

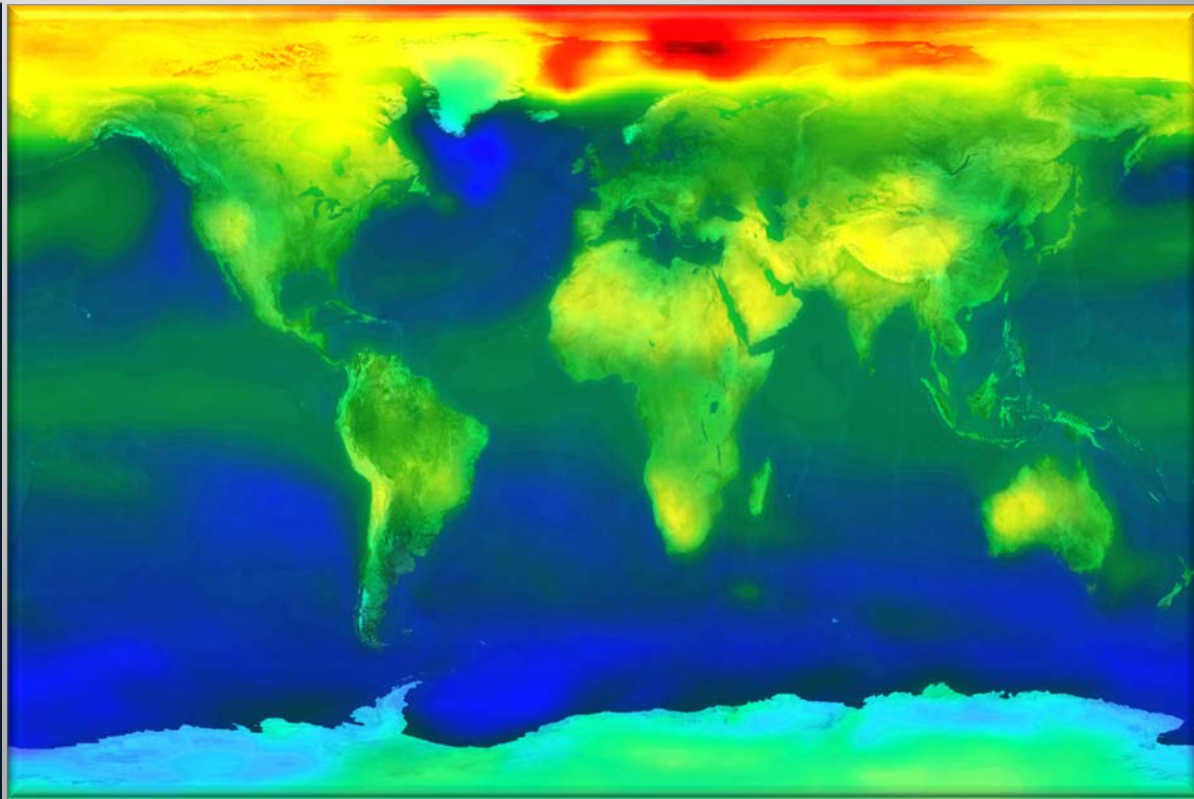
Ultra-scale Visualization Climate Data Analysis Tools (UV-CDAT)

Delivering science and technology solutions to national
needs in climate



Department of Energy • Office of Science • Biological and Environmental Research

DOE BER Climate Research



The Infrastructure Behind the Ultrascale Visualization Climate Data Analysis Tools (UV-CDAT)

