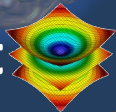


# Visualization and Analysis of HPC Simulation Data with VisIt



ATPESC 2024  
Monday August 5<sup>th</sup>, 2024

Cyrus Harrison (cyrush@llnl.gov)



This work was performed under the auspices of the U.S. Department of Energy by Lawrence Livermore National Laboratory under contract DE-AC52-07NA27344. Lawrence Livermore National Security, LLC

LLNL-PRES-867585

# Acknowledgements



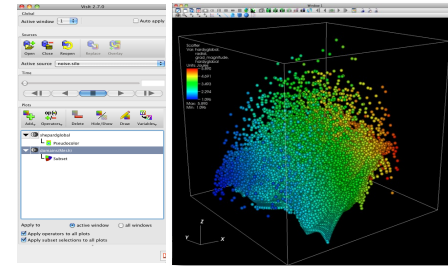
This work was performed under the auspices of the U.S. Department of Energy by Lawrence Livermore National Laboratory under contract DE-AC52-07NA27344.  
Lawrence Livermore National Security, LLC

This research was supported by the Exascale Computing Project (17-SC-20-SC), a joint project of the U.S. Department of Energy's Office of Science and National Nuclear Security Administration, responsible for delivering a capable exascale ecosystem, including software, applications, and hardware technology, to support the nation's exascale computing imperative.

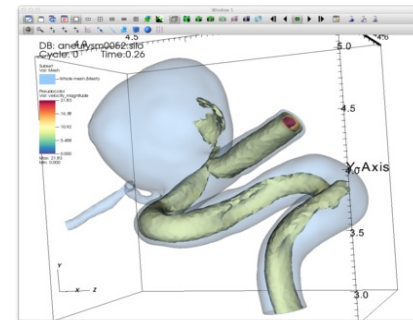


# Outline

- VisIt Project Introduction (30 min)
- Hands-on: (60 min)
  - Guided tour of VisIt (30 min)
  - *[Lunch!]*
  - Visualization of an Aneurysm (30 min)  
(Blood Flow) Simulation



**Intro to VisIt**



**Simulation Exploration**



# Tutorial Resources

- **Visit 3.4.1**

- <https://github.com/visit-dav/visit/releases>

- **Tutorial Materials**

- [http://visitusers.org/index.php?title=Visit\\_Tutorial](http://visitusers.org/index.php?title=Visit_Tutorial)

- **How to get in touch**

- **GitHub:** <https://github.com/visit-dav/visit>

- **GitHub Discussions:** <https://github.com/visit-dav/visit/discussions>



# Tutorial Data Acknowledgements

## Aneurysm Simulation Dataset

Simulated using the LifeV (<http://www.lifev.org/>) finite element solver.

**Available thanks to:**

- Gilles Fourestey and Jean Favre  
Swiss National Supercomputing Centre (<http://www.cscs.ch/>)

## Potential Flow Simulation Dataset

Simple tutorial simulation built using MFEM (<https://mfem.org/>)

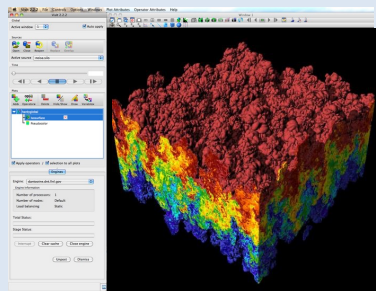
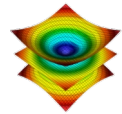
**Available thanks to:**

- Aaron Fisher and Mark Miller, LLNL

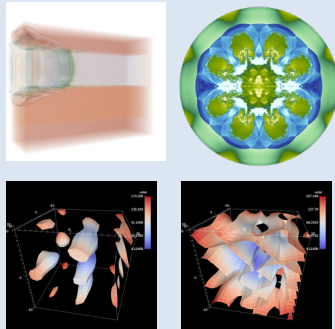


# Visit Project Introduction

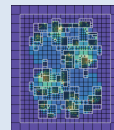
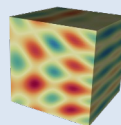
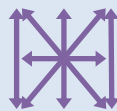
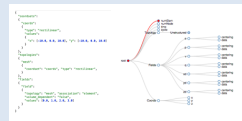
# The Visit team develops open-source Visualization, Analysis, and I/O tools.



Turnkey HPC application for visualization and analysis of simulation data

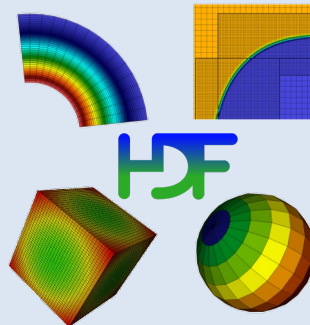


Easy-to-use flyweight in situ visualization and analysis library for HPC simulations



In-memory data description, HPC I/O, and shared schemas for simulation data exchange

## Silo



File-based, scientific data exchange library for checkpoint restart and visualization



# vis·it

/ˈvɪzɪt/

## *verb*

1. go to see and spend time with (someone) socially.

"I came to visit my grandmother"

*synonyms:* call on, call in on, pay a call on, pay a visit to, pay someone a call, pay someone a visit, go to see, come to see, look in on; [More](#)

2. inflict (something harmful or unpleasant) on someone.

"the mockery **visited upon** him by his schoolmates"

*synonyms:* happen to, [overtake](#), [befall](#), come upon, fall upon, [hit](#), [strike](#)

"it is hard to imagine a greater psychological cruelty visited on a child"

## *noun*

1. an act of going or coming to see a person or place socially, as a tourist, or for some other purpose.

"a visit to the doctor"

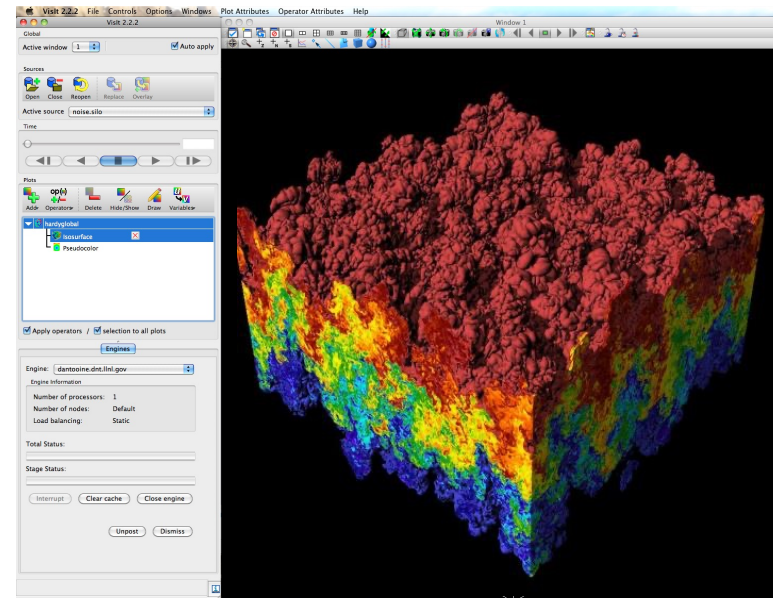
*synonyms:* social call, [call](#)

"after reading the play she paid a visit to the poet"



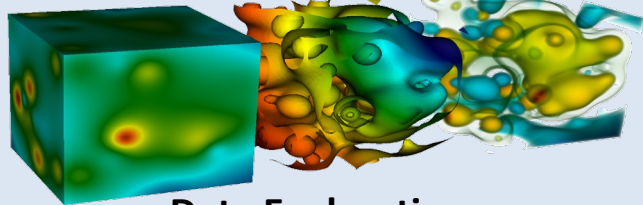
# VisIt is an open source, turnkey application for data analysis and visualization of mesh-based data

- Production end-user tool supporting scientific and engineering applications.
- Provides an infrastructure for parallel post-processing that scales from desktops to massive HPC clusters.
- Source released under a BSD style license.

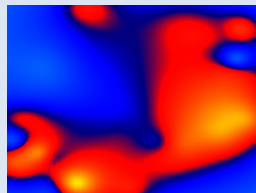


**Pseudocolor plot of Density**  
(27 billion element dataset)

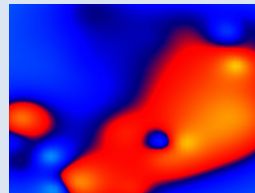
# VisIt supports a wide range of use cases



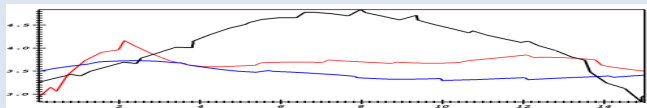
Data Exploration



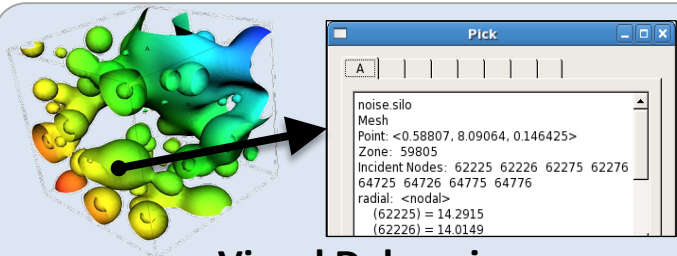
||-||



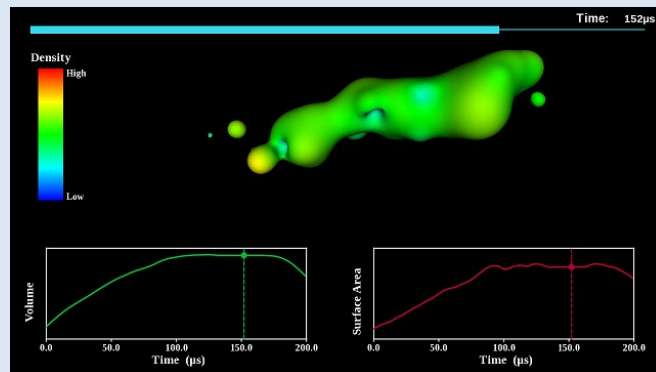
Comparative Analysis



Quantitative Analysis



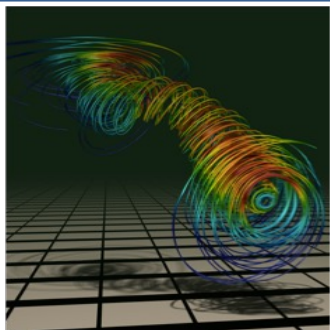
Visual Debugging



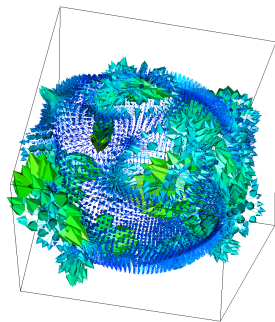
Presentation Graphics



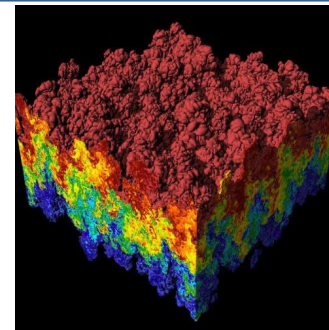
# VisIt provides a wide range of plotting features for simulation data across many scientific domains



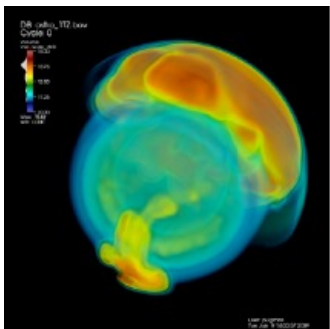
Streamlines / Pathlines



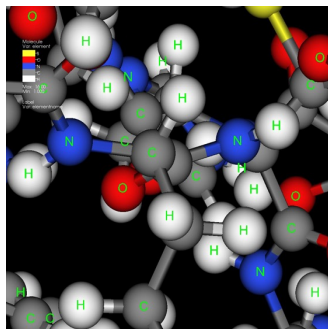
Vector / Tensor Glyphs



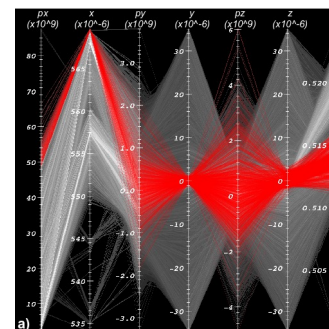
Pseudocolor Rendering



Volume Rendering



Molecular Visualization



Parallel Coordinates

# Visit is a vibrant project with many participants

- The Visit project started in 2000 to support LLNL's large-scale ASC physics codes.
- The project grew beyond LLNL and ASC with development from DOE SciDAC and other efforts.
- Visit is now supported by multiple organizations:
  - LLNL, LBNL, ORNL, Univ of Oregon, Univ of Utah, Intelligent Light, ...
- Over 100 person years of effort, 1.5+ million lines of code.





# Visit is hosted and developed using GitHub

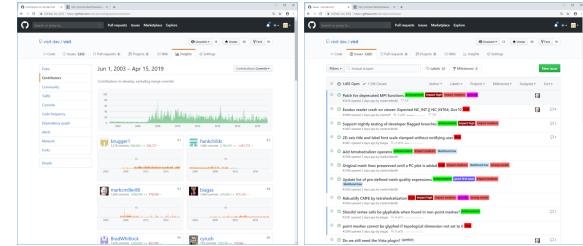
- Our Source Code, Issue tracking, and Discussions are in the `visit-dav` GitHub organization:

- <https://github.com/visit-dav/>

- Our Docs are hosted on Read the Docs

- <https://visit-sphinx-github-user-manual.readthedocs.io/en/develop/>

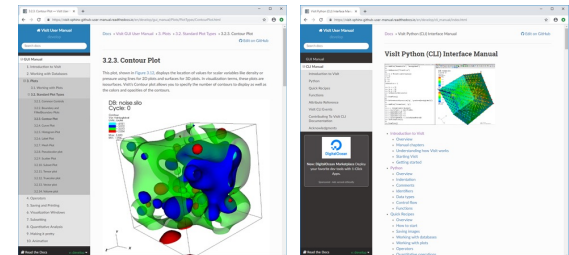
## GitHub



Visit source repo and issue tracking on GitHub



## Read the Docs



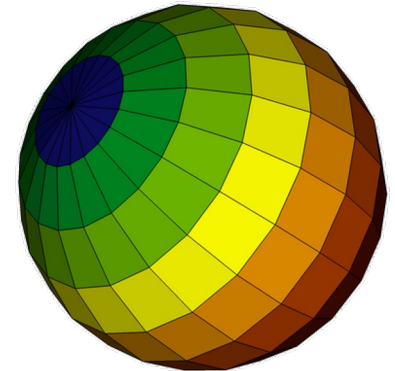
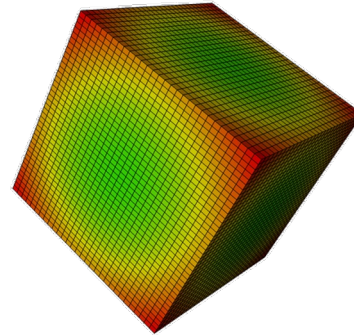
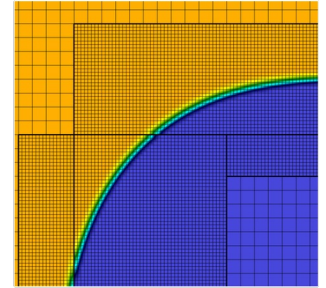
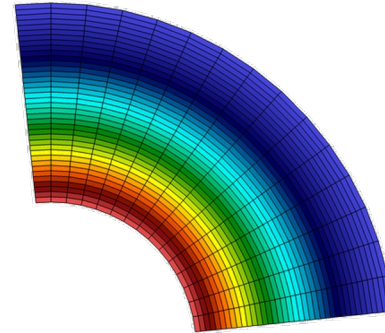
Visit manuals on Read the Docs



# Visit provides a flexible data model, suitable for many application domains

## ■ Mesh Types

- Point, Curve, 2D/3D Rectilinear, Curvilinear, Unstructured
- Domain Decomposed, AMR
- Time Varying
- Primarily linear element support, limited quadratic element support



## ■ Field Types

- Scalar, Vector, Tensor, Material Volume Fractions, Species



# The VisIt team releases binaries for several platforms and a script that automates the build process

## “How do I obtain VisIt?”

- Use an existing build:
  - For your Laptop or Workstation:
    - Binaries for Windows, OSX, and Linux (RHEL, Ubuntu, and many other flavors):  
(<https://github.com/visit-dav/visit/releases/>)
  - Several HPC centers have VisIt installed
- Build VisIt yourself:
  - “[build\\_visit](#)” is a script that automates the process of building VisIt and its third-party dependencies. (also at: <https://github.com/visit-dav/visit/releases/>)
  - Fledgling support for building via spack (<https://github.com/spack/spack>)



# VisIt supports more than 110 file formats

## “How do I get my data into VisIt?”

- The *PlainText* database reader can read simple text files (CSV, etc)
  - [http://visitusers.org/index.php?title=Using\\_the\\_PlainText\\_reader](http://visitusers.org/index.php?title=Using_the_PlainText_reader)
- Write to a commonly used format:
  - *VTK, Silo, Xdmf, PVTk, Conduit Blueprint (JSON/YAML, or HDF5 files)*
- We are investing heavily in Conduit Blueprint Support
  - [http://llnl-conduit.readthedocs.io/en/latest/blueprint\\_mesh.html](http://llnl-conduit.readthedocs.io/en/latest/blueprint_mesh.html)
- Experiment with the [\*visit\\_writer\*](#) utility.
- Consult the [Getting Data Into VisIt Manual](#).



# We continuously evolve our software development processes and resources

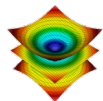
## Overview of continuous technology refresh (CTR) on VisIt

	1999 (LLNL Internal)	2008 (NERSC)	2019 (GitHub)	Notes
<a href="#">Revision control</a>	ClearCase (LLNL/Yellow)	Subversion (NERSC)	Git (GitHub)	Binary content, git-lfs, svn->git full history, custom scripts
<a href="#">Issue Tracking</a>	ClearQuest (LLNL/Yellow)	Redmine (ORNL)	Issues (GitHub)	Tied to code
<a href="#">Testing+Dashboard</a>	B-Div Irix (LLNL/Yellow)	LLNL-CZ + (NERSC)	LLNL-CZ + (GitHub)	3k image+2k txt, fix/rebase tests, exact vs. fuzzy match
<a href="#">CI Testing</a>	N/A		Cicle-CI → <a href="#">Azure</a>	Presently ensuring only compile of core
<a href="#">User contact</a>	Majordomo (LLNL)	GNU Mailman (ORNL) 4-2Viz (LLNL)	Discussions (GitHub) 4-2Viz, Teams (LLNL)	Discoverable, attachments/size, notification controls Privacy, where users are hanging out
<a href="#">Documentation</a>	FrameMaker	OpenOffice	Sphinx (ReadTheDocs)	Mergeable, committed & versioned w/code (docs like code)
<a href="#">Website</a>	N/A	Drupal (LLNL, WSC web)	Jekyll + GH Pages	Developers can edit directly, GitHub Pages
<a href="#">Configuration</a>	AutoTools	CMake		Native windows dev
<a href="#">Operating System</a>	<ul style="list-style-type: none"> <li>XP</li> <li>OSX-10.?</li> <li>OSX/macOS</li> <li>Linux</li> </ul>	Vista 7 8 9 10 11 10.2 10.4 10.5/6 10.8 10.10 10.12 10.14 11 12 13 +ubuntu + (fedora, debian, centos)		<ul style="list-style-type: none"> <li>Visual Studio, sys-call changes, manually trigger tests</li> <li>Security changes getting harder to manage</li> <li>No means to test variants fully</li> </ul>
<a href="#">Core 3<sup>rd</sup> Party Libs</a>	<ul style="list-style-type: none"> <li>Qt</li> <li>VTK</li> <li>GL</li> </ul>	Qt3 VTK-5.8 Qt4 VTK-6 (OpenGL, GL rendering changes) Qt5 VTK-8 Qt6 VTK-9		<b>Qt+VTK+GL is a complex interdependency</b> <ul style="list-style-type: none"> <li>Integration w/GL tricky, no automated testing for GUI</li> <li>API changes, baselines change</li> <li>hw GL when possible, driver compat, baselines change</li> </ul>
<a href="#">Language Standards</a>	<ul style="list-style-type: none"> <li>C w/classes Required</li> <li>Python 2</li> </ul>	templates OK	C++ 11 allowed C++ 14 Python 2 or 3	<ul style="list-style-type: none"> <li>Very conservative in adopting new language features</li> <li>A lot of users still using Python 2 workflows</li> </ul>

# We are actively developing VisIt's 3.4 release series

## ■ VisIt 3.4.0

- Initial Qt6, VTK-9, Ospray 3 support
- Keyframing + Colorable Improvements, Hypertree Grid Export
- 25+ enhancements, 19 bugfixes
- <https://visit-dav.github.io/visit-website/releases/release-notes-3.4.0/>



## VisIt 3.4.1 -the one you want!

- LANL Crossroads (XR) Install
- Hardened Qt6, VTK-9 Support
- Blueprint, MFEM LOR, X Ray Image Query Improvements
- Python 3.9+ Support
- 18 enhancements, (also) 19 bug fixes
- <https://visit-dav.github.io/visit-website/releases/release-notes-3.4.1/>

### v3.4.1 Latest

Release Notes:  
<https://visit-dav.github.io/visit-website/releases/release-notes-3.4.1>

Prebuilt Binaries:  
<https://visit-dav.github.io/visit-website/releases-as-tables>

▼ Assets 18

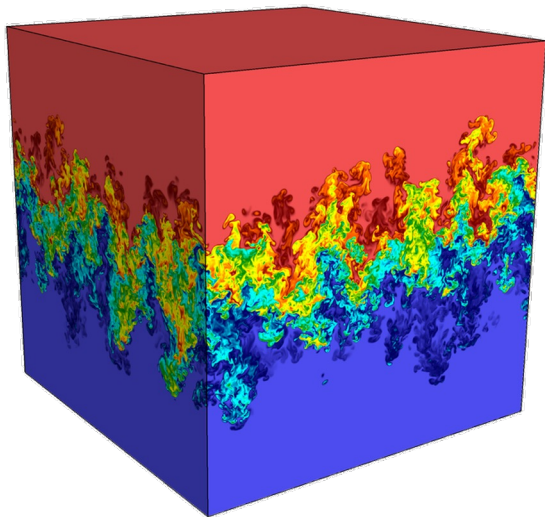
build_visit3_4_1	804 KB	5 days ago
INSTALL_NOTES_3_4_1.txt	2.98 KB	5 days ago
visit3.4.1.tar.gz	1.49 MB	5 days ago
visit-install3_4_1	45.6 KB	5 days ago
visit3.4.1.tar.gz	175 MB	5 days ago
visit3.4.1_x64.exe	238 MB	5 days ago
visit3_4_1.linux-x86_64-debian10.tar.gz	481 MB	5 days ago
visit3_4_1.linux-x86_64-debian11.tar.gz	484 MB	5 days ago
visit3_4_1.linux-x86_64-debian12.tar.gz	483 MB	5 days ago
visit3_4_1.linux-x86_64-fedora31.tar.gz	469 MB	5 days ago
Source code (zip)		5 days ago
Source code (tar.gz)		5 days ago

Show all 18 assets

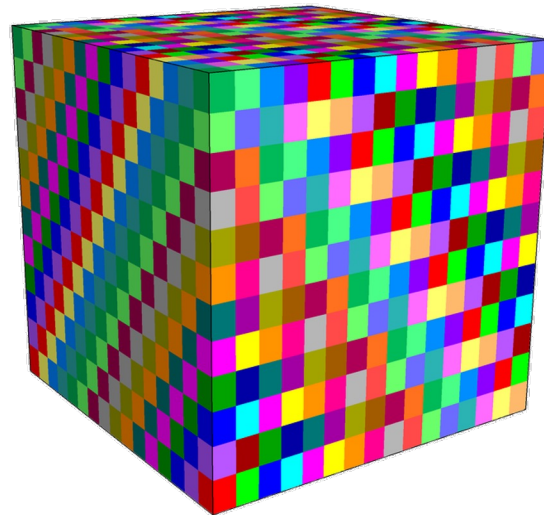
1 1 person reacted



# VisIt uses MPI for distributed-memory parallelism on HPC clusters



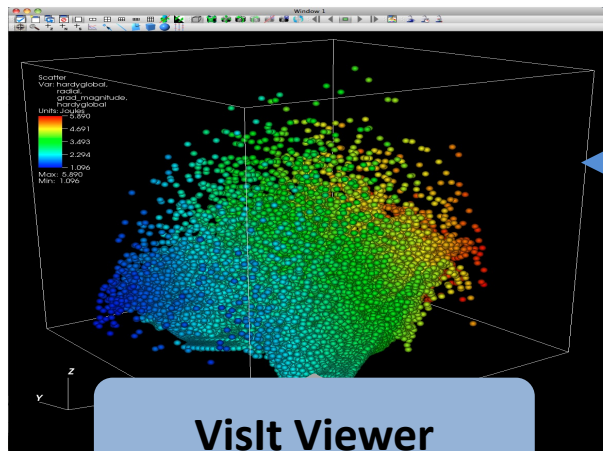
**Full Dataset**  
(27 billion total elements)



**3072 sub-grids**  
(each 192x129x256 cells)

# VisIt employs a parallelized client-server architecture

## Client Computer



VisIt Viewer

VisIt GUI

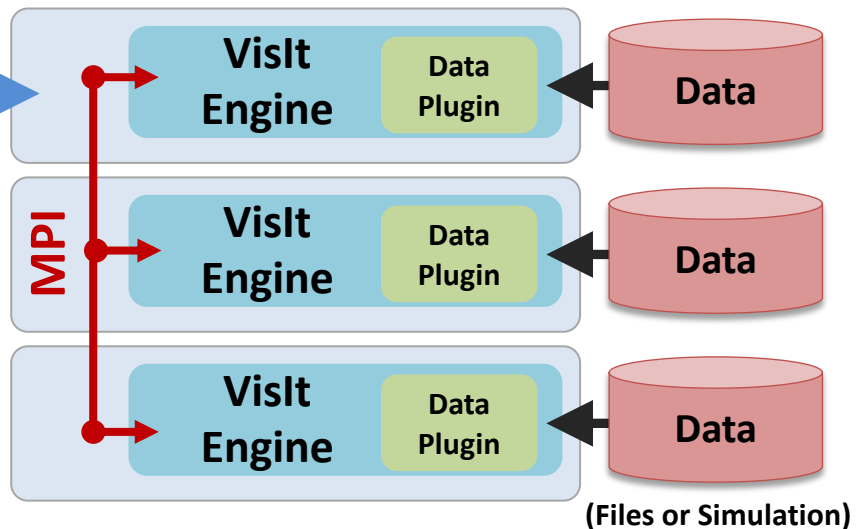
VisIt CLI

Python  
Clients

Java  
Clients

network  
connection

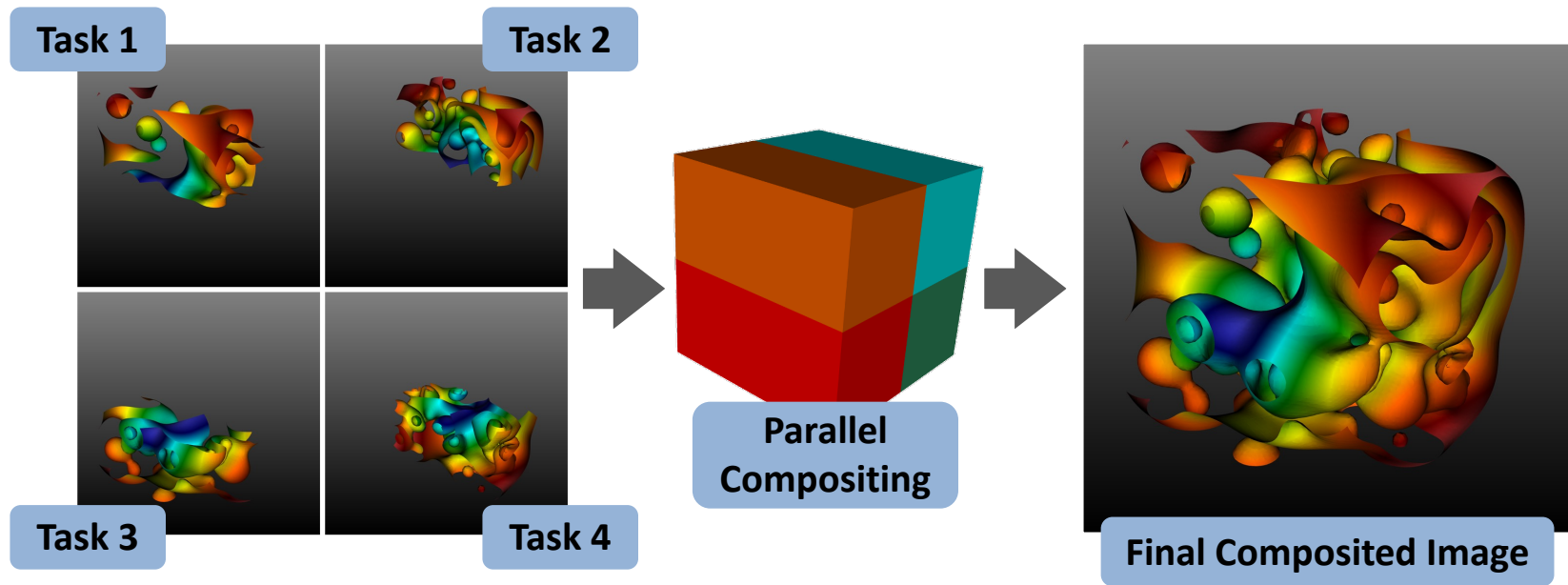
## Parallel HPC Cluster



(Files or Simulation)



# VisIt automatically switches to a scalable rendering mode when plotting large data sets on HPC clusters



In addition to scalable surface rendering, VisIt also provides scalable volume rendering



# DOE's visualization community is collaborating to create open source tools ready for Exascale simulations

## Addressing node-level parallelism

- VTK-m is an effort to provide a toolkit of visualization algorithms that leverage emerging node-level HPC architectures from NVIDIA, AMD, Intel.



<http://m.vtk.org>

## Addressing I/O gaps with in-situ

- There are several efforts focused on in-situ infrastructure and algorithms



ALPINE

(ParaView/VisIt)

<http://alpine.dsscale.org>



<http://www.paraview.org/in-situ>



<https://github.com/Alpine-DAV/ascent>



<http://www.sensei-insitu.org>



<https://visit.llnl.gov>



# The VisIt team is investing in Conduit and Ascent to create next generation in situ infrastructure



Intuitive APIs for in-memory data description and exchange

<http://software.llnl.gov/conduit>



Flyweight in-situ visualization and analysis for HPC simulations

<http://ascent-dav.org>



# Conduit provides intuitive APIs for in-memory data description and exchange

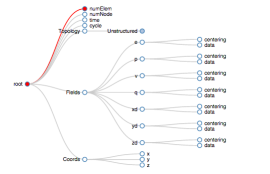
- **Provides an intuitive API for in-memory data description**
  - Enables *human-friendly* hierarchical data organization
  - Can describe in-memory arrays without copying
  - Provides C++, C, Python, and Fortran APIs
- **Provides common conventions for exchanging complex data**
  - Shared conventions for passing complex data (eg: *Simulation Meshes*) enable modular interfaces across software libraries and simulation applications
- **Provides easy to use I/O interfaces for moving and storing data**
  - Enables use cases like binary checkpoint restart
  - Supports moving complex data with MPI (serialization)



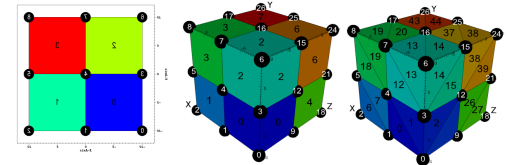
```

{
  "coordinates": {
    "x": [100.0, 0.0, 100.0],
    "y": [100.0, 0.0, 100.0]
  },
  "mesh": {
    "type": "rectilinear",
    "x": [100.0, 0.0, 100.0],
    "y": [100.0, 0.0, 100.0]
  },
  "material": {
    "type": "rectilinear",
    "x": [100.0, 0.0, 100.0],
    "y": [100.0, 0.0, 100.0]
  },
  "element": {
    "type": "rectilinear",
    "x": [100.0, 0.0, 100.0],
    "y": [100.0, 0.0, 100.0]
  },
  "value": [1.0, 2.0, 3.0]
}

```



Hierarchical in-memory data description



Conventions for sharing in-memory mesh data


<http://software.llnl.gov/conduit>  
<http://github.com/llnl/conduit>

Website and GitHub Repo

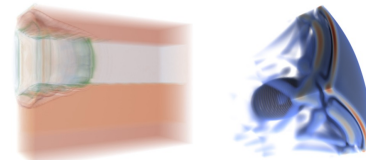




# Ascent is an easy-to-use flyweight in situ visualization and analysis library for HPC simulations

- **Easy to use in-memory visualization and analysis**
  - Use cases: ***Making Pictures***, ***Transforming Data***, and ***Capturing Data***
  - Supports common visualization operations
  - Provides a simple infrastructure to integrate custom analysis
  - Provides C++, C, Python, and Fortran APIs
- **Uses a flyweight design targeted at next-generation HPC platforms**
  - Efficient distributed-memory (MPI) and many-core (CUDA, HIP, OpenMP) execution
    - Demonstrated scaling: In situ filtering and ray tracing across **16,384 GPUs** on LLNL's Sierra Cluster
  - Has lower memory requirements than current tools
  - Requires less dependencies than current tools (ex: no OpenGL)
    - Builds with  Spack <https://spack.io/>

 **Ascent**



Visualizations created using Ascent



Extracts supported by Ascent

<http://ascent-dav.org>

<https://github.com/Alpine-DAV/ascent>

Website and GitHub Repo



# VisIt's Visualization Building Blocks



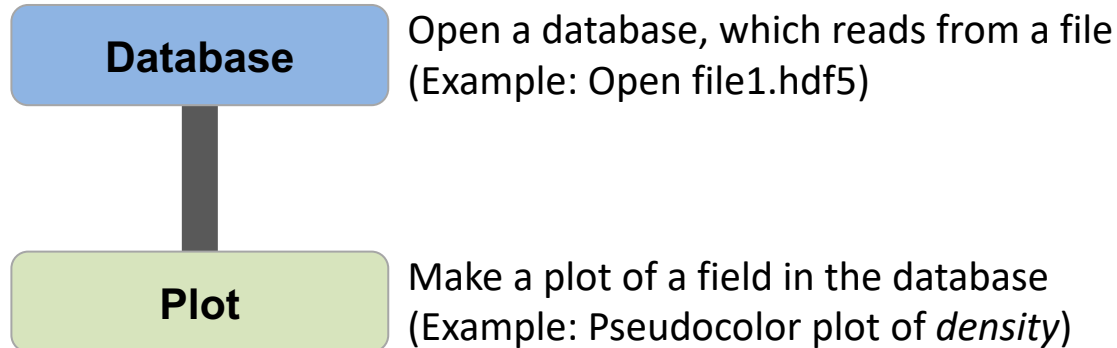
# VisIt's interface is built around five core abstractions

- **Databases:** Read data
- **Plots:** Render data
- **Operators:** Manipulate data
- **Expressions:** Generate derived quantities
- **Queries:** Summarize data



# Examples of VisIt Pipelines

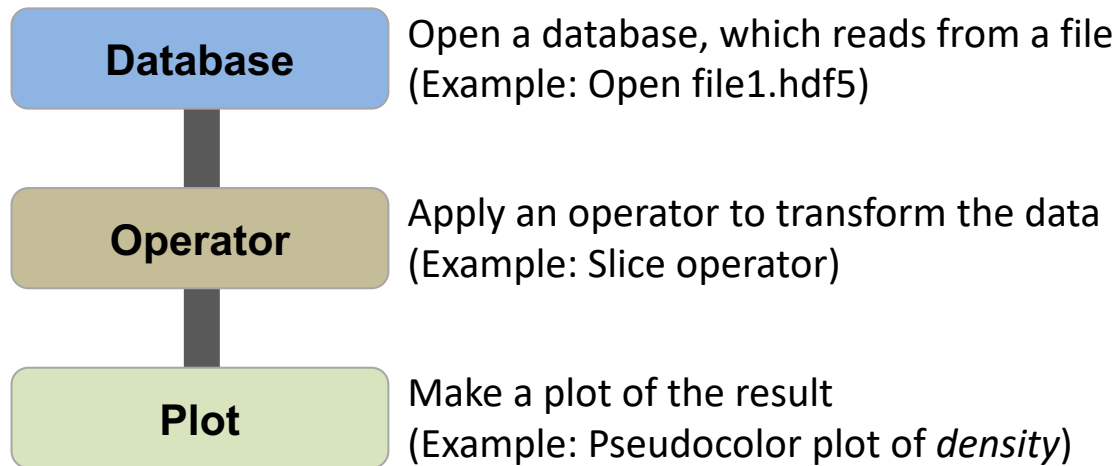
- **Databases:** Read data
- **Plots:** Render data
- **Operators:** Manipulate data
- **Expressions:** Generate derived quantities
- **Queries:** Summarize data





# Examples of VisIt Pipelines

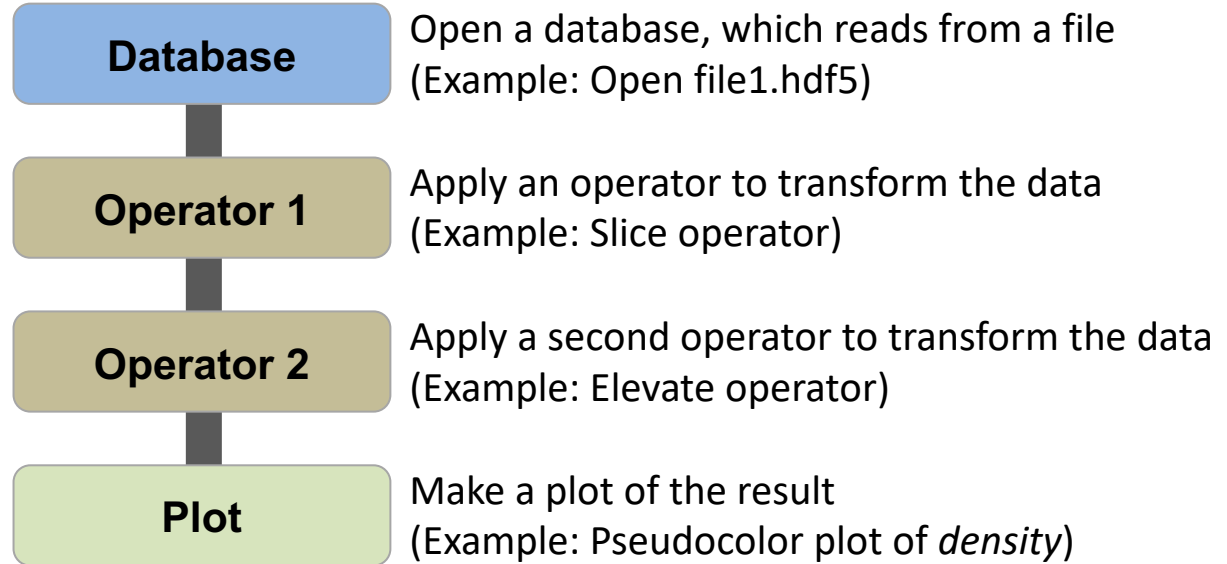
- **Databases:** Read data
- **Plots:** Render data
- **Operators:** Manipulate data
- **Expressions:** Generate derived quantities
- **Queries:** Summarize data





# Examples of VisIt Pipelines

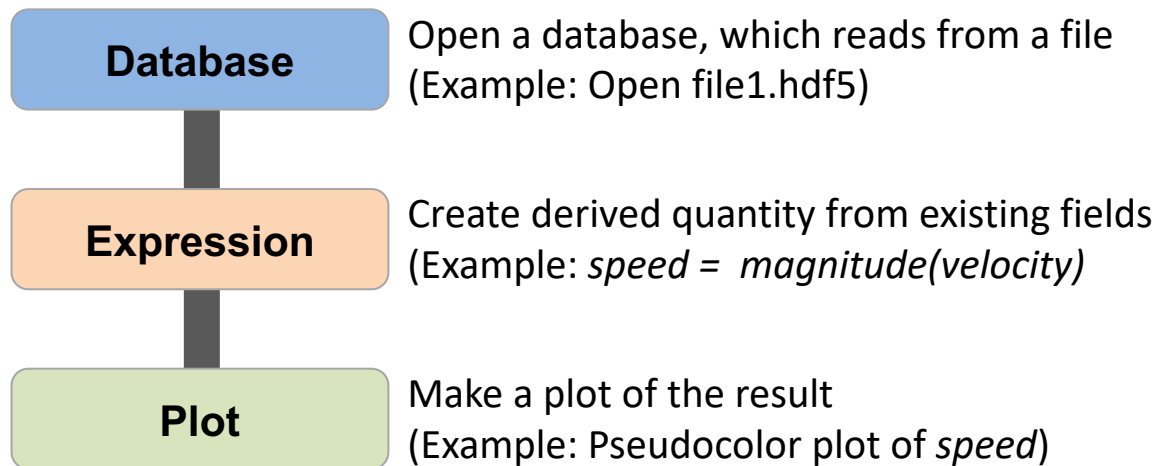
- **Databases:** Read data
- **Plots:** Render data
- **Operators:** Manipulate data
- **Expressions:** Generate derived quantities
- **Queries:** Summarize data





# Examples of VisIt Pipelines

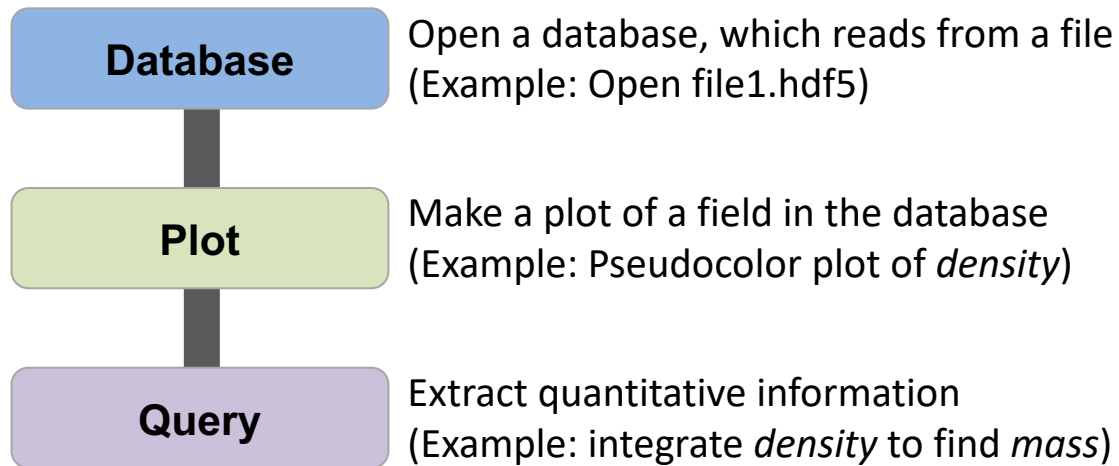
- **Databases:** Read data
- **Plots:** Render data
- **Operators:** Manipulate data
- **Expressions:** Generate derived quantities
- **Queries:** Summarize data





# Examples of VisIt Pipelines

- **Databases:** Read data
- **Plots:** Render data
- **Operators:** Manipulate data
- **Expressions:** Generate derived quantities
- **Queries:** Summarize data

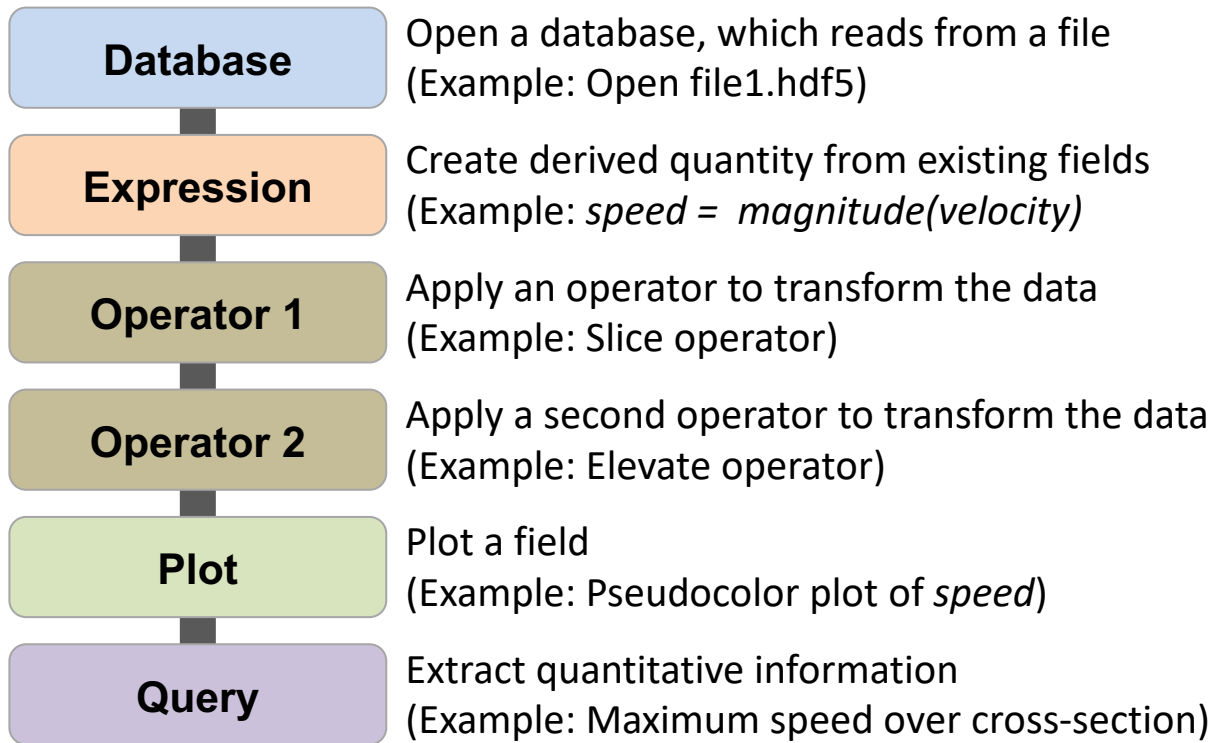






# Examples of VisIt Pipelines

- **Databases:** Read data
- **Plots:** Render data
- **Operators:** Manipulate data
- **Expressions:** Generate derived quantities
- **Queries:** Summarize data





# Resources

## Presenter Contact Info:

- Cyrus Harrison: [cyrush@llnl.gov](mailto:cyrush@llnl.gov)

## Resources:

- Main website: <http://www.llnl.gov/visit>
- Github: <https://github.com/visit-dav/visit>
- GitHub Discussions: <https://github.com/visit-dav/visit/discussions>
- Wiki: <http://www.visitusers.org>



# Aneurysm Simulation Exploration

<https://visit-sphinx-github-user-manual.readthedocs.io/en/develop/tutorials/Aneurysm.html>



# Remote Usage Tips

<https://visit-sphinx-github-user-manual.readthedocs.io/en/develop/tutorials/RemoteUsage.html>



# Python Scripting Basics

<https://visit-sphinx-github-user-manual.readthedocs.io/en/develop/tutorials/Scripting.html>



# Connected Components

<https://visit-sphinx-github-user-manual.readthedocs.io/en/develop/tutorials/CCL.html>



# Additional Hands-on Materials

- **Potential Flow Simulation Exploration**
  - <https://visit-sphinx-github-user-manual.readthedocs.io/en/develop/tutorials/PotentialFlow.html>
- **Water Flow Simulation Exploration**
  - <http://visitusers.org/index.php?title=Water Flow Tutorial>
- **Volume Rendering**
  - <http://visitusers.org/index.php?title=Visit-tutorial-Volume-Rendering>
- **Movie Making**
  - <https://visit-sphinx-github-user-manual.readthedocs.io/en/develop/tutorials/MakingMovies.html>
- **Advanced Movie Making**
  - <http://visitusers.org/index.php?title=Visit-tutorial-Advanced-movie-making>



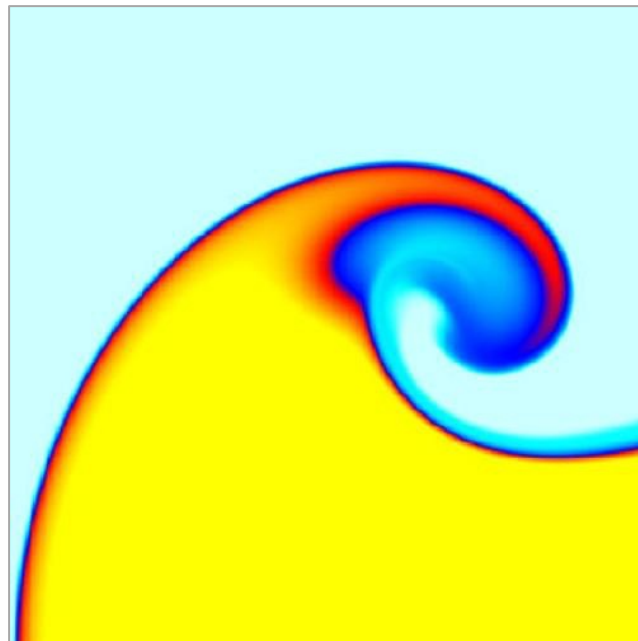
# Visualization Techniques for Mesh-based Simulations



# Pseudocolor rendering maps scalar fields to a range of colors



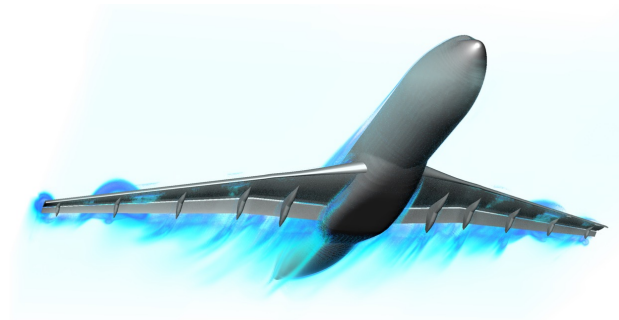
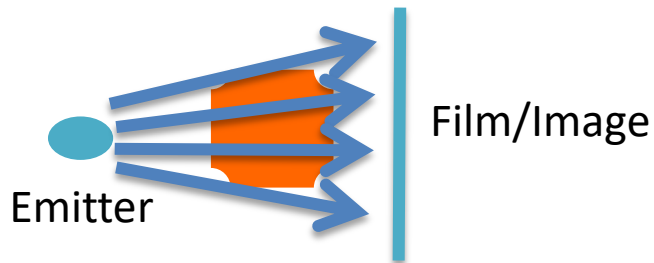
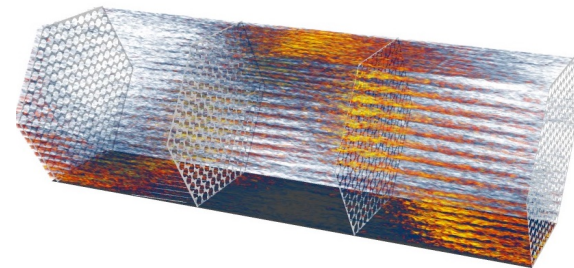
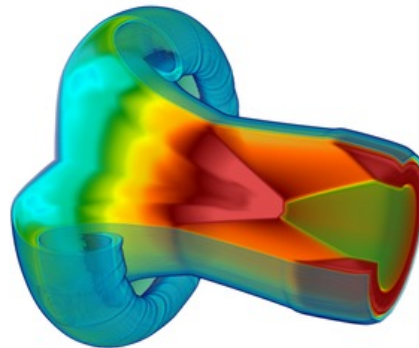
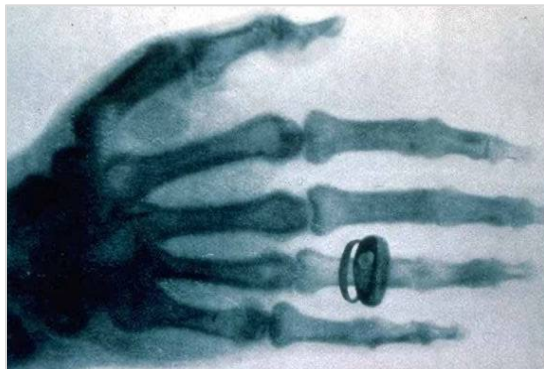
Pseudocolor rendering of Elevation



Pseudocolor rendering of Density

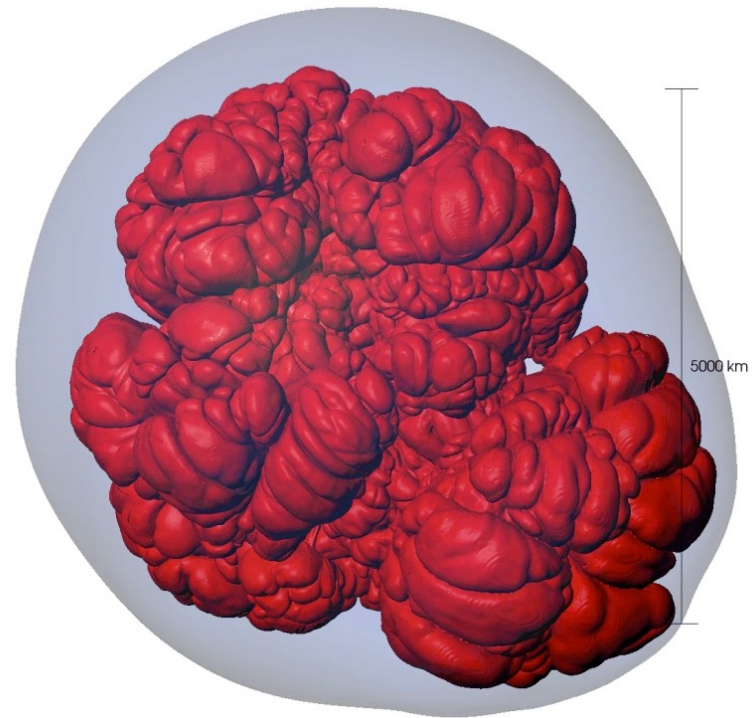


# Volume Rendering cast rays through data and applies transfer functions to produce an image





# Isosurfacing (Contouring) extracts surfaces of that represent level sets of field values

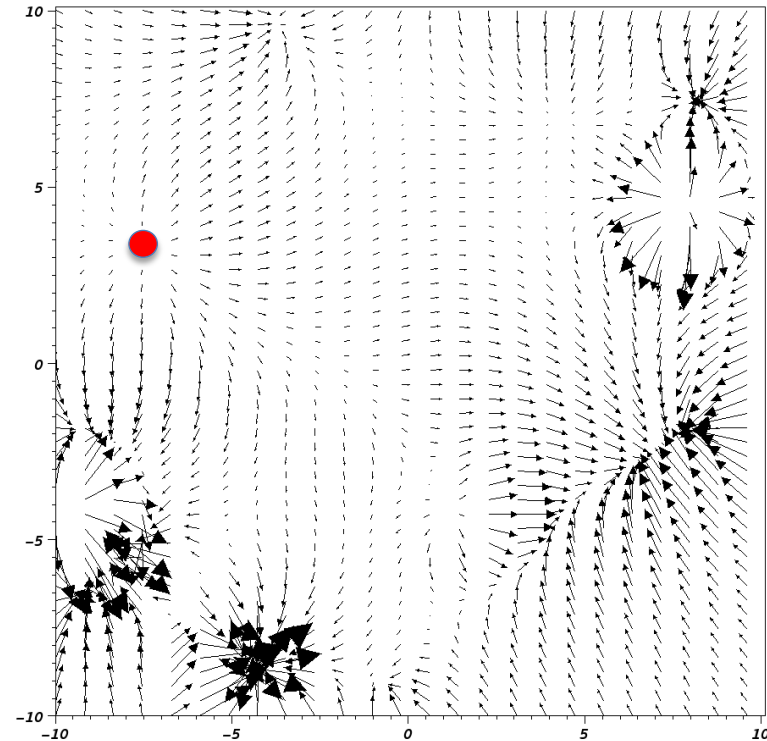




# Particle advection is the foundation of several flow visualization techniques

- $S(t)$  = position of particle at time  $t$
- $S(t_0) = p_0$ 
  - $t_0$ : initial time
  - $p_0$ : initial position
- $S'(t) = v(t, S(t))$ 
  - $v(t, p)$ : velocity at time  $t$  and position  $p$
  - $S'(t)$ : derivative of the integral curve at time  $t$

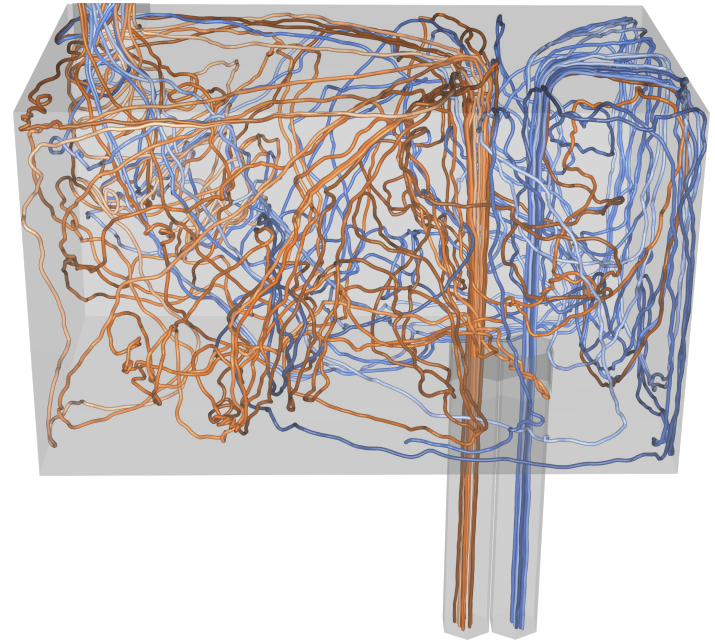
**This is an ordinary differential equation.**





# Streamline and Pathline computation are built on particle advection

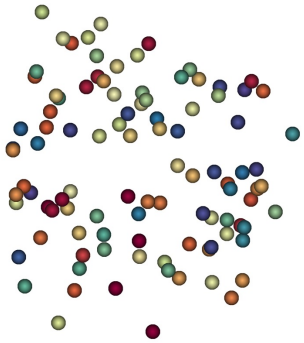
- **Streamlines** – Instantaneous paths
- **Pathlines** – Time dependent paths



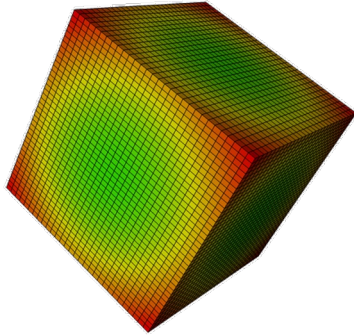


# Meshes discretize continuous space

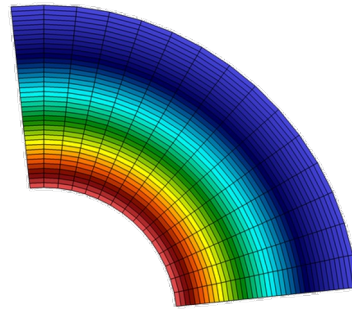
- **Simulations use a wide range of mesh types, defined in terms of:**
  - A set of coordinates (“nodes” / “points” / “vertices”)
  - A collection of “zones” / “cells” / “elements” on the coordinate set



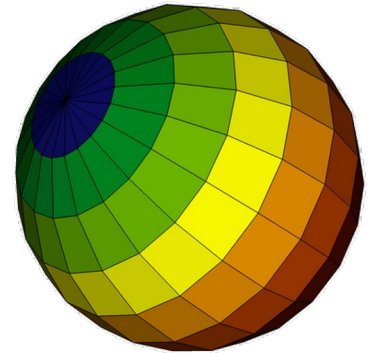
Points



Uniform



Curvilinear



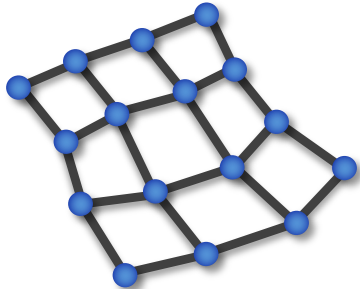
Unstructured

VisIt uses the “Zone” and “Node” nomenclature throughout its interface.

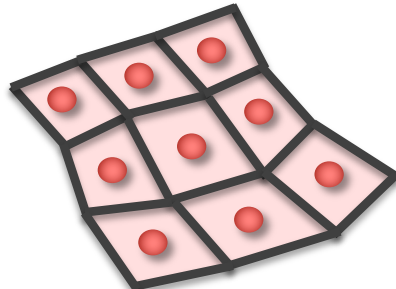


# Mesh fields are variables associated with the mesh that hold simulation state

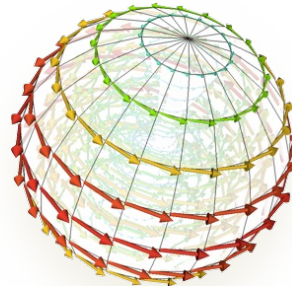
- Field values are associated with the zones or nodes of a mesh
  - Nodal: Linearly interpolated between the nodes of a zone
  - Zonal: Piecewise Constant across a zone
- Field values for each zone or node can be scalar, or multi-valued (vectors, tensors, etc.)



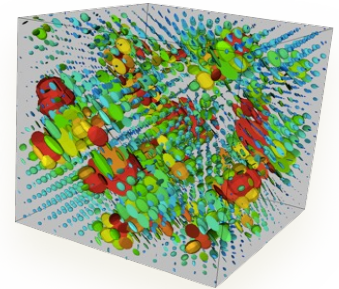
**Nodal Association**



**Zonal Association**



**Vector Field**

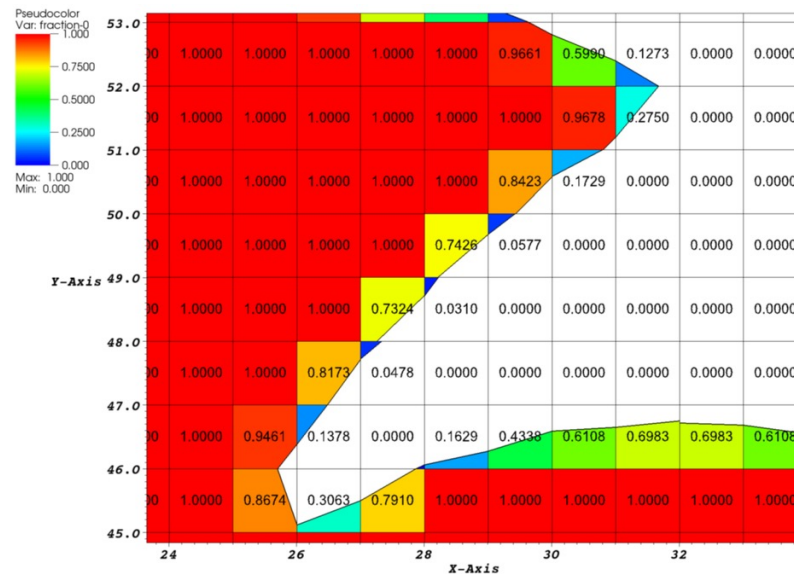


**Tensor Field**



# Material volume fractions are used to capture sub-zonal interfaces

- Multi-material simulations use volume/area fractions to capture disjoint spatial regions at a sub-grid level.
- These fractions can be used as input to high-quality sub-grid material interface reconstruction algorithms.







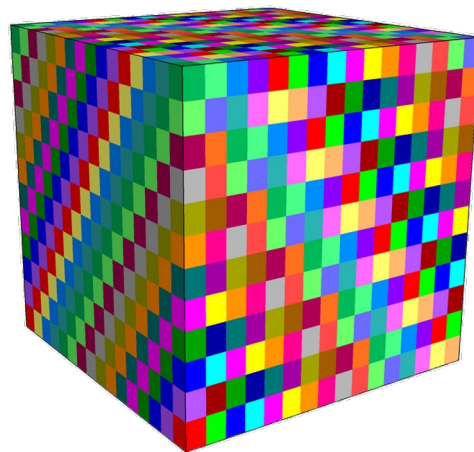
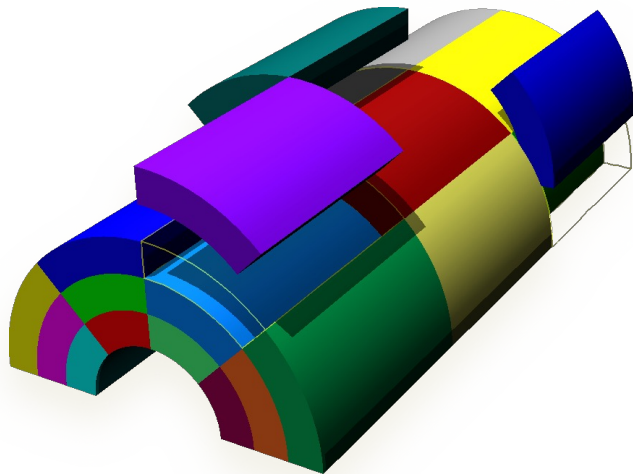
# Species are used to capture sub-zonal weightings

- Species describe sub-grid variable composition
  - Example: Material “Air” is made of species “N2”, “O2”, “Ar”, “CO2”, etc.
- Species are used for weighting, not to indicate sub-zonal interfaces.
  - They are typically used to capture fractions of “atomically mixed” values.



# Domain decomposed meshes enable scalable parallel visualization and analysis algorithms

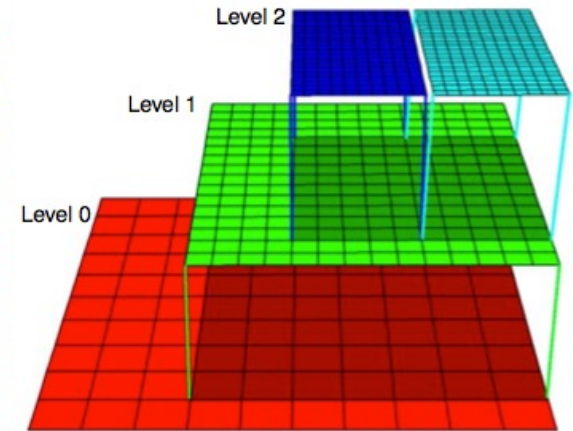
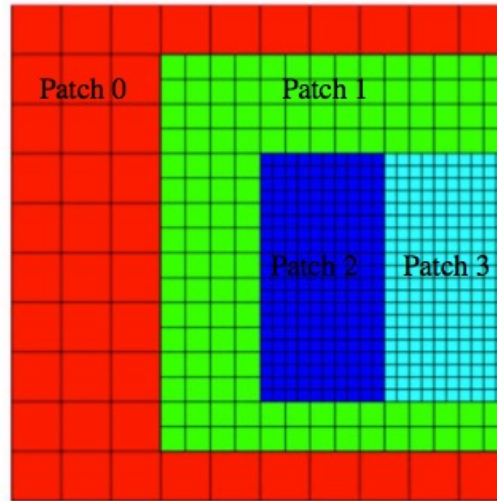
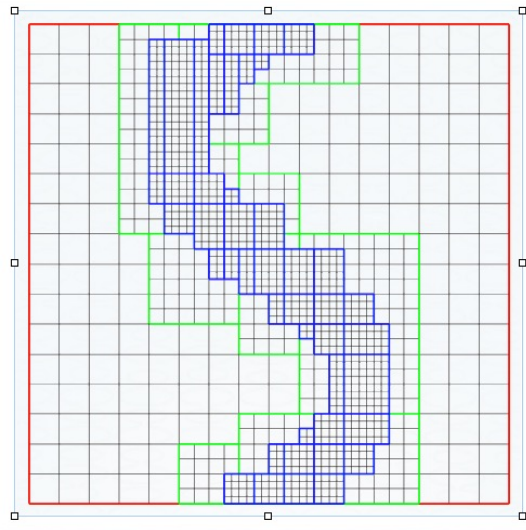
- Simulation meshes may be composed of smaller mesh “blocks” or “domains”.
- Domains are partitioned across MPI tasks for processing.





# Adaptive Mesh Refinement (AMR) refines meshes into patches that capture details across length scales

- Mesh domains are associated with patches and levels
- Patches are nested to form an AMR hierarchy





# Resources

## Presenter Contact Info:

- Cyrus Harrison: [cyrush@llnl.gov](mailto:cyrush@llnl.gov)

## Resources:

- Main website: <http://www.llnl.gov/visit>
- Github: <https://github.com/visit-dav/visit>
- GitHub Discussions: <https://github.com/visit-dav/visit/discussions>
- Wiki: <http://www.visitusers.org>

This work was performed under the auspices of the U.S. Department of Energy by Lawrence Livermore National Laboratory under contract DE-AC52-07NA27344.  
Lawrence Livermore National Security, LLC

This research was supported by the Exascale Computing Project (17-SC-20-SC), a joint project of the U.S. Department of Energy's Office of Science and National Nuclear Security Administration, responsible for delivering a capable exascale ecosystem, including software, applications, and hardware technology, to support the nation's exascale computing imperative.

