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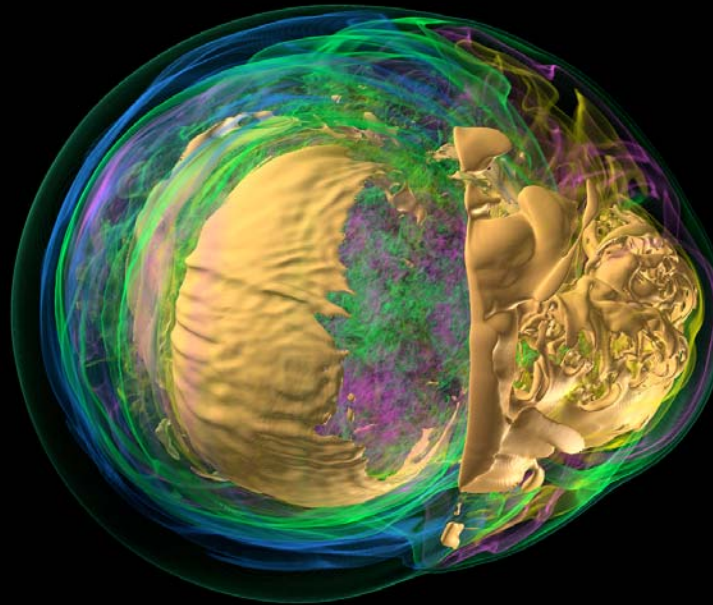
U.S. Department  
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UChicago ►  
Argonne<sub>LLC</sub>



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# Novel Approaches to Visualization



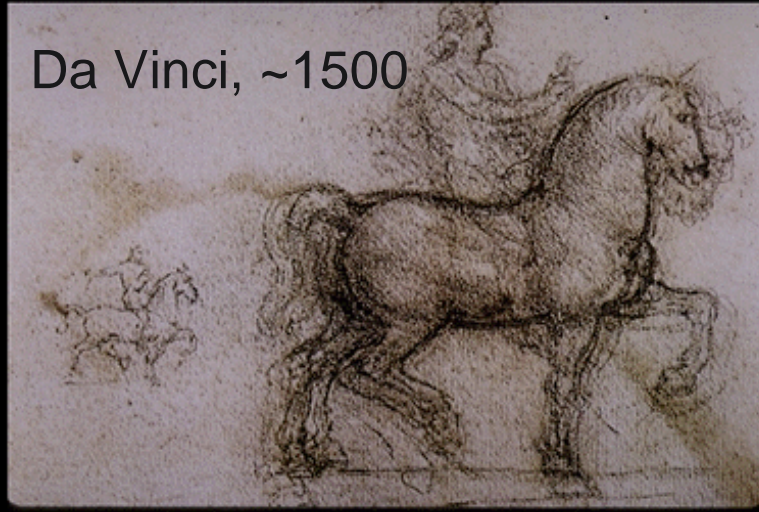
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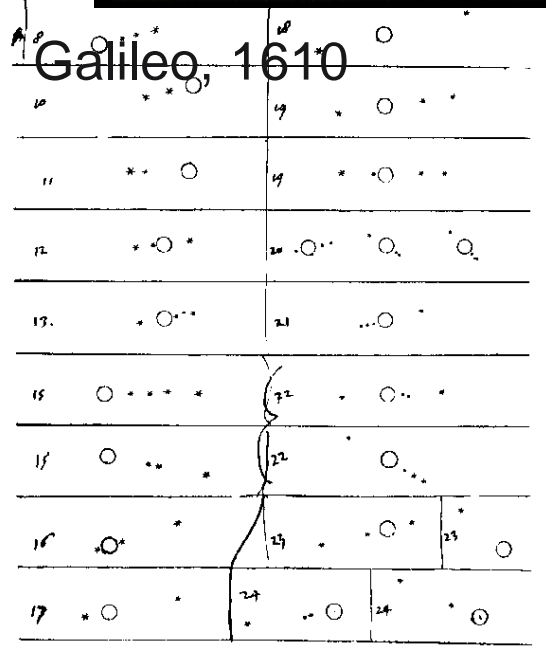
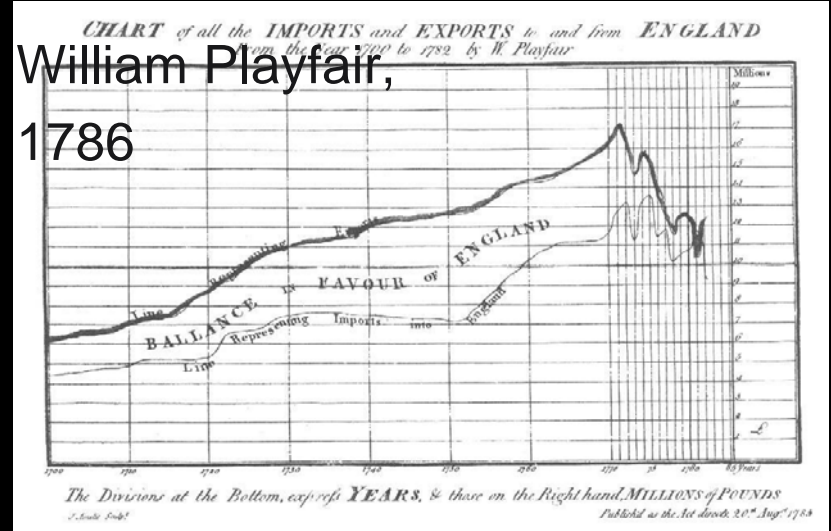