LLNL: Dean N. Williams , Charles Doutriaux, and PT Bremer

LANL: James Ahrens, John Patchett, and Sean Williams

ORNL: Galen Shipman, Ross Miller, Chad Steed, and John Harney

Kitware: Berk Geveci, Andy Bauer, Dave Partyka

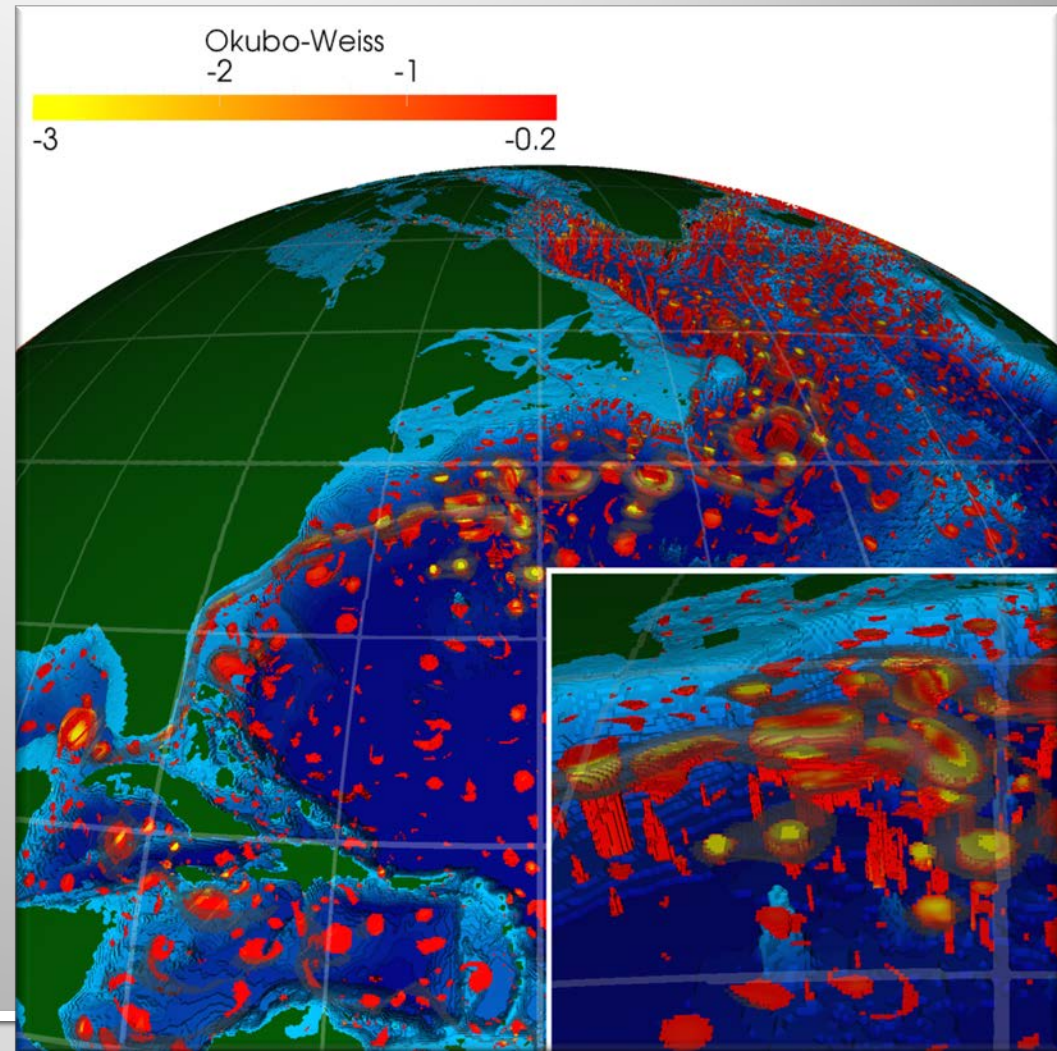
NASA: Thomas Maxwell

NYU-Poly: Claudio Silva, Emanuele Santos, Huy Vo, and David Koop

University of Utah: Valerio Pascucci

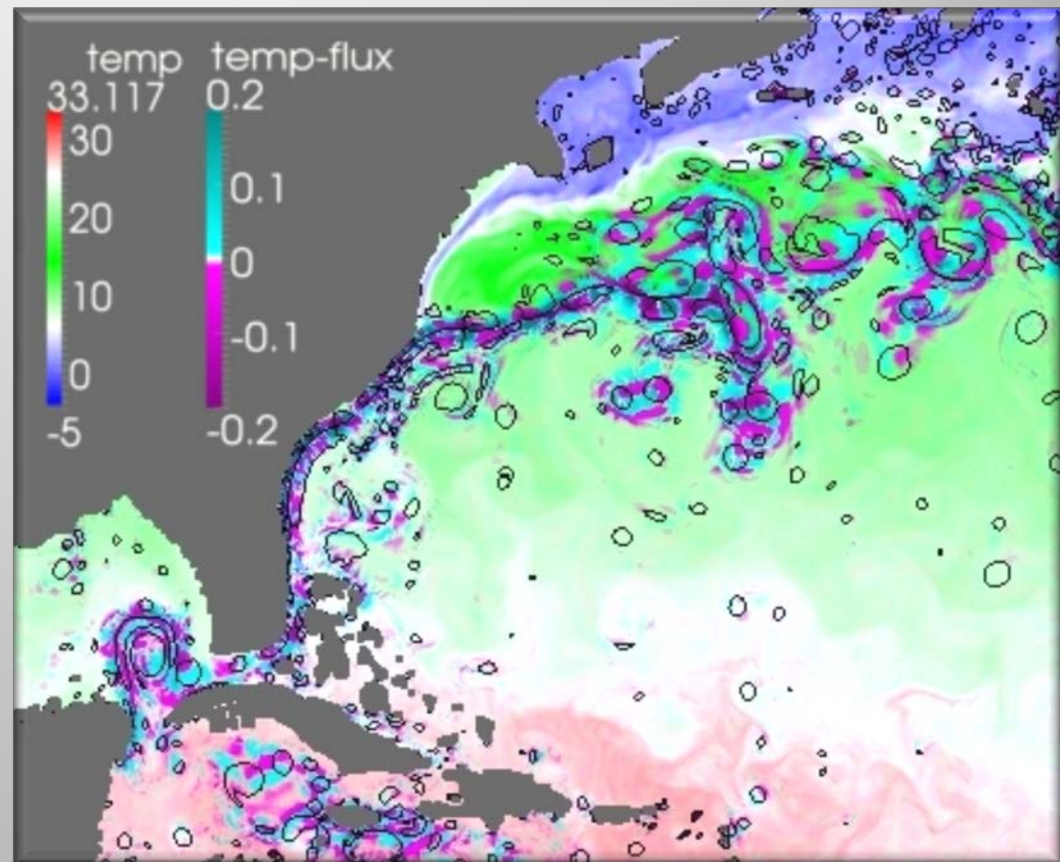
Goal: Enable Science, e.g. Eddy Studies

- Scientific research in conjunction with Los Alamos National Laboratory ocean modelers
- The work has focused on long-lived, 100 km vortices called mesoscale eddies
- Work has appeared at EuroVis 2011 and will appear at IEEE Vis 2011
- Current work focuses on the role of eddies in regulating temperature and salt concentration in the ocean

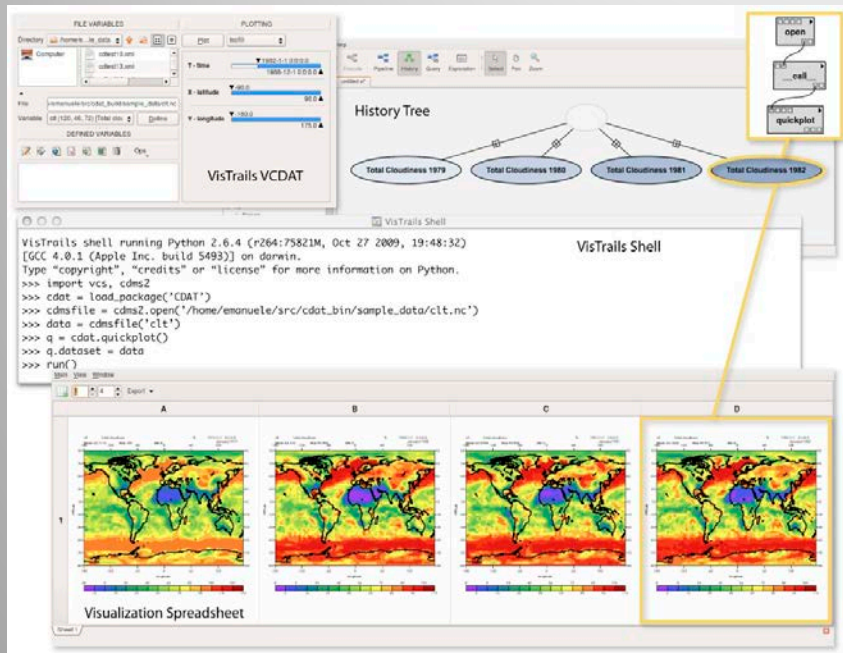


Eddy-Driven Heat Transport

- Eddies are involved in heat, salt, and nutrient transport, but the process is not well understood
- Using the Okubo-Weiss parameter (contours in black), we compute the temperature flux into (cyan) and out of (magenta) eddies in the Gulf Stream
- Our ongoing analysis indicates complicated "daisy-chained" fluxing between eddies, possibly driving the shape of the Gulf Stream



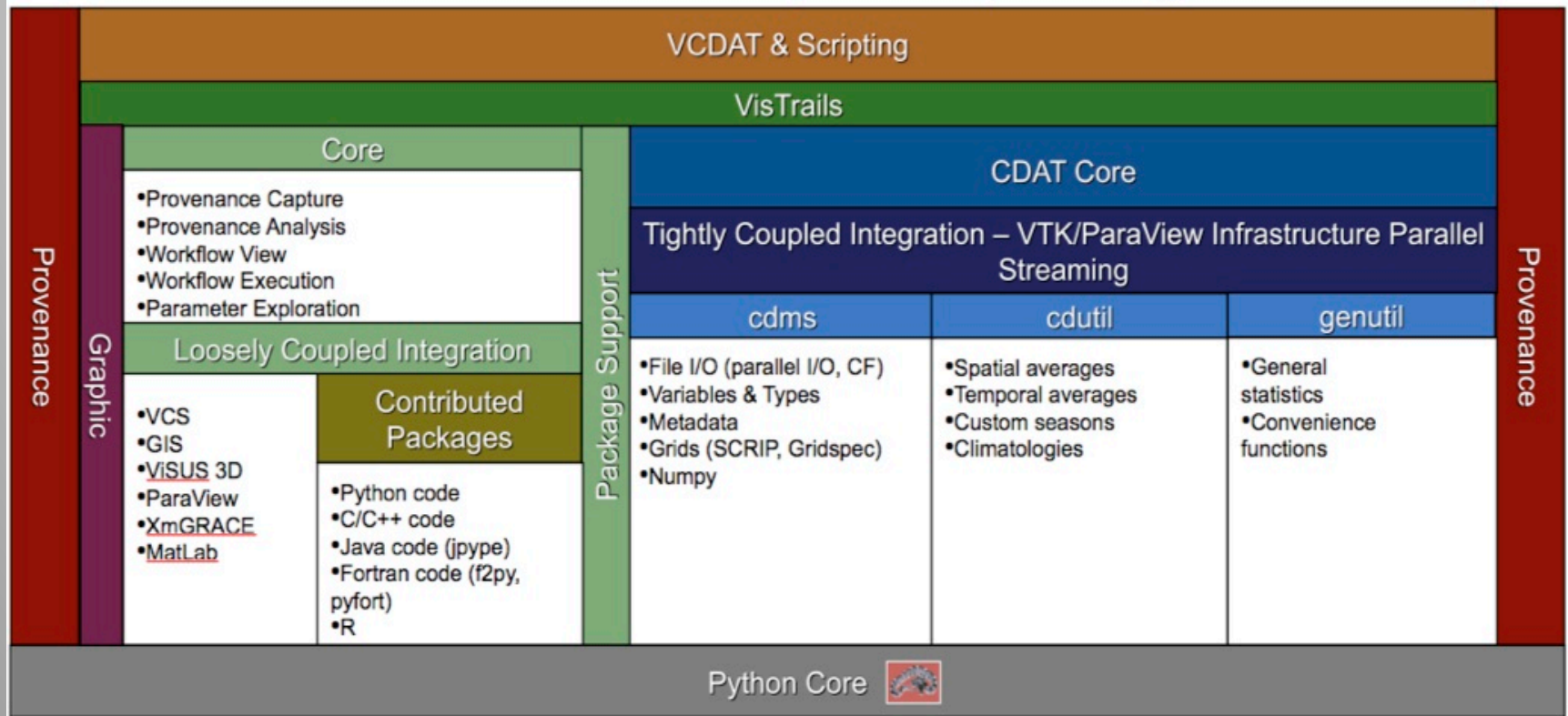
UV-CDAT Design Requirements



- Consistent GUI (Qt)
- Multiple OS support
- Python scripting
- Provenance
- Powerful graphics
- Easily extensible
- Loosely and tightly coupled workflows
- Parallelism
- Remote execution

UV-CDAT Architecture Layers

Ultra-scale Visualization Climate Data Analysis Tools (UV-CDAT) Architