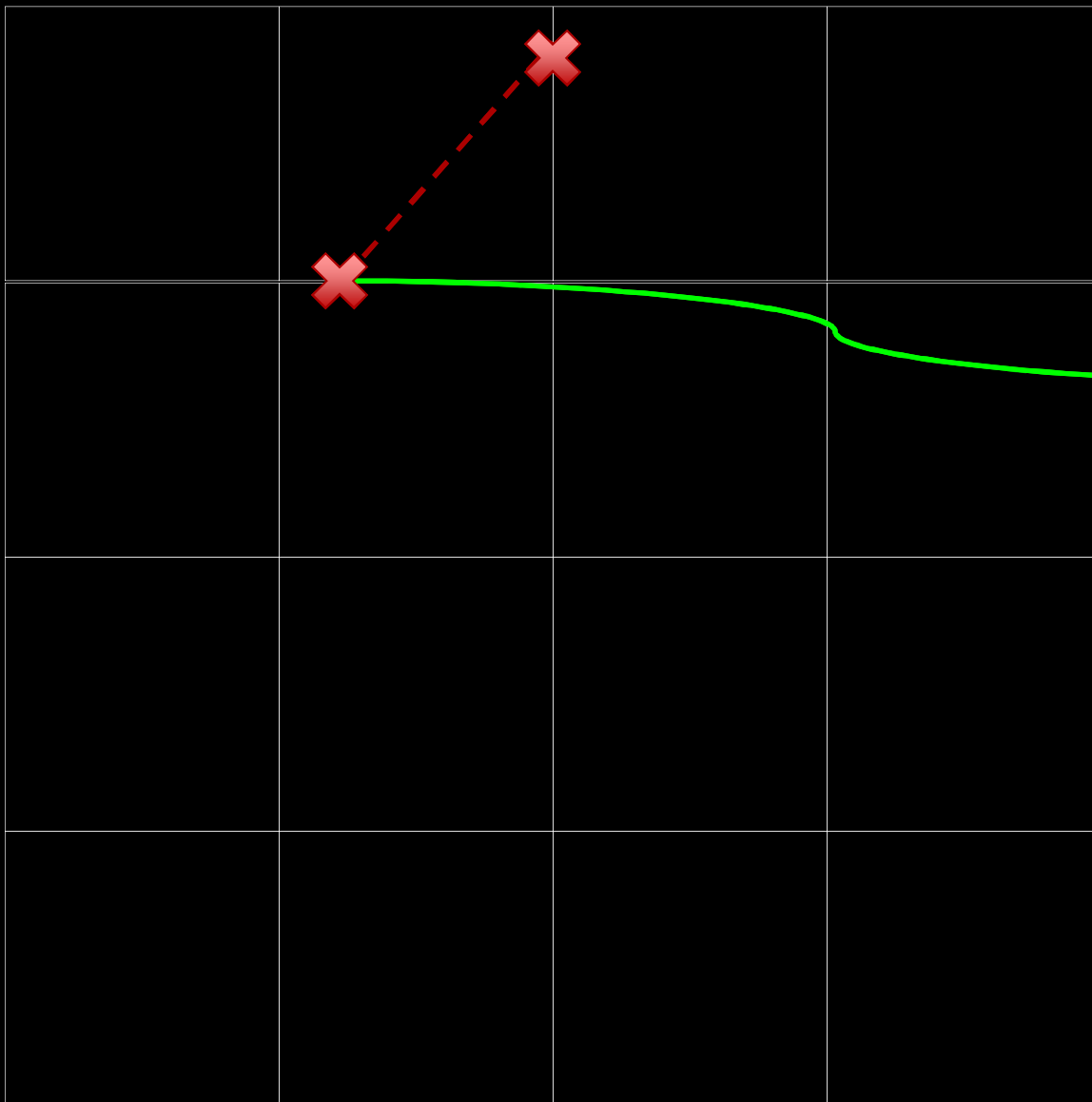
Define cells.

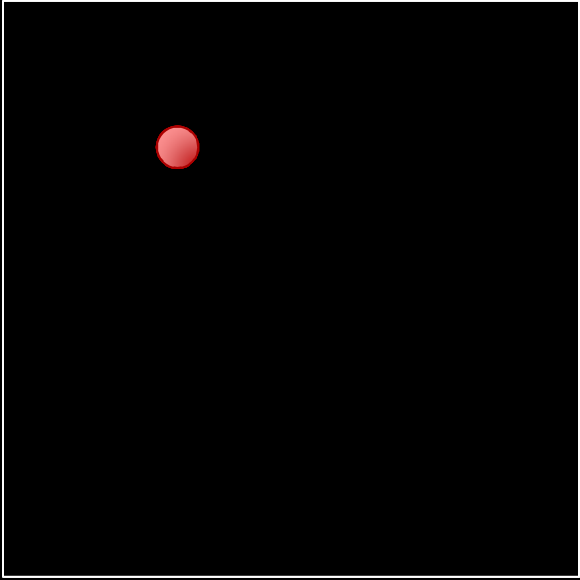
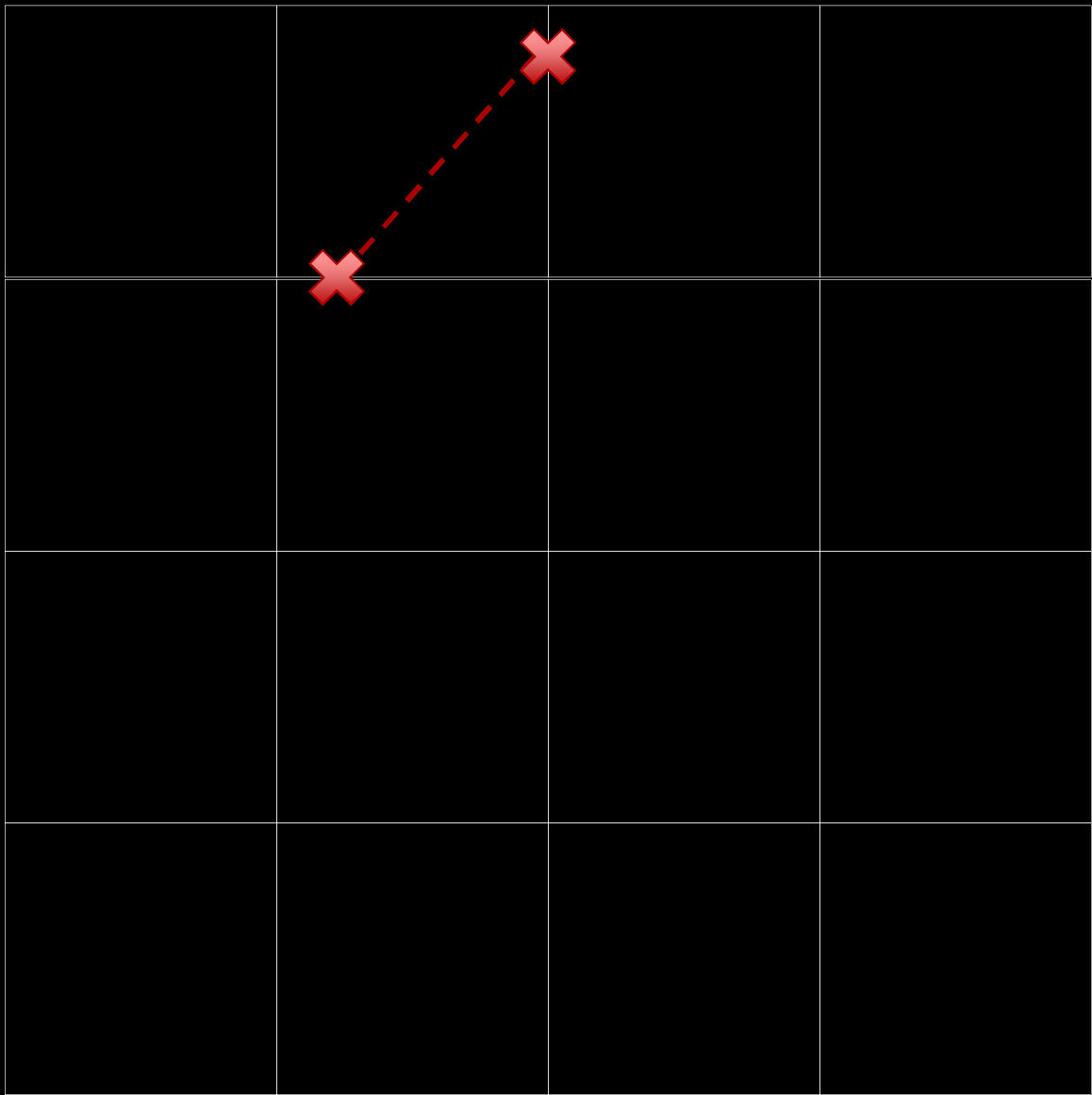
Threshold Operation with Unused Point Removal

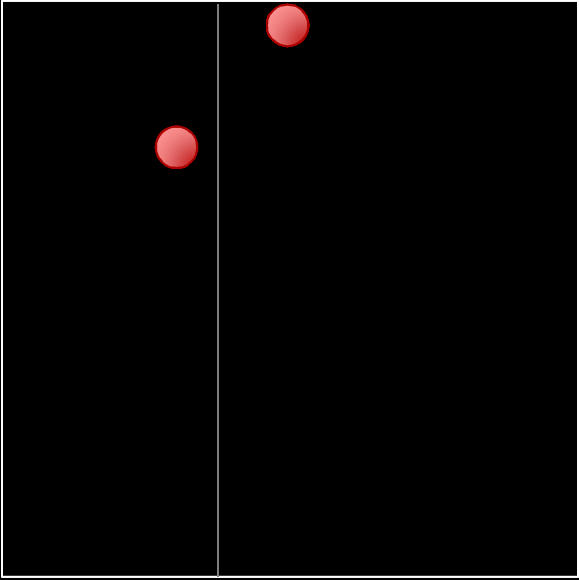
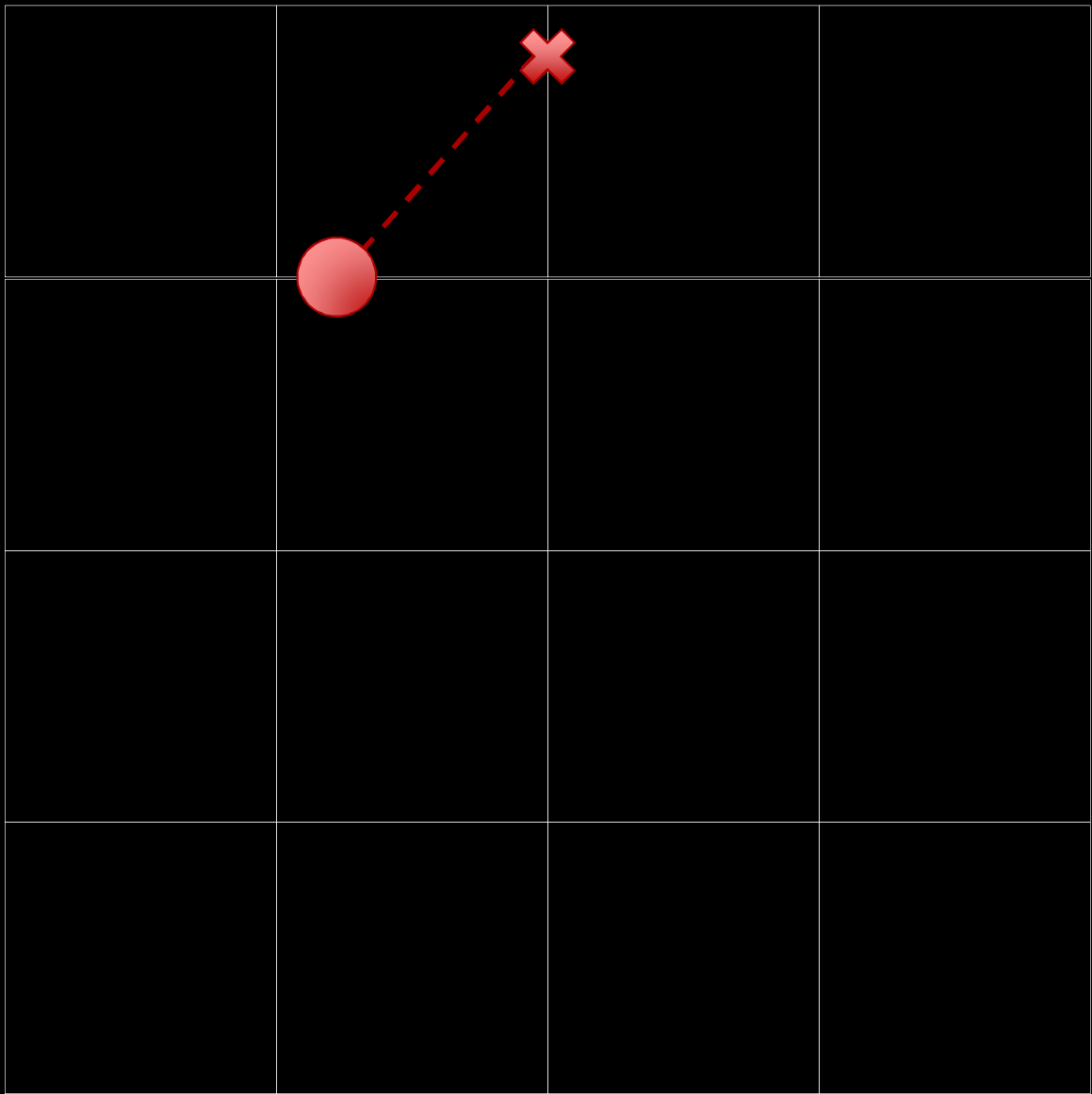


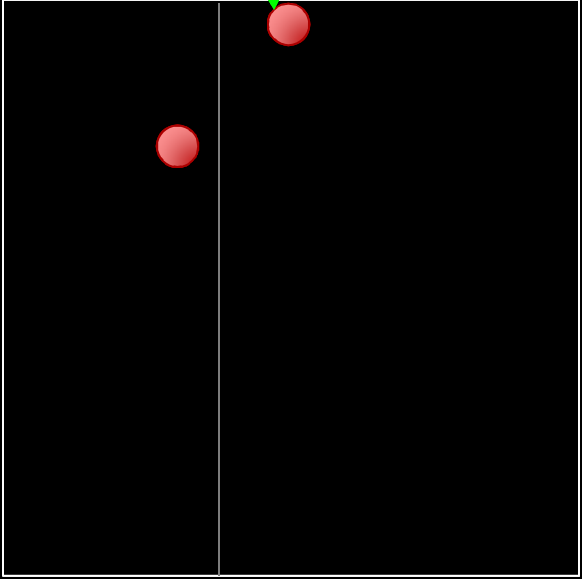
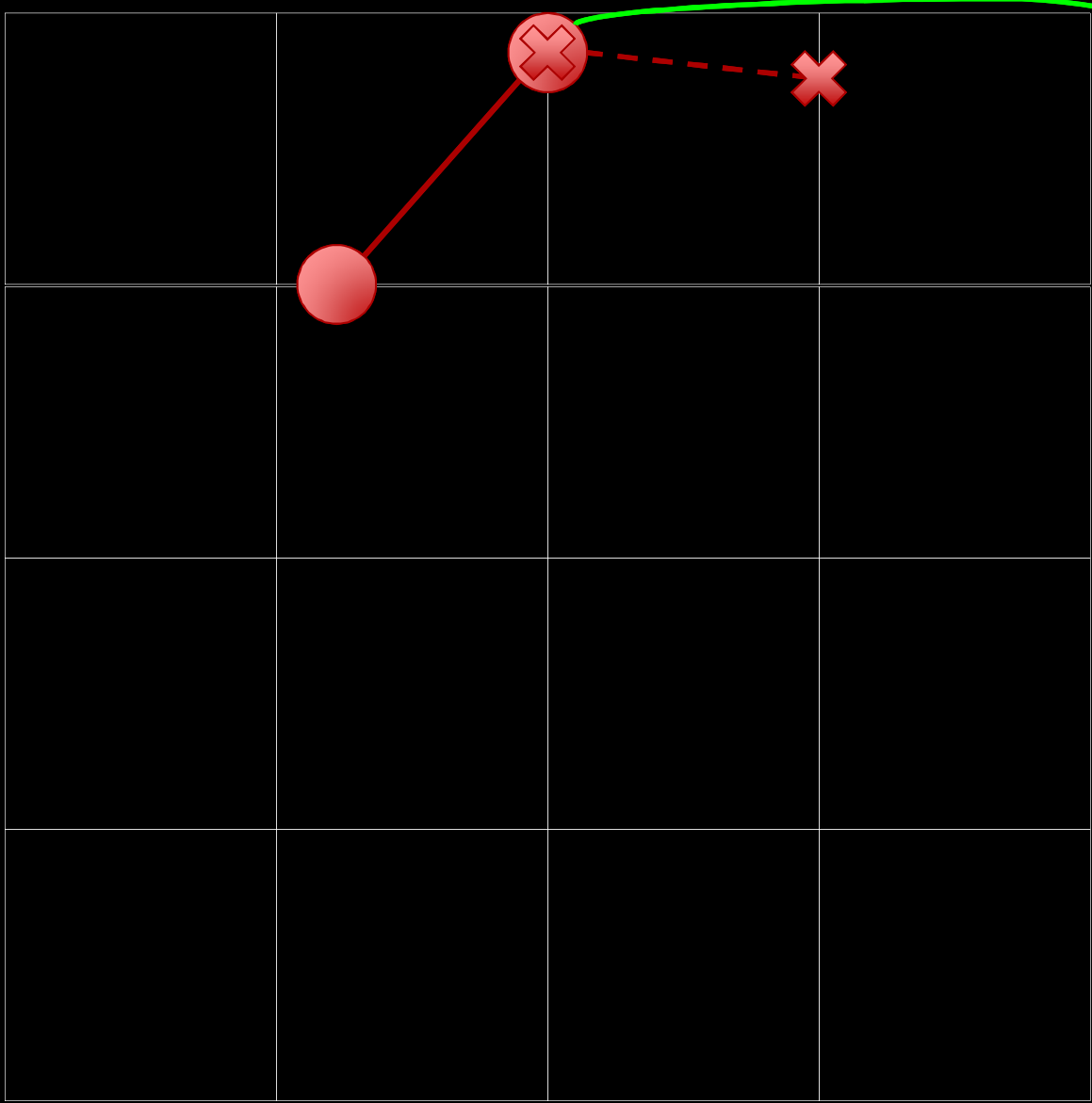


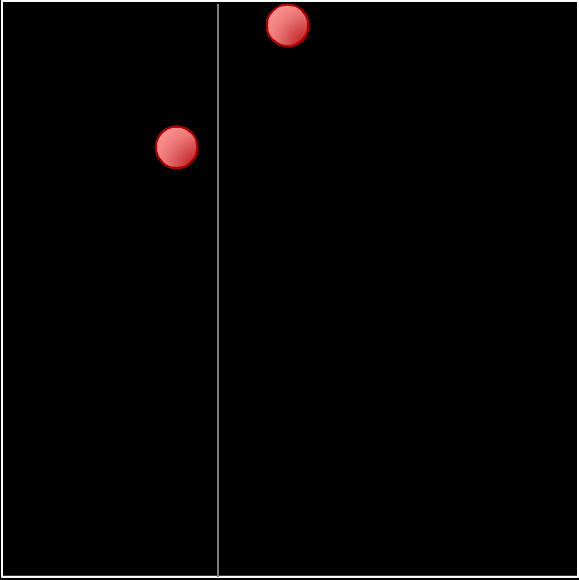
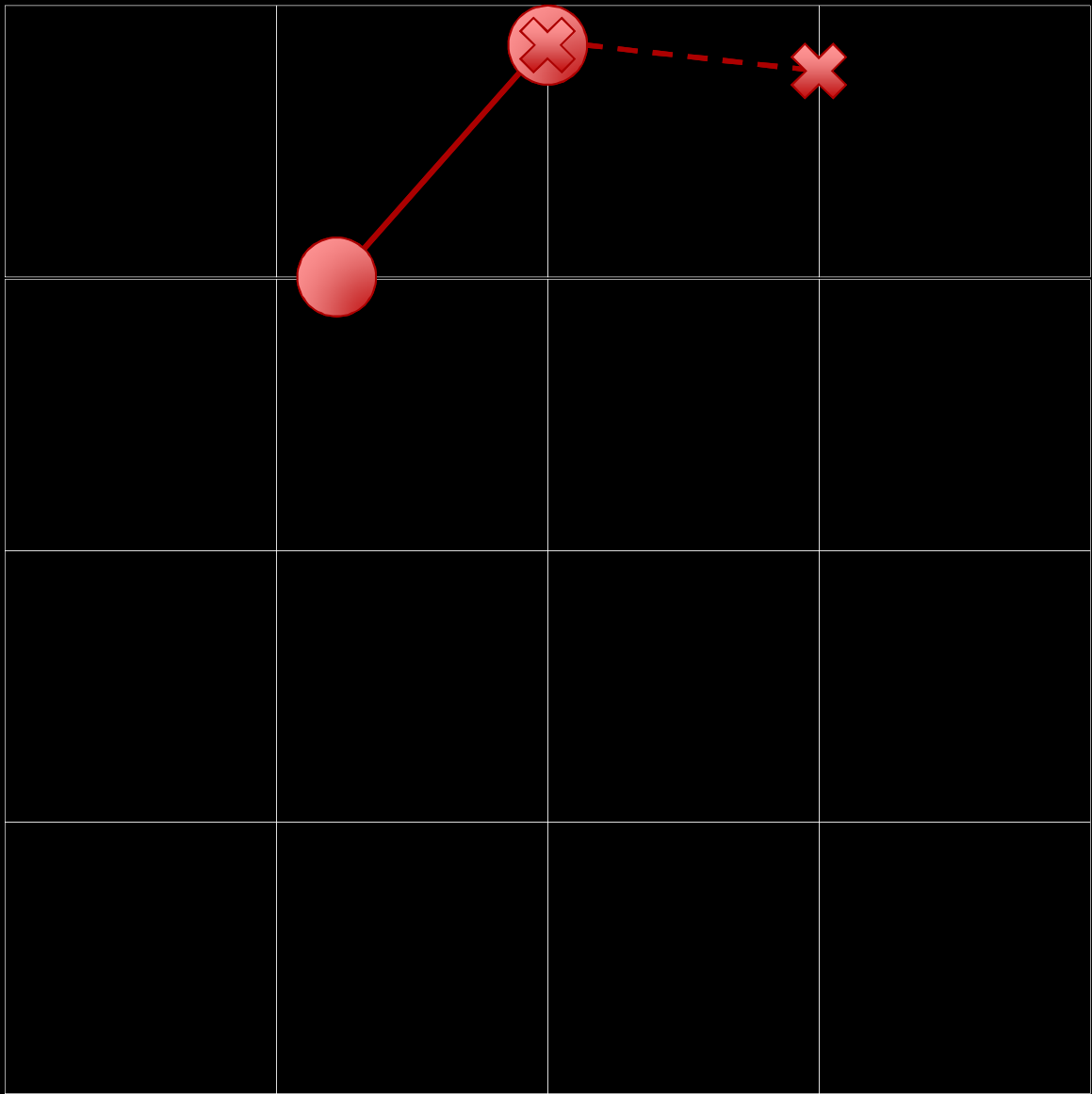


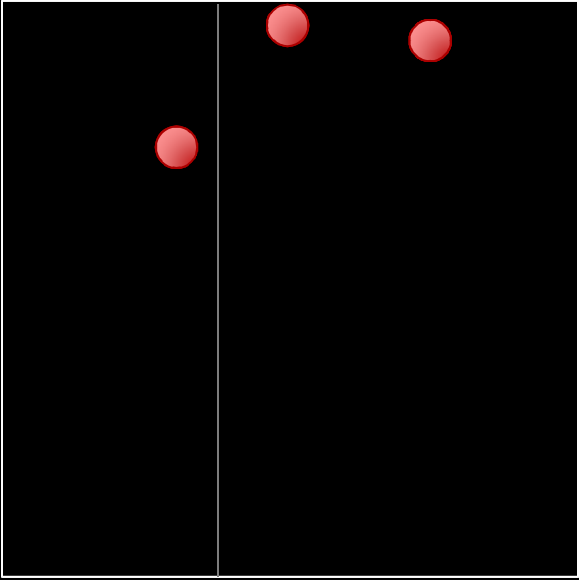
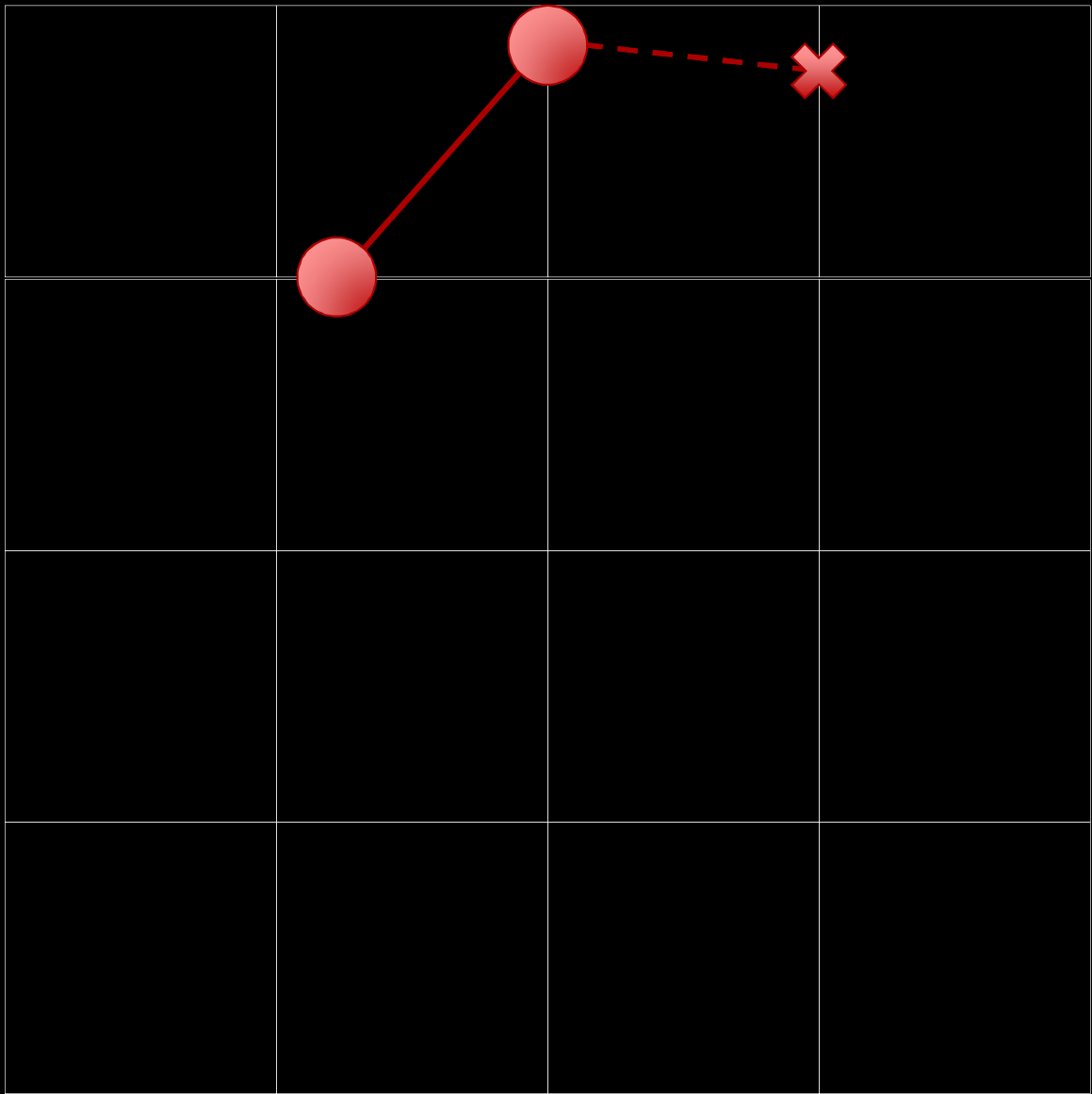


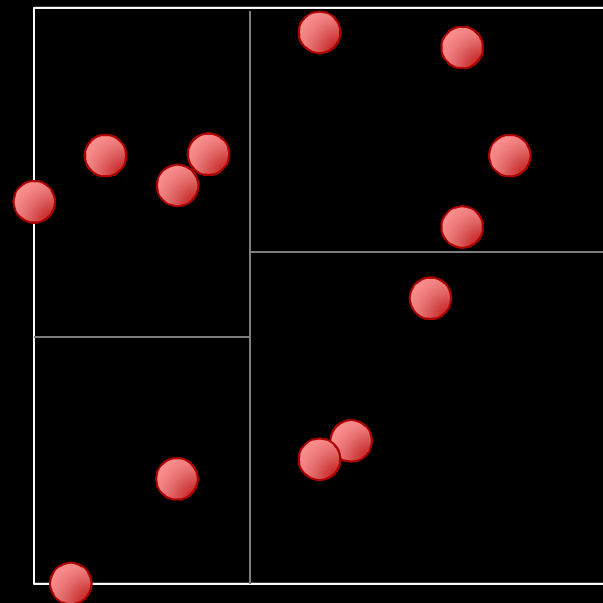
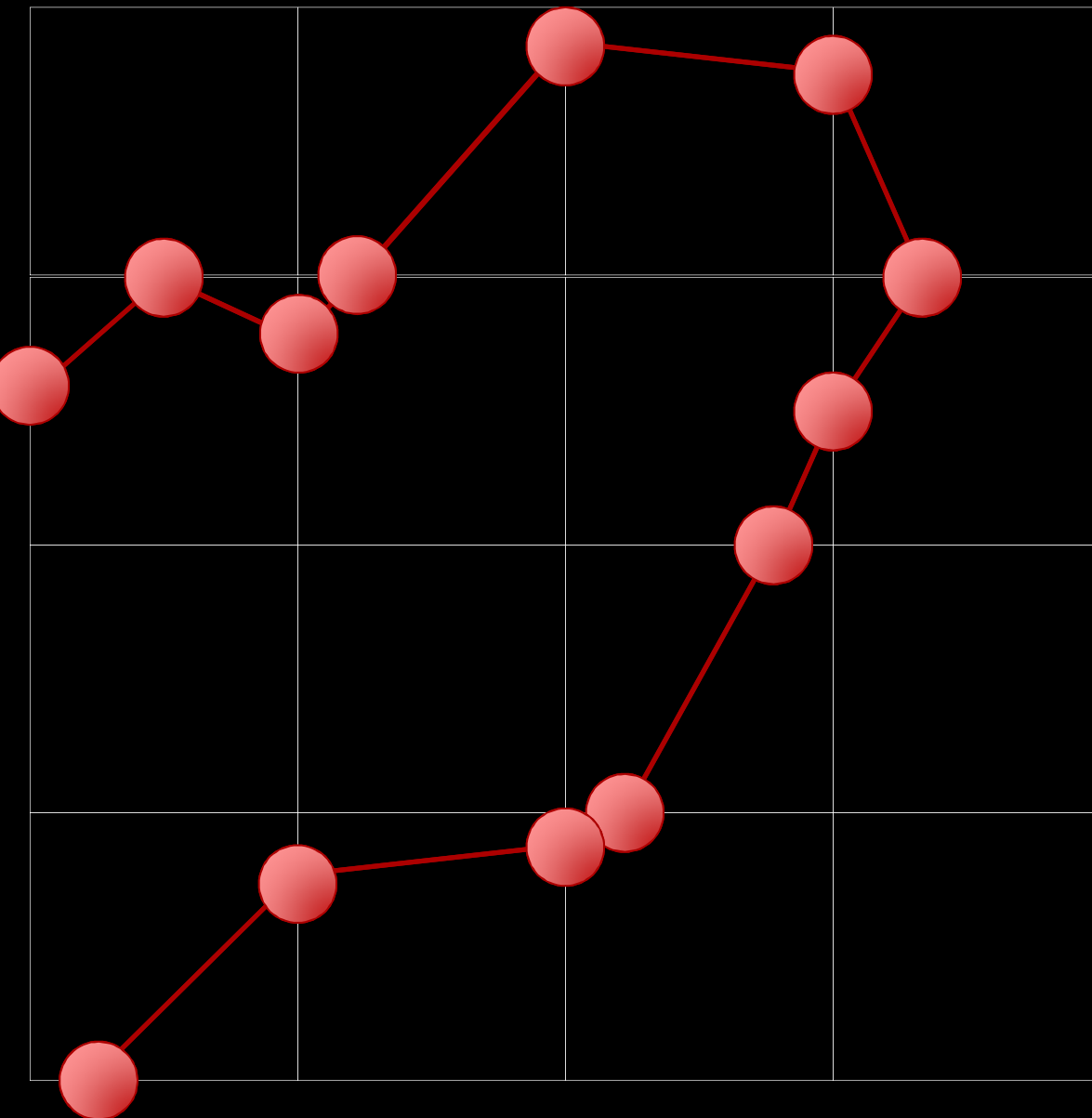


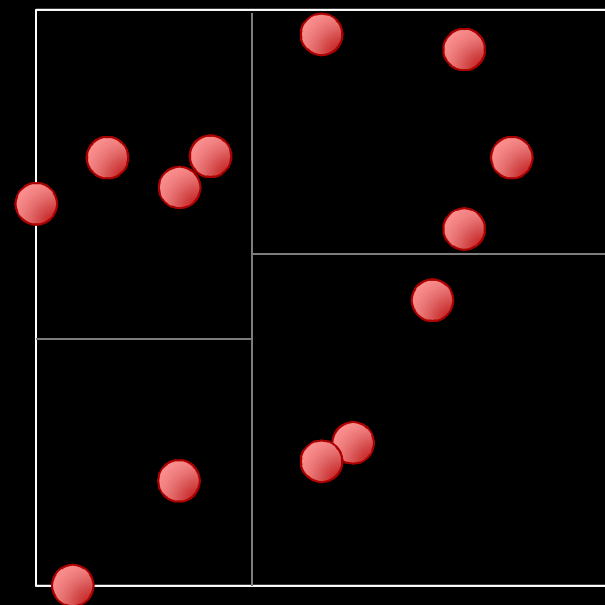
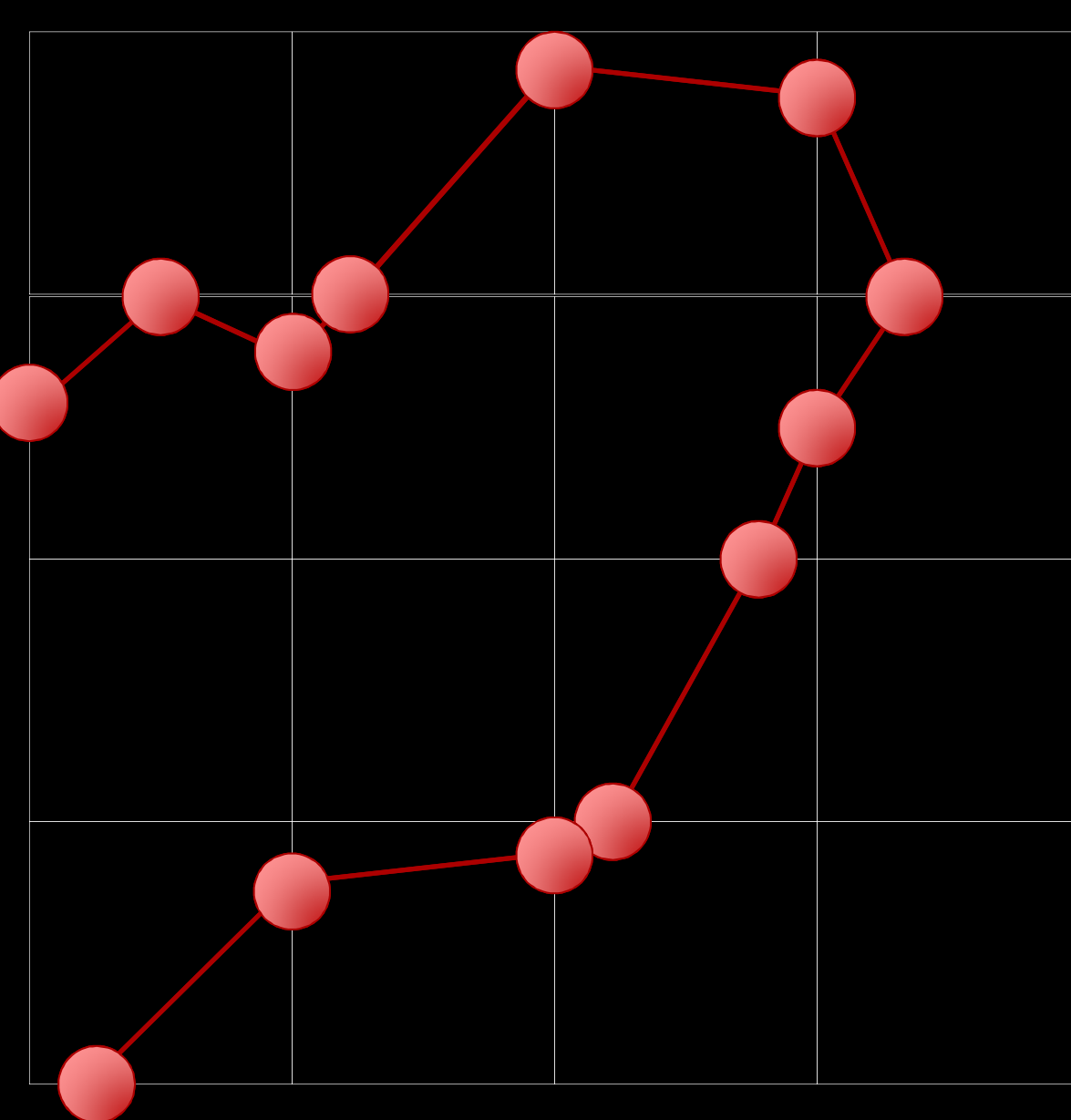


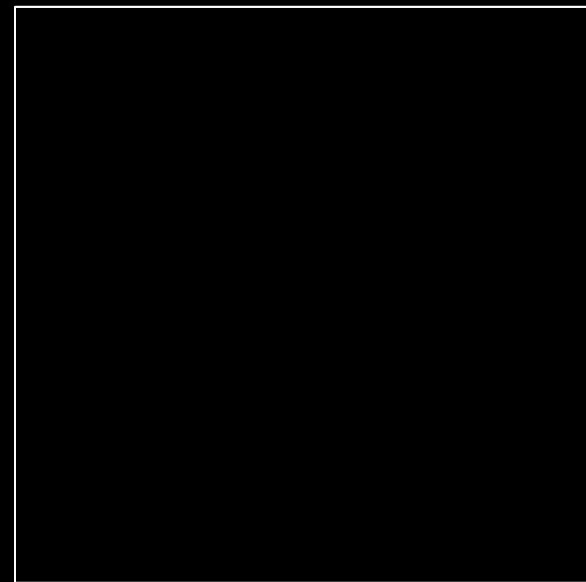
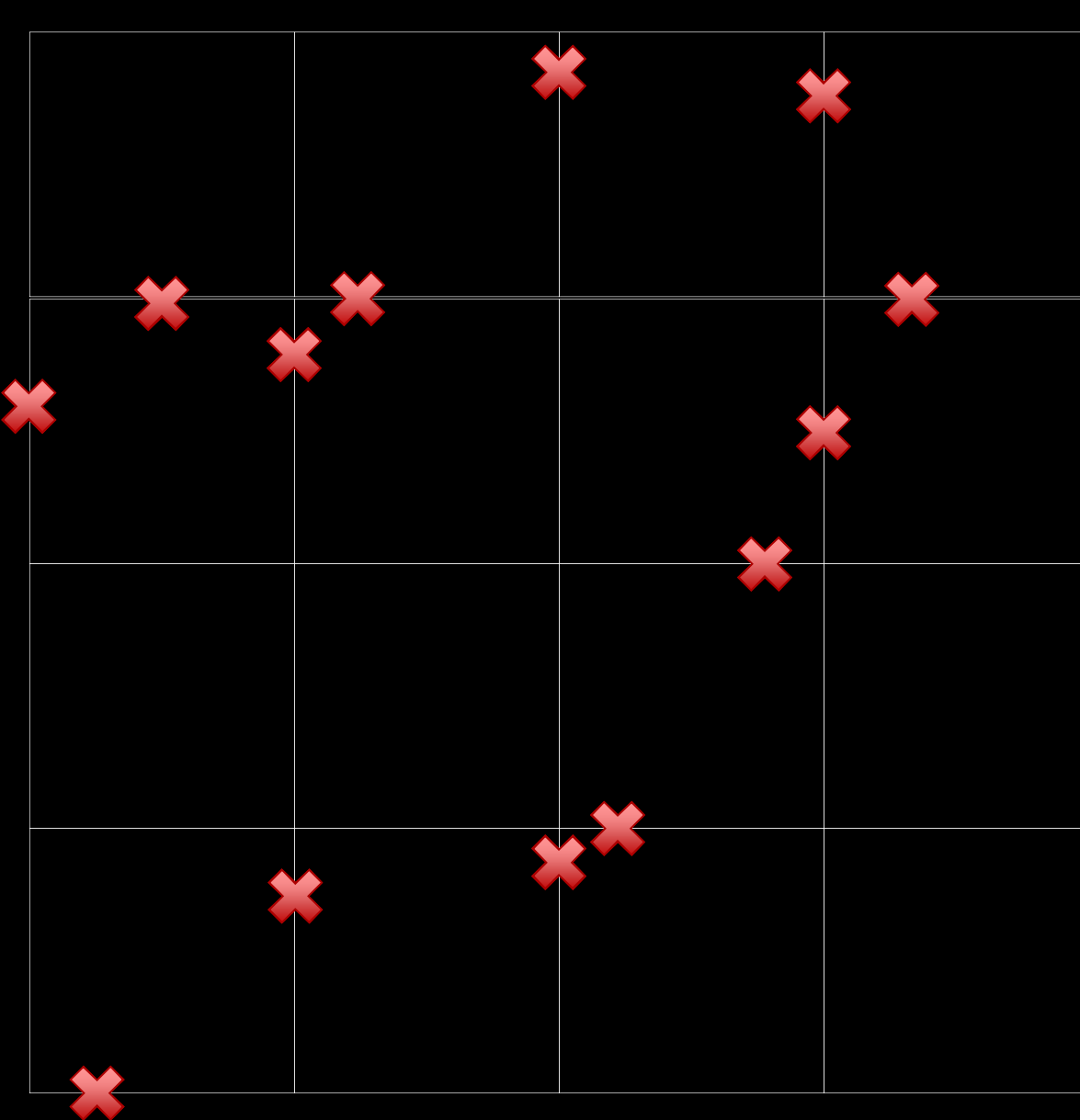


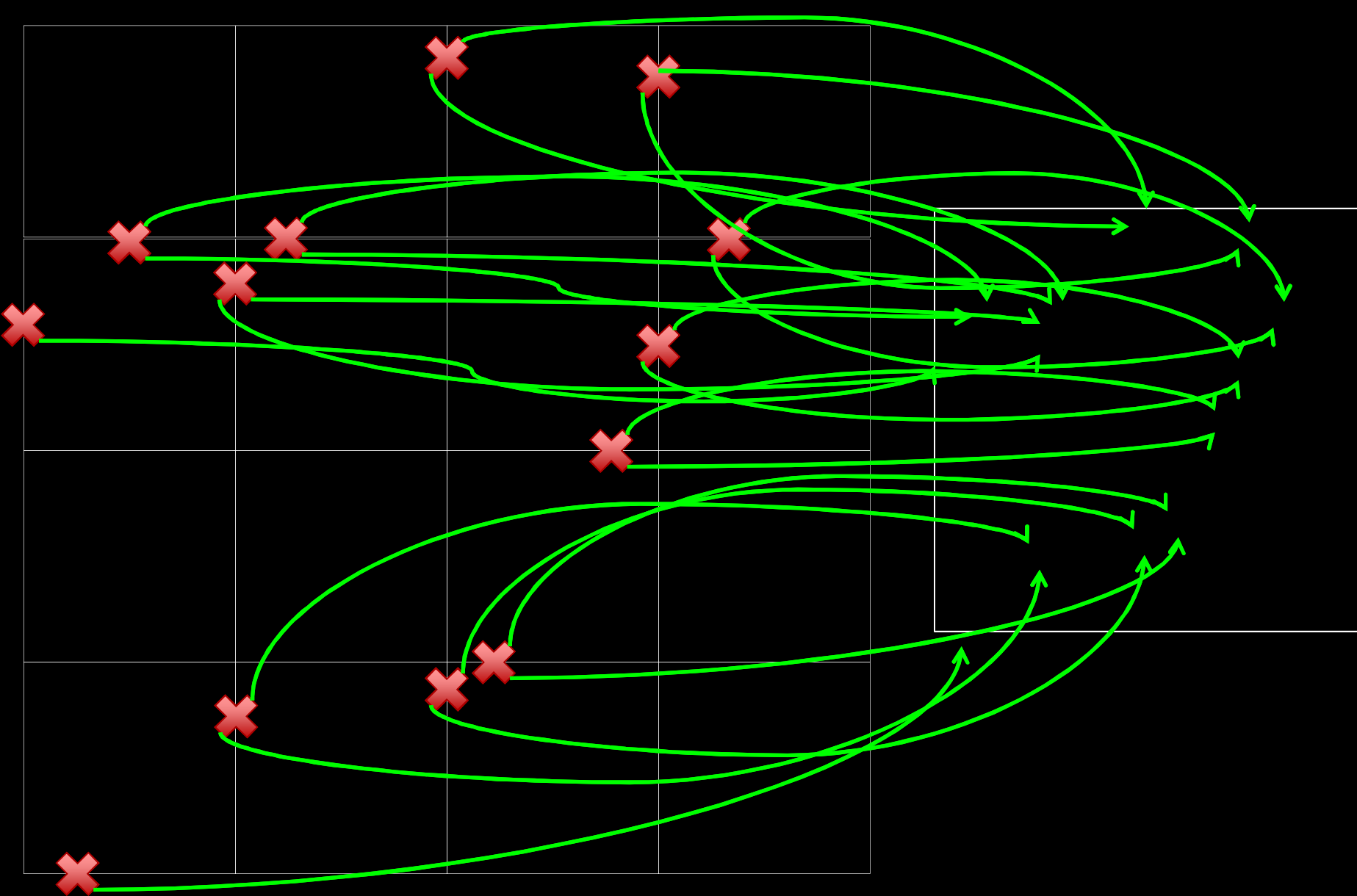


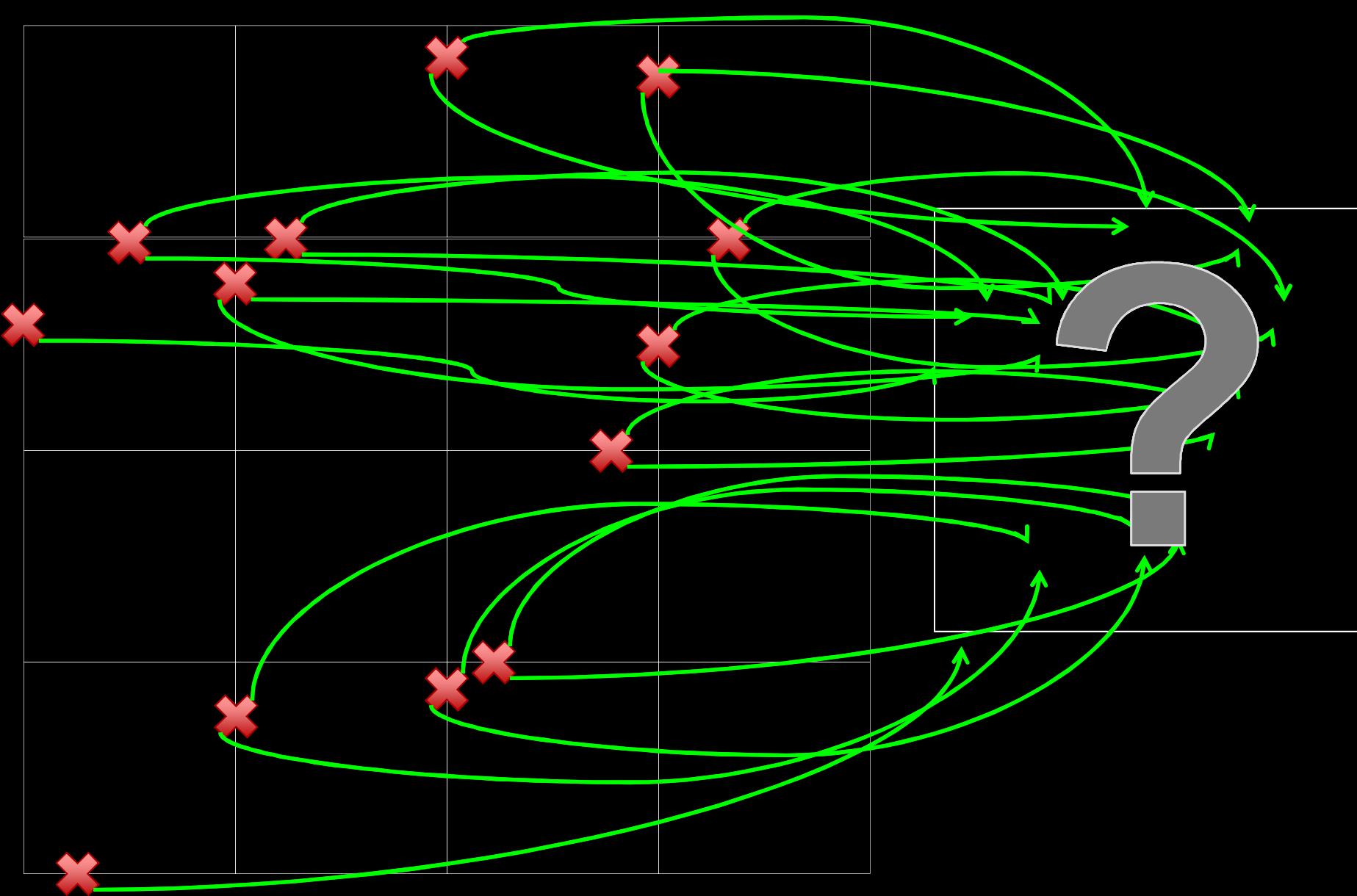


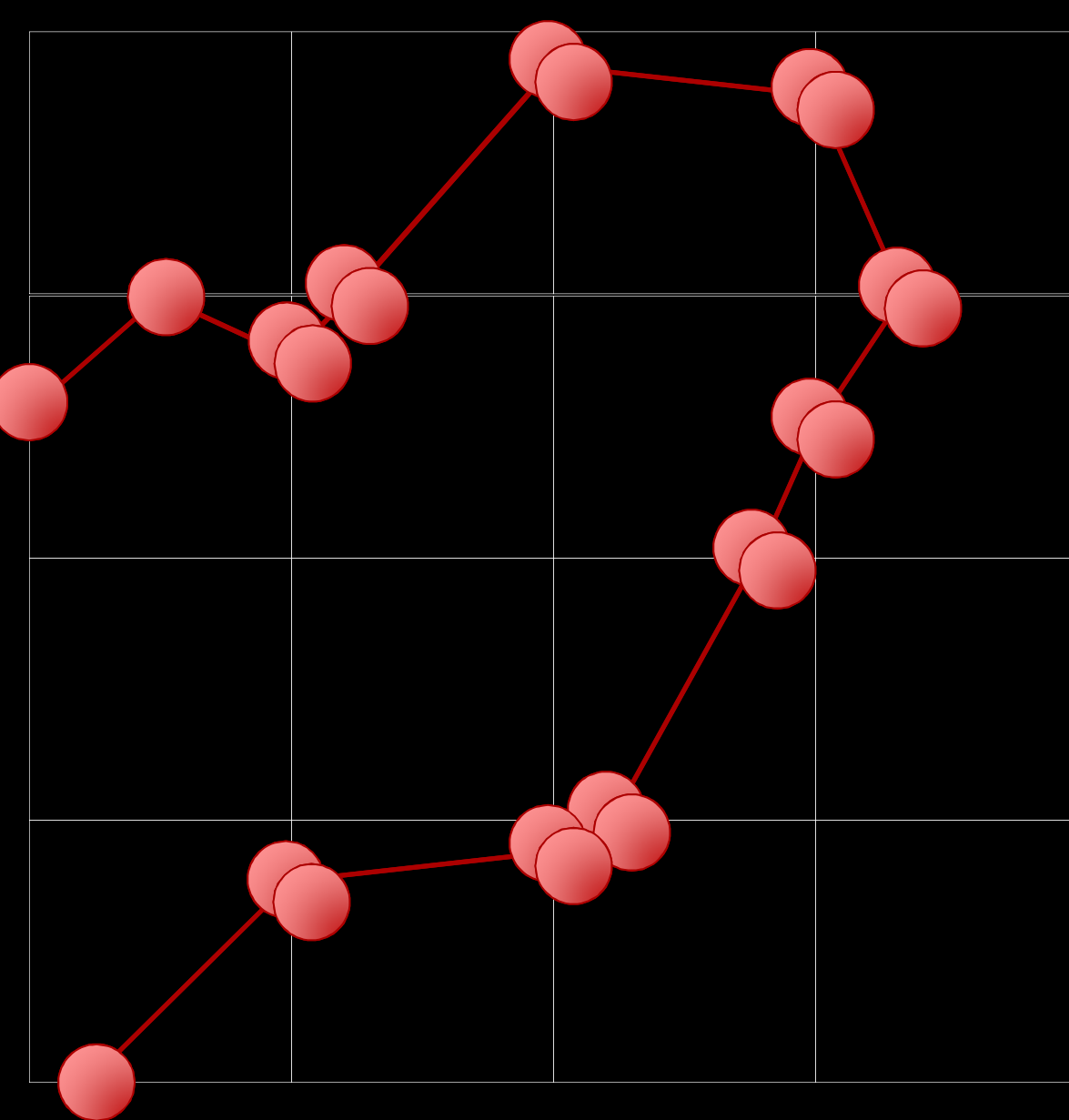










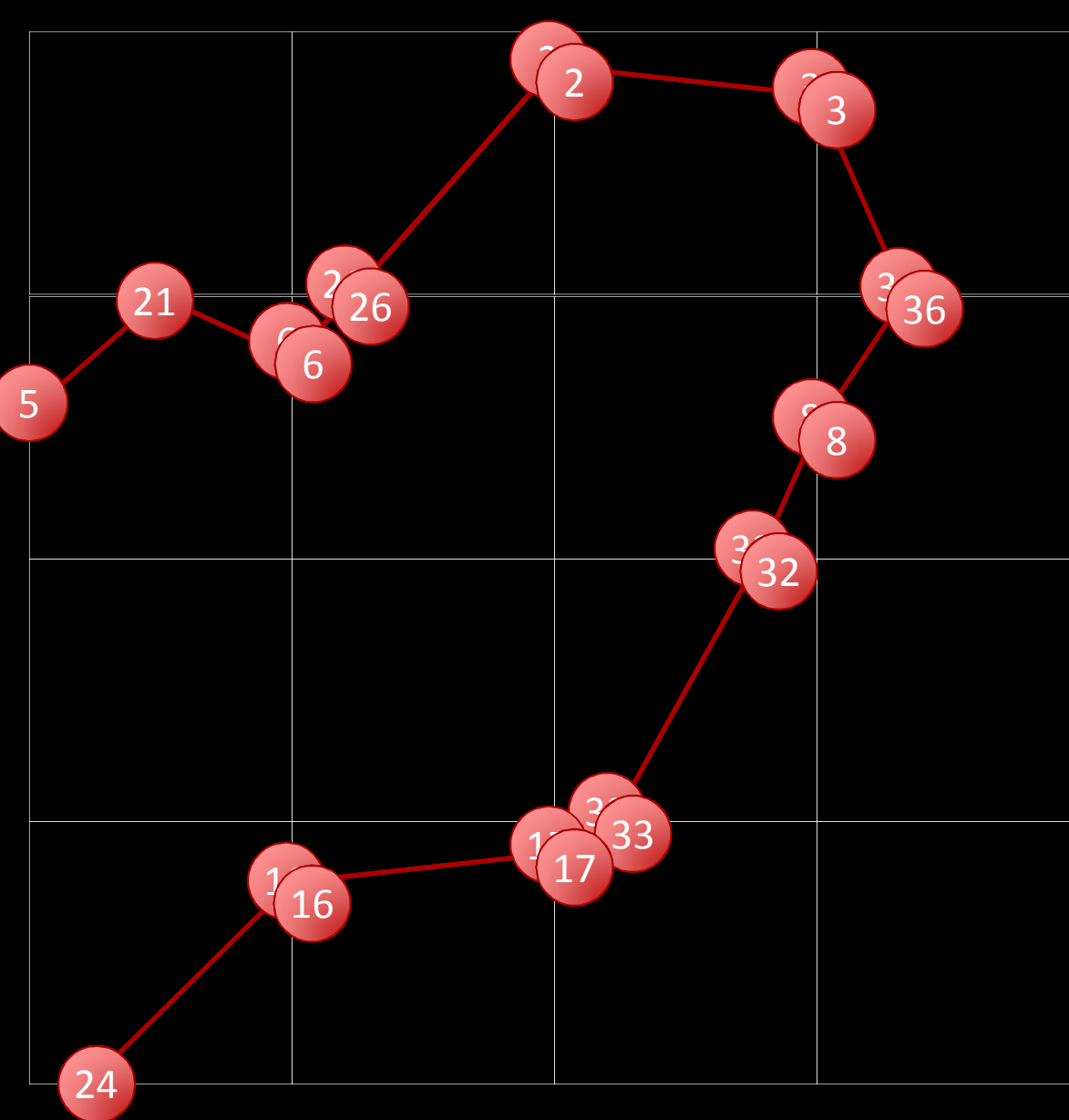


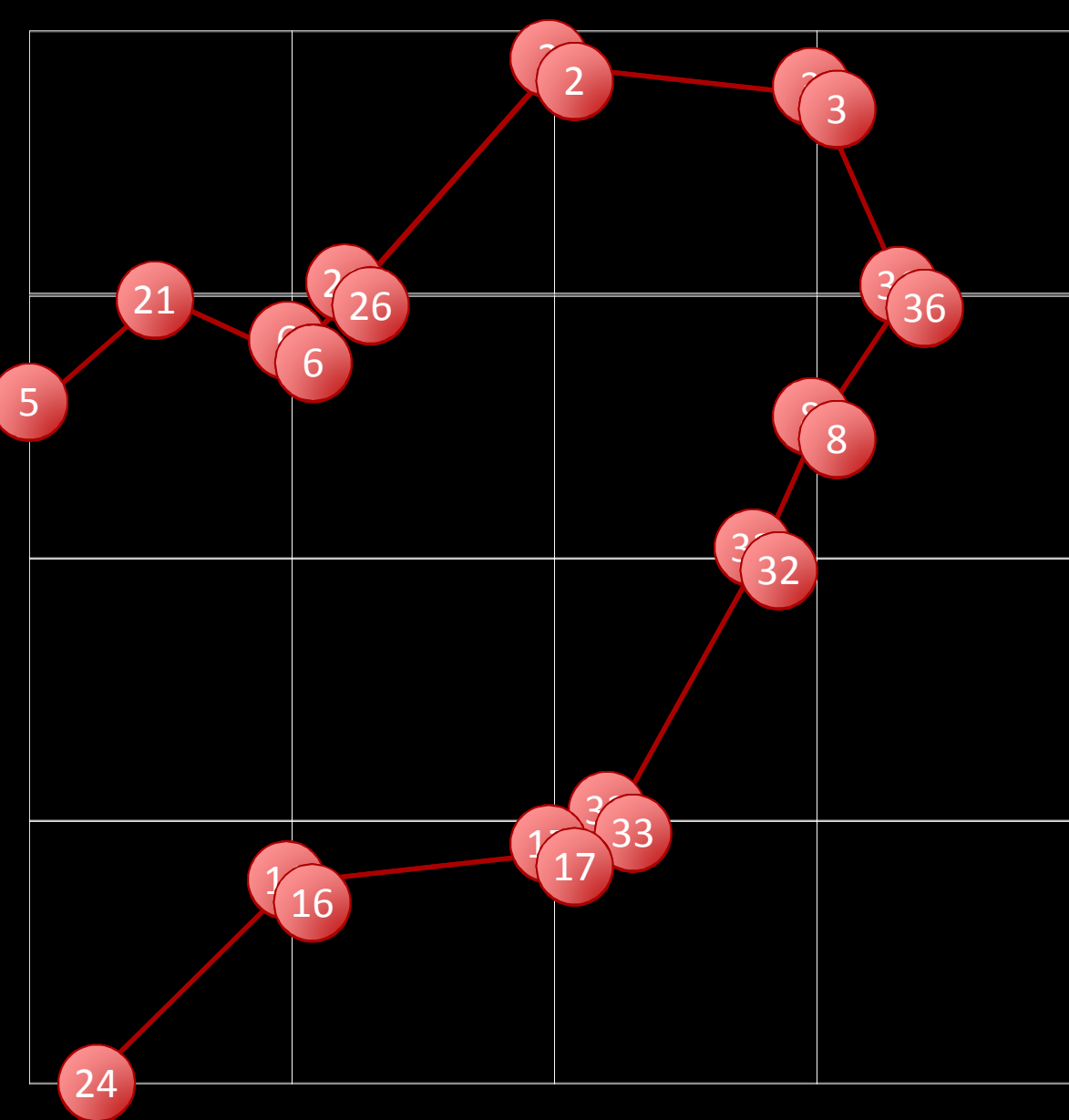


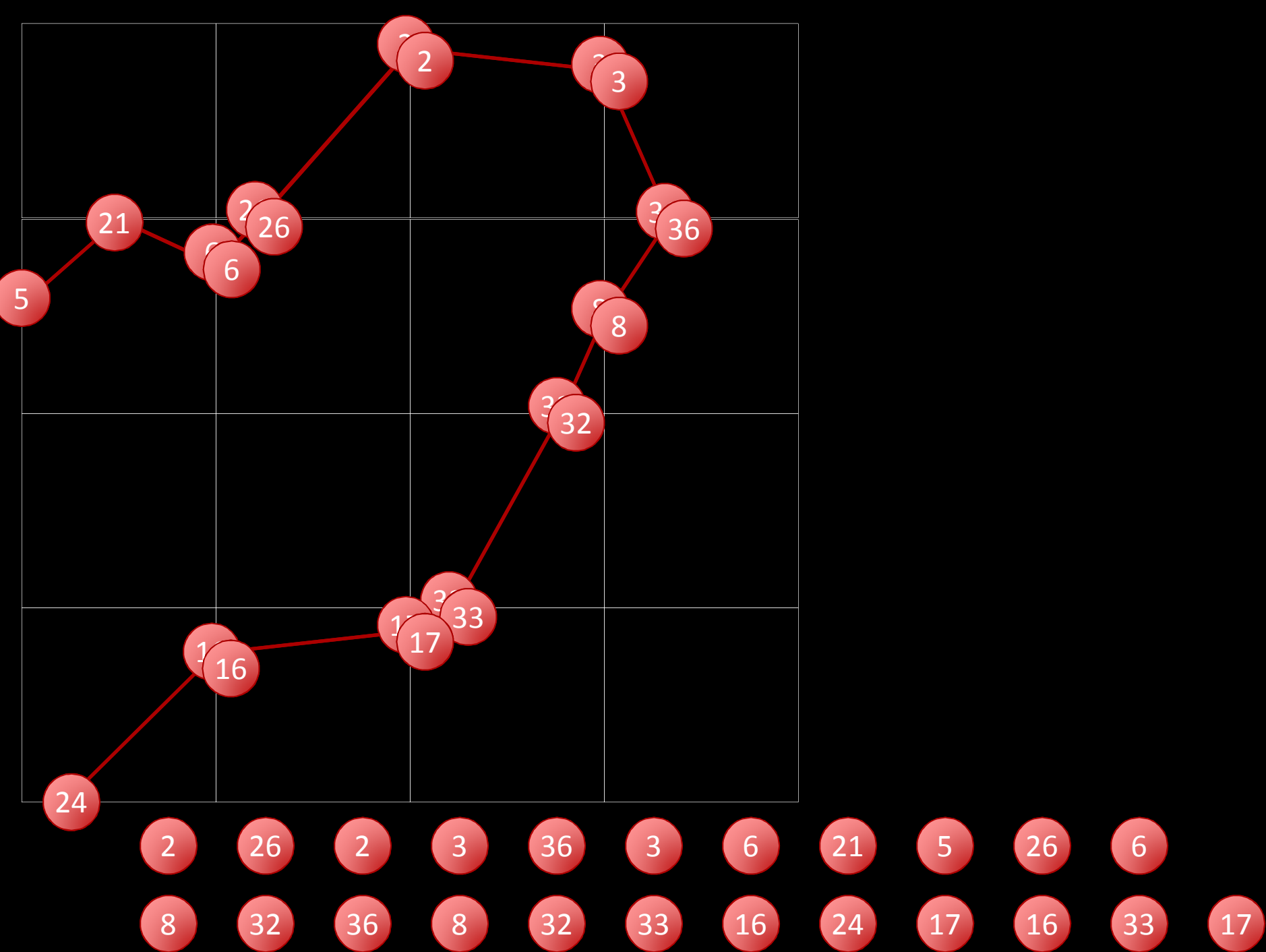
Faceted Normals

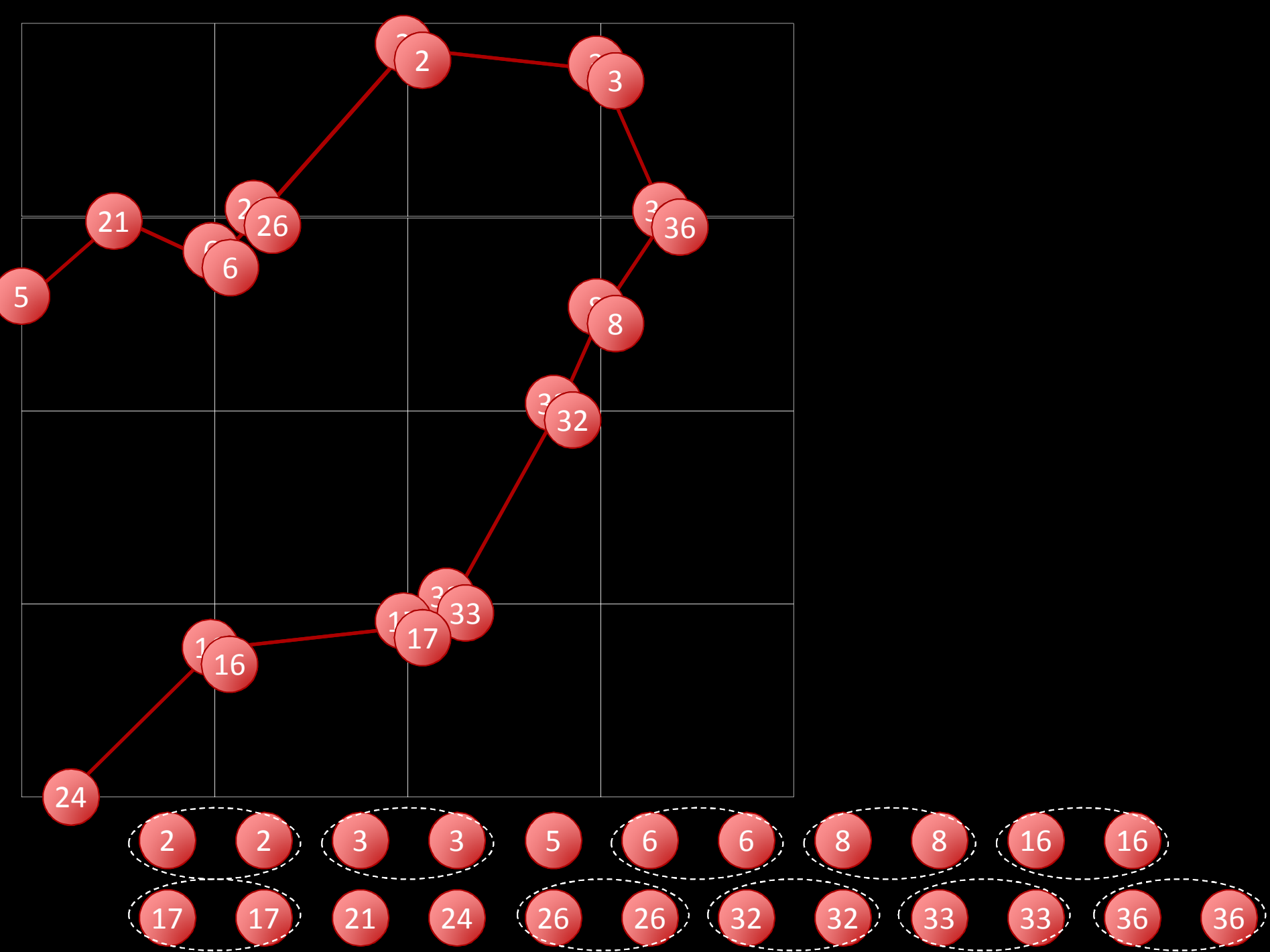


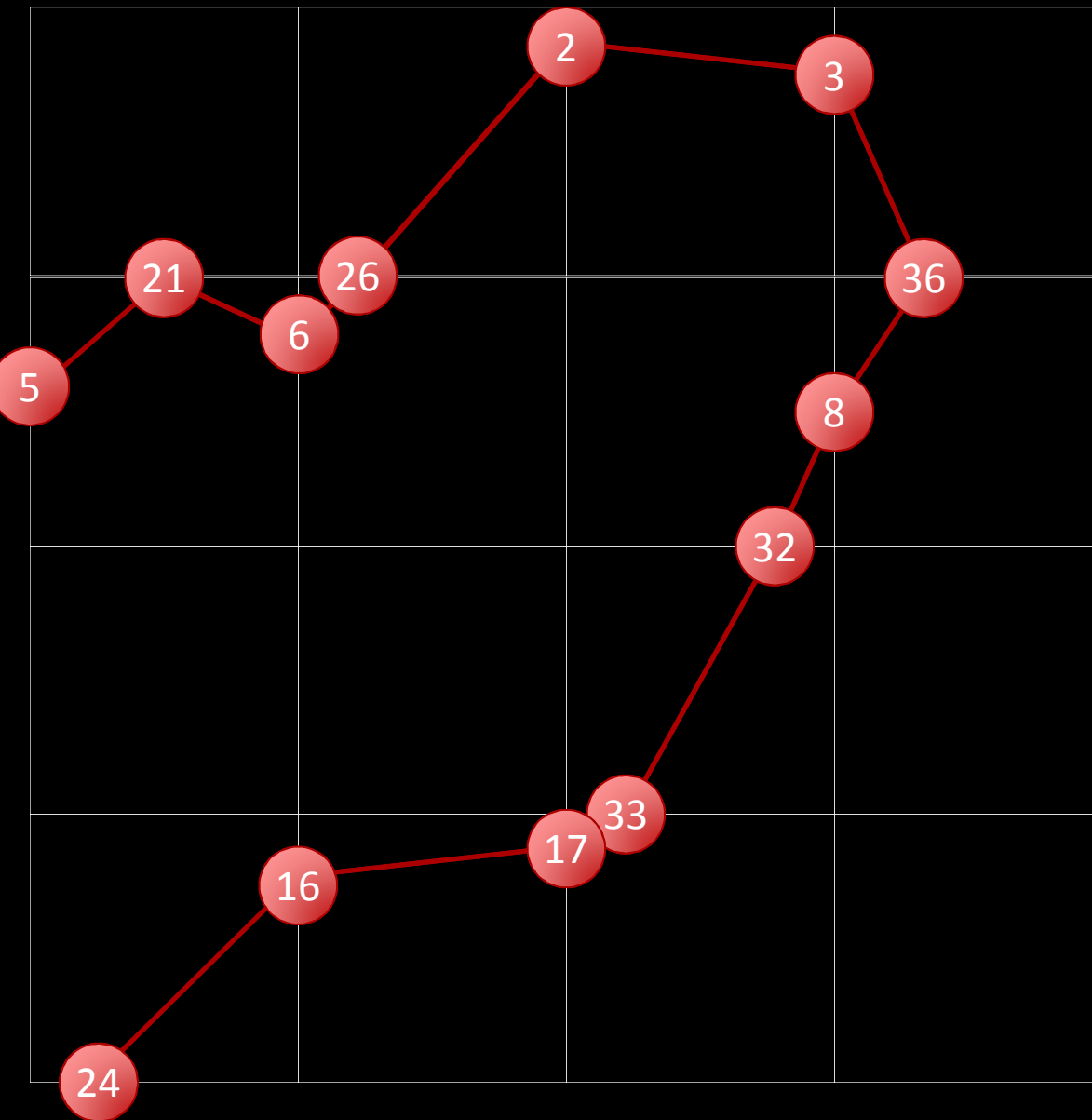
Smoothed Normals















Faceted Normals



Smoothed Normals



Simplified Mesh

Project Goals (Summary)

- Develop readiness for scientific data analysis and visualization at extreme scale.
 - In particular, address the challenges of emerging multi- and many-core architectures.
- Create a toolkit that well suited to design of visualization operations with a great number of shared memory threads.
- Develop a framework that adapts to emerging processor and compiler technologies.
- Design multi-purpose algorithms that can be applied to a variety of visualization operations.

Next Steps

- Converge on functional API
 - Alpha version released BSD (<http://daxtoolkit.org>)
- Unify algorithms within integrated toolkit
- Tackle real problems
 - Seeking early adopters interested in applying GPUs / accelerators to their problem domain