# Some vis'tory

Da Vinci, ~1500

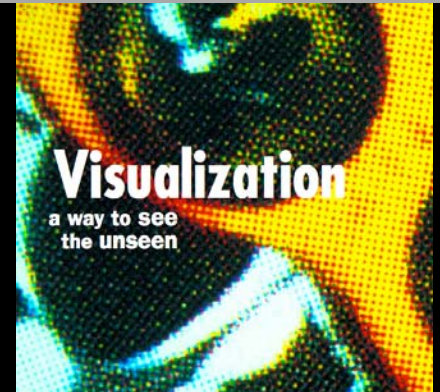


William Playfair,  
 1786

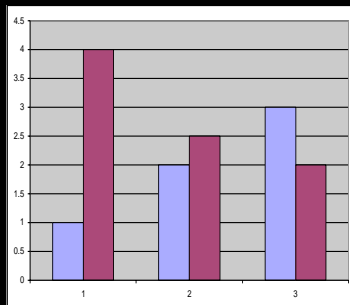
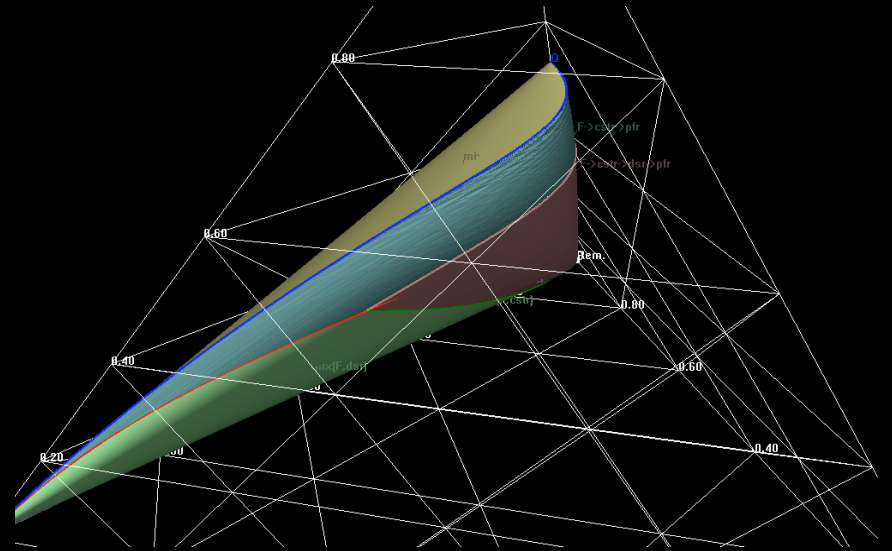
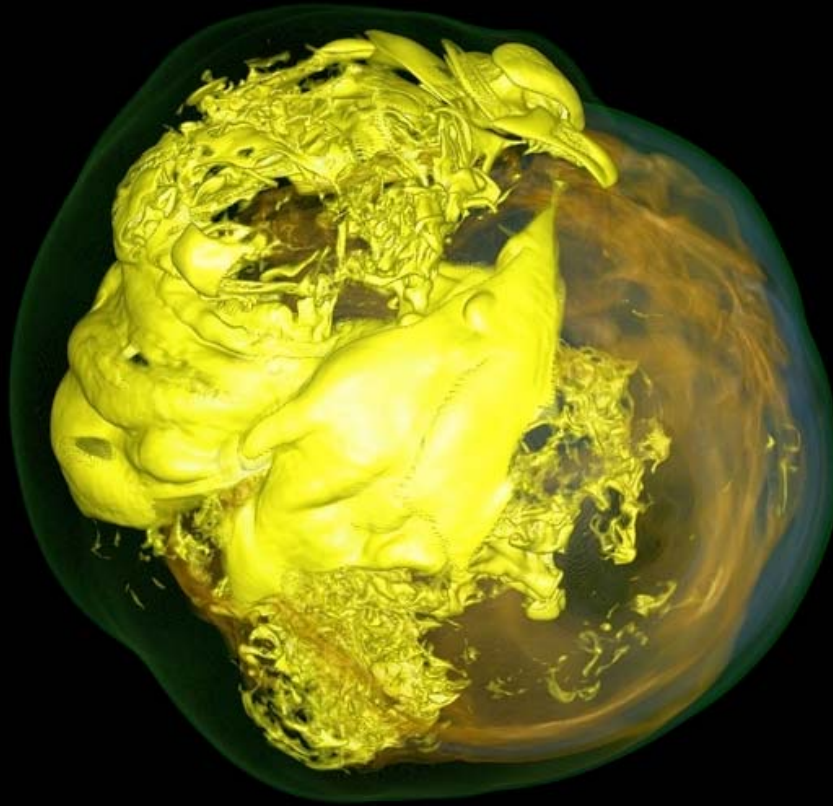


Dr. John Snow, 1854

Vis. In Sci Comp.,  
 NSF advisory report,  
 McCormick et al, 1987



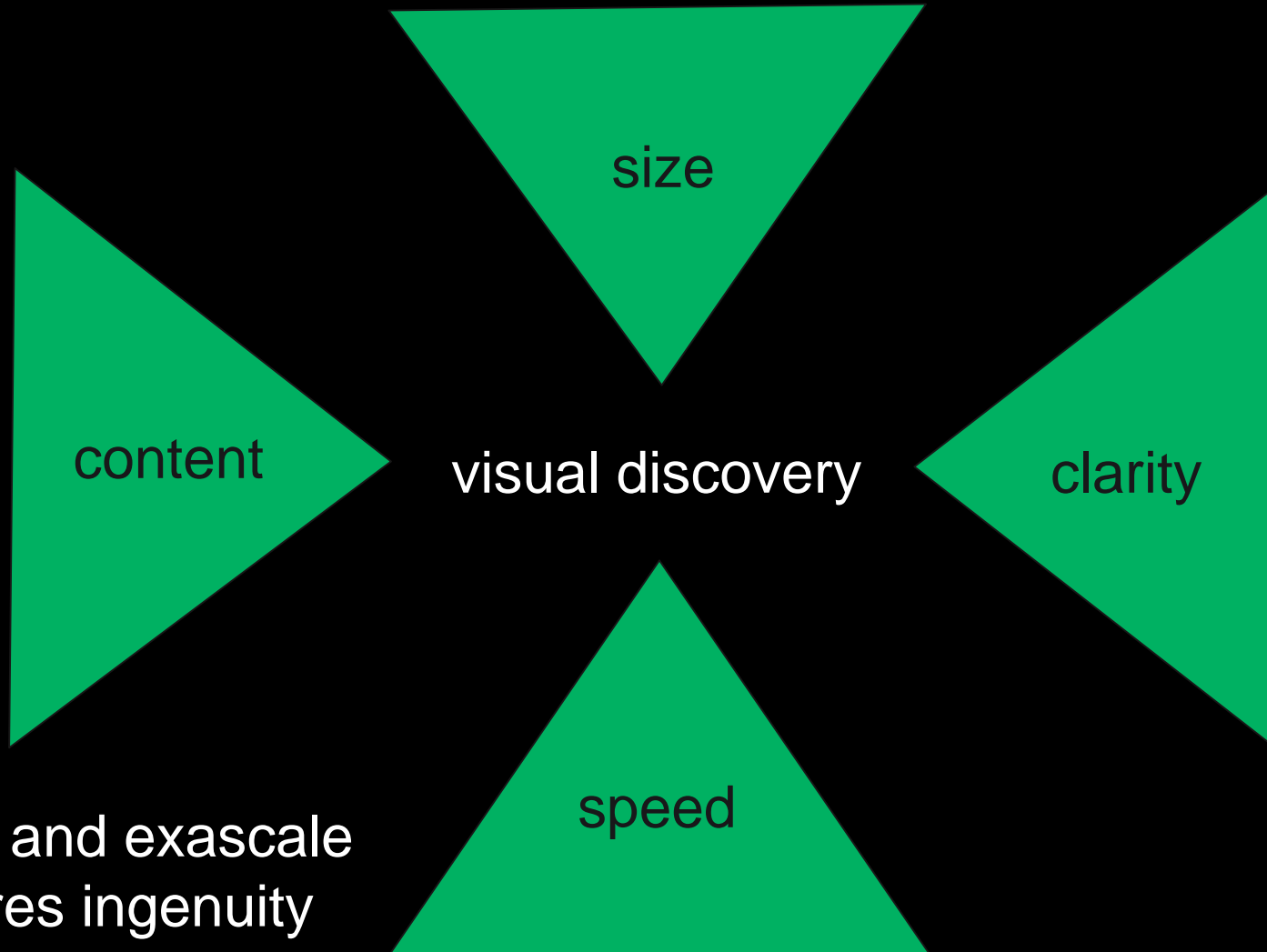
# More than just a pretty picture



← and definitely not CHART JUNK! →



# Vis tradeoffs

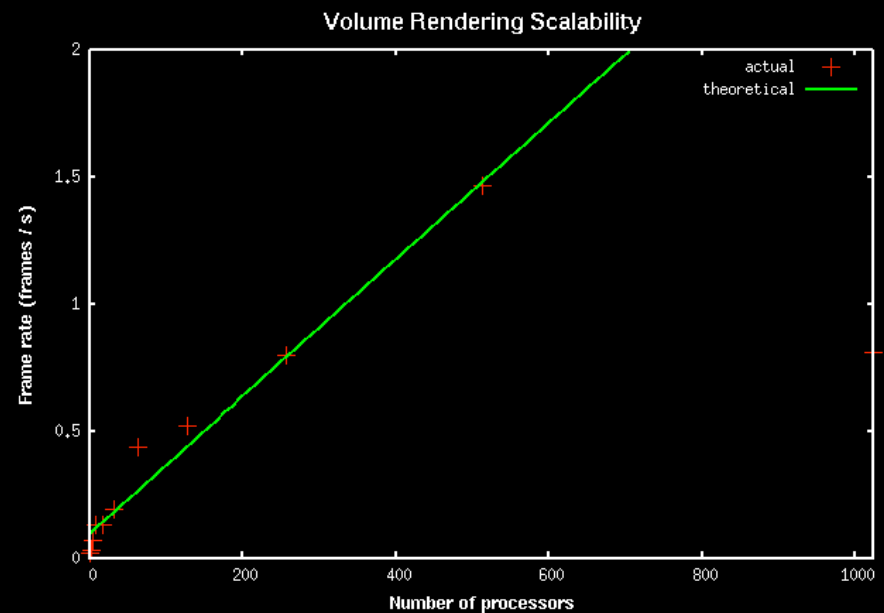
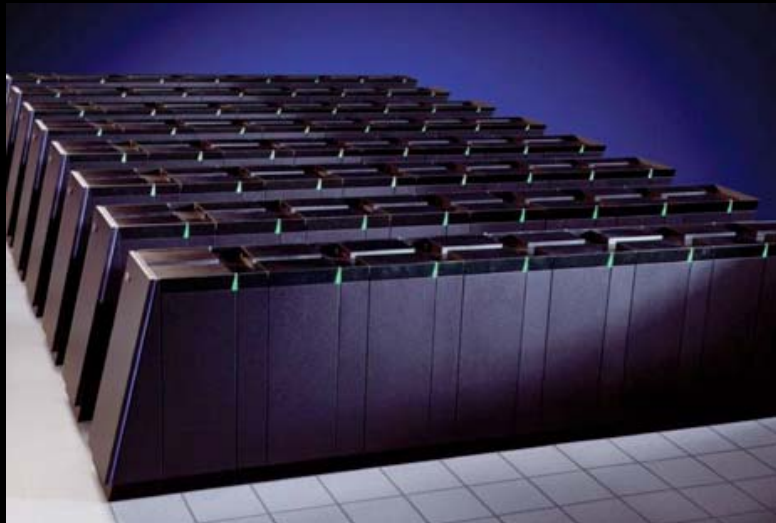


Peta- and exascale  
requires ingenuity



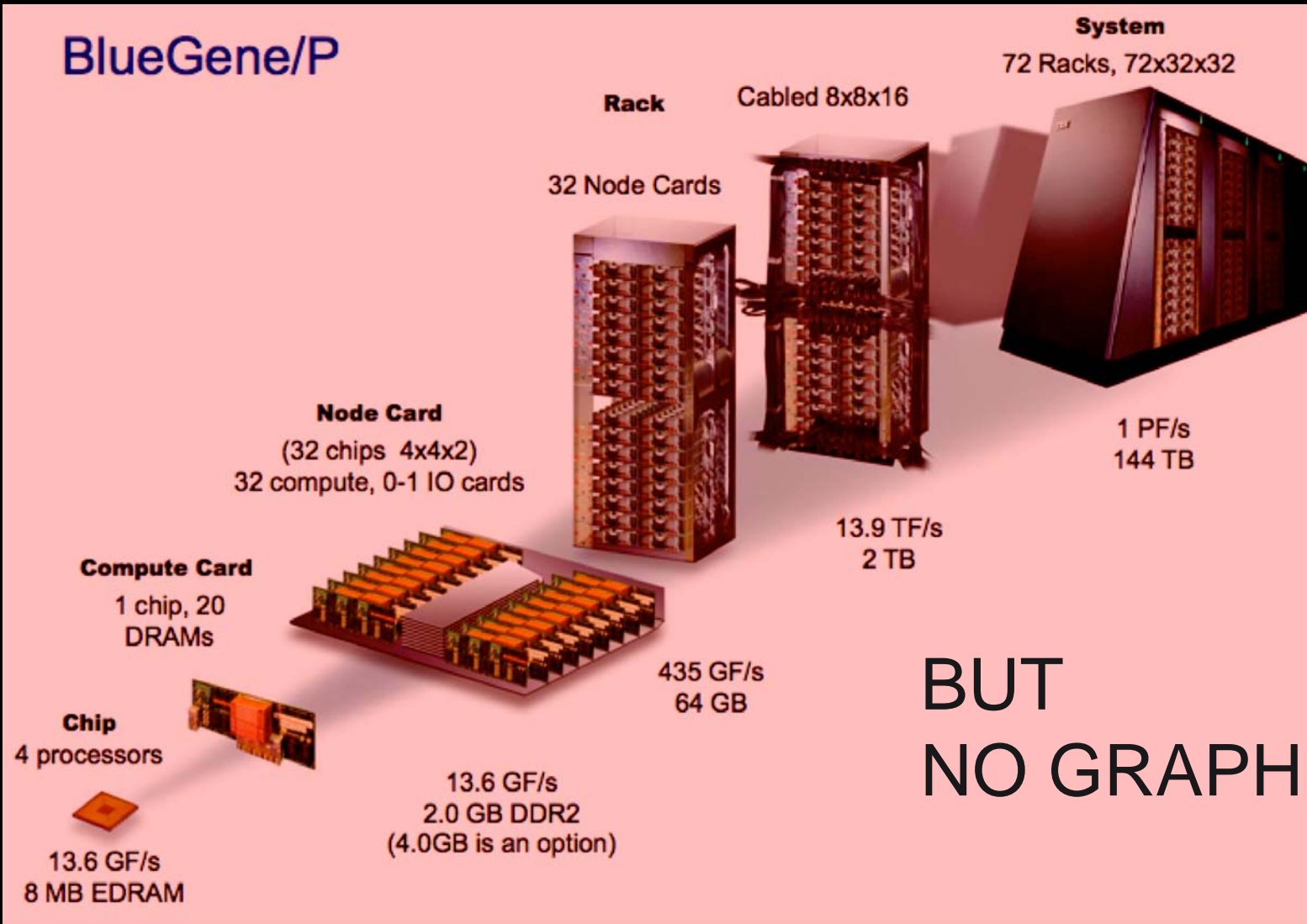
# Ingredients

- Leadership computing infrastructure
- Parallel, scalable software rendering algorithms
- Interactive, immersive workspaces

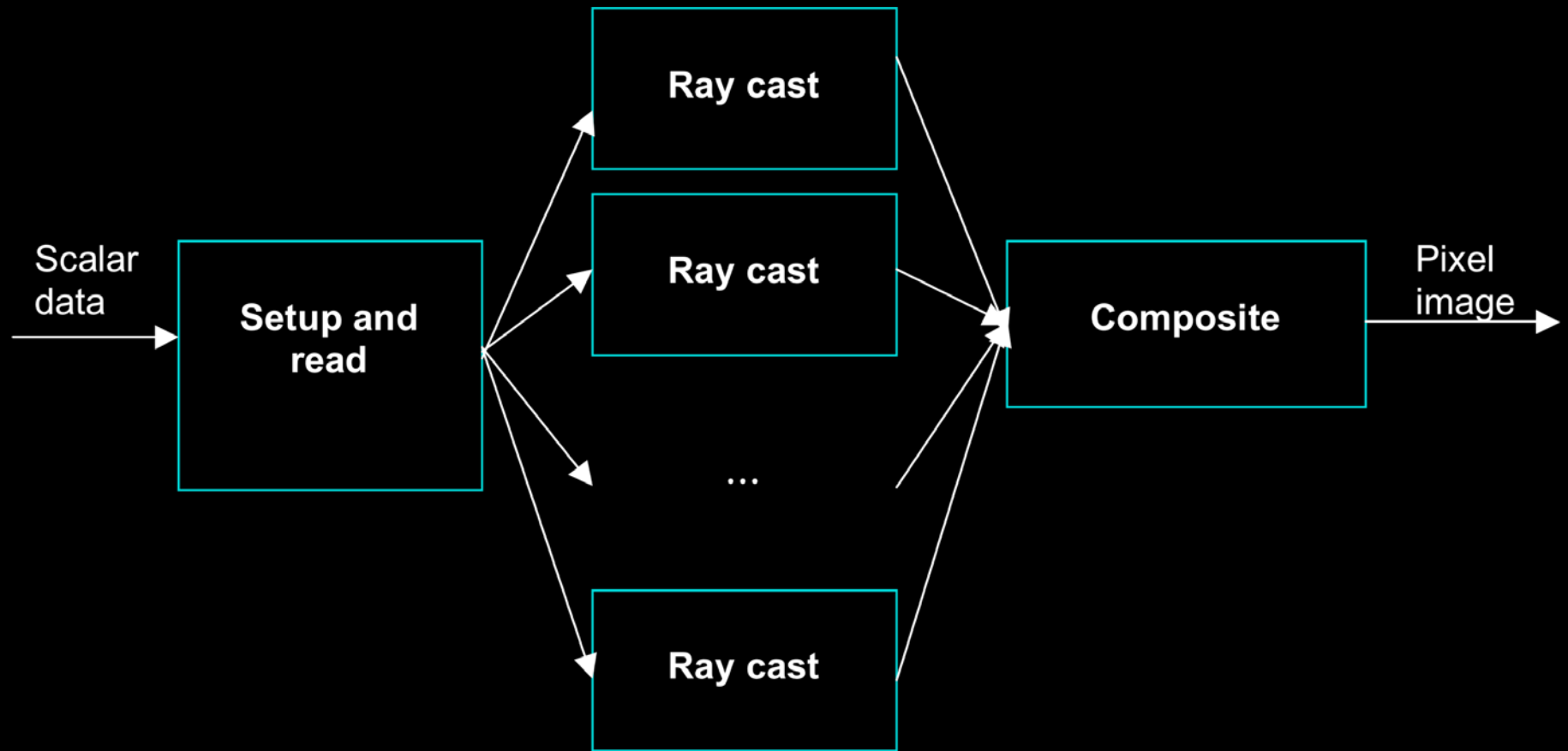


# Big iron

## BlueGene/P



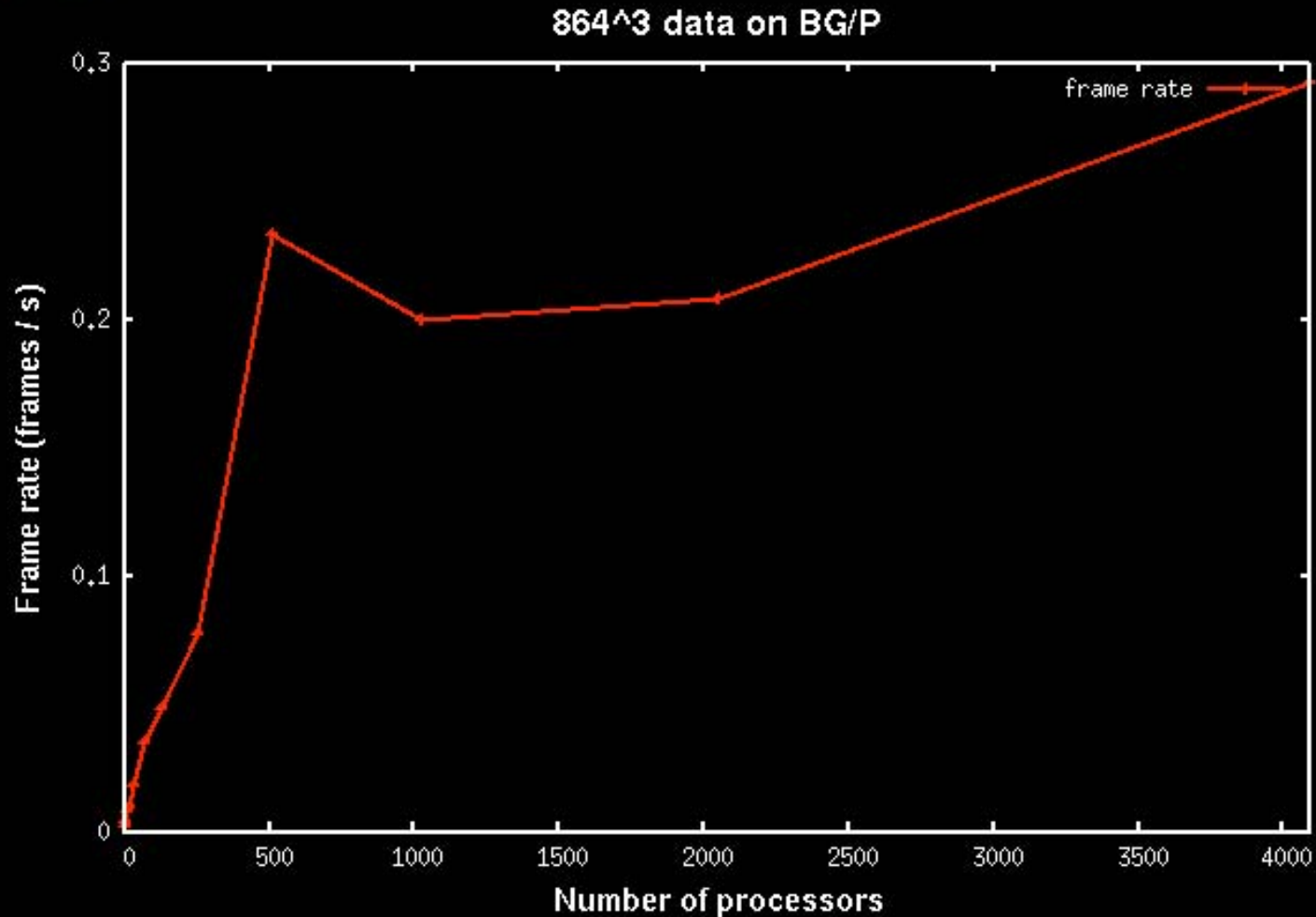
# Massively parallel volume rendering



$$t_{frame} = t_{io} + t_{render} + t_{composite}$$



# Scalability

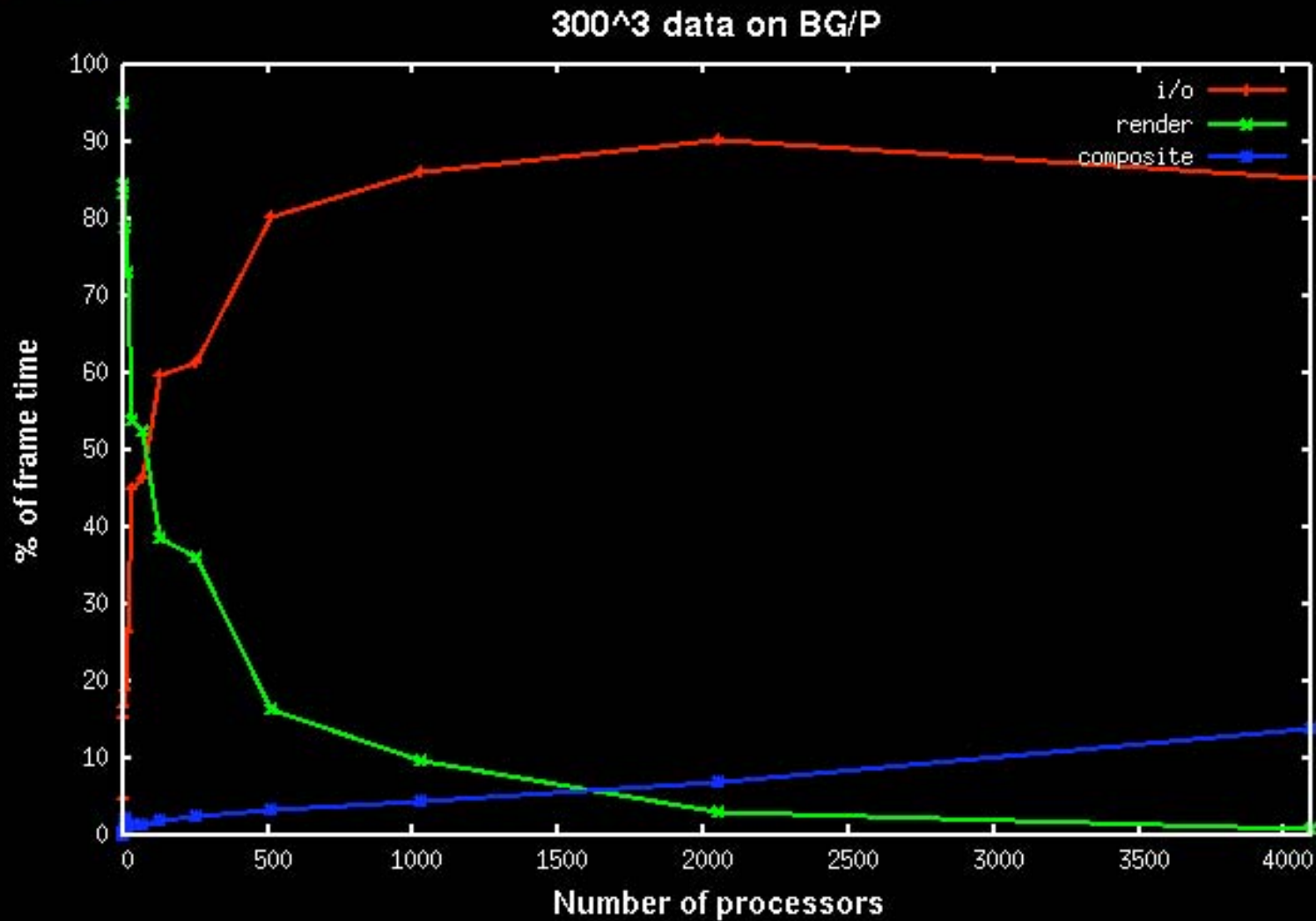


- End-to-end results, including file I/O
- Largest result thus far, 1728<sup>3</sup>, 5 Gvoxels, 20 GB, per time step, 1600<sup>2</sup> pixels, 2.5 Mpixels, 24 s





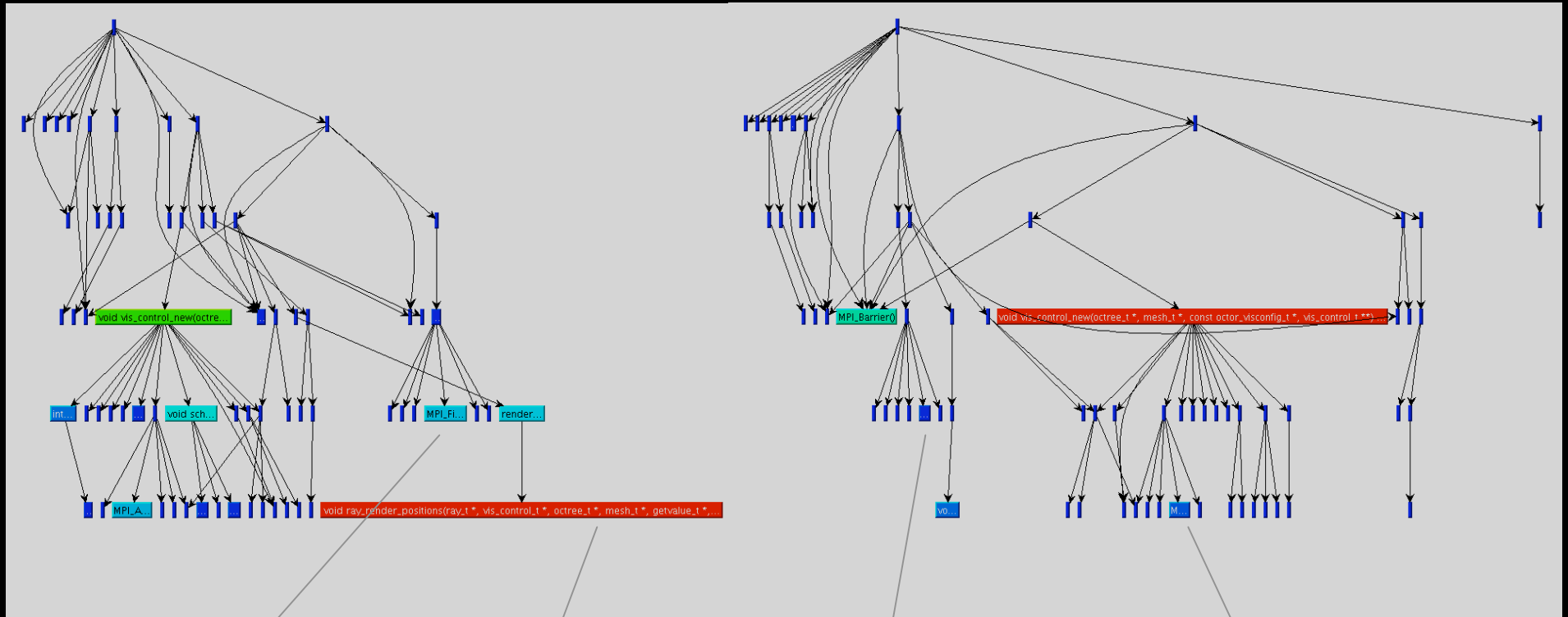
# End-to-end performance juggling



# Profiling tools help

$p = 4$

$p = 256$



I/O

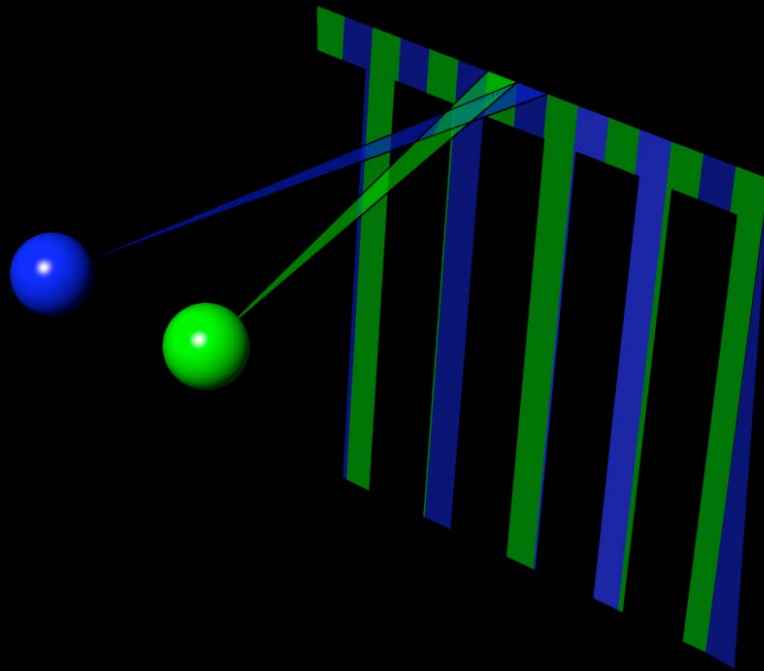
render

I/O

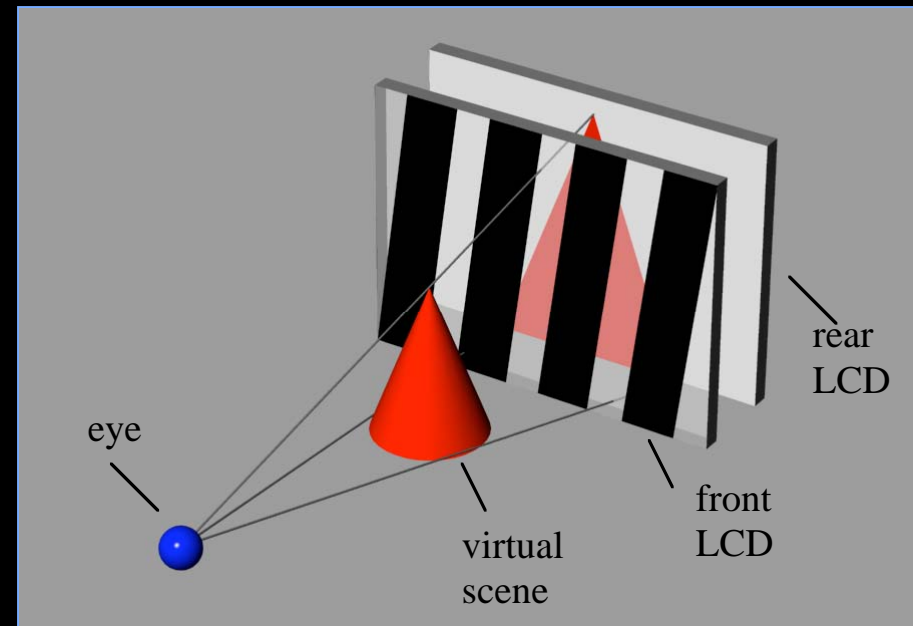
render



# Parallax barrier autostereoscopy



Static parallax barrier

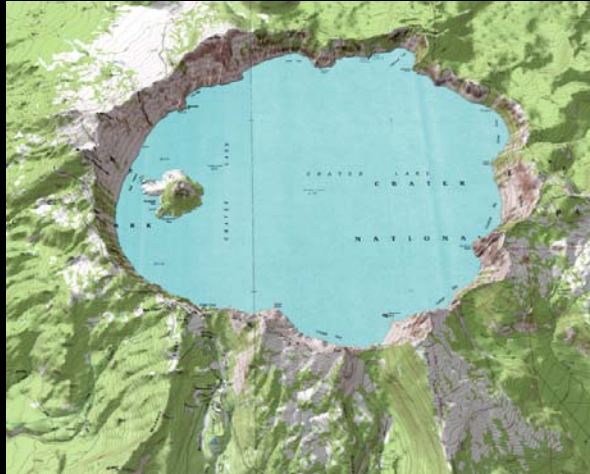


Active parallax barrier

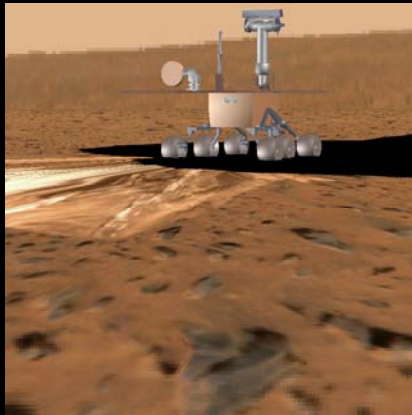


# Applicability

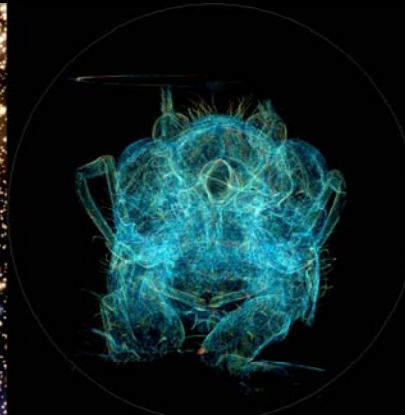
Geology



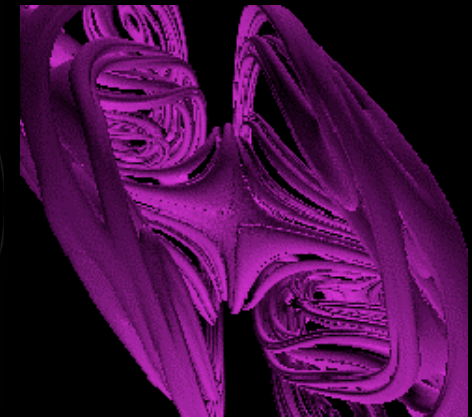
Communication



Astronomy



Biology



Mathematics



# Accessibility

Mar 04



CV-35

Aug 05



FV-6

Jan 06

Sept 06



PV-3

Jan 07

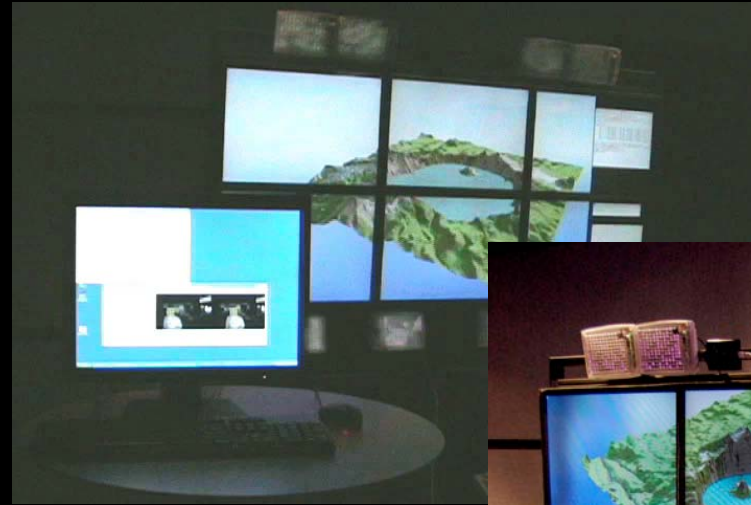
PV-1



CV-65



# Engaging, interactive workspaces



# Lessons learned thus far

- HPC visualization may appropriate at ultrascale
- End-to-end performance is a delicate balance
- I/O matters (E2E time, not just rendering time)
- Interaction is more than viewing data



# Where do we go from here

- Continue to scale to gigavoxels and megapixels
- Refine algorithms
- Adapt to less structured data
- Add interactivity
- Incorporate novel display environments
- Multi-process / multi-core hybrid model







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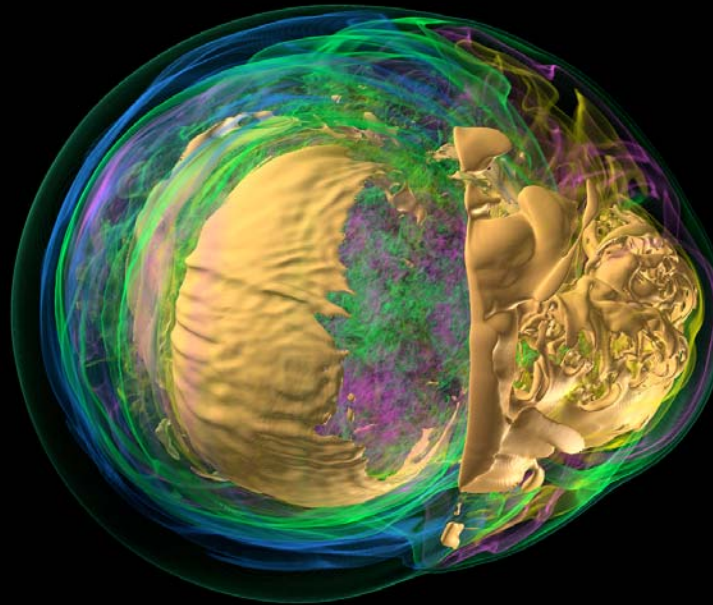
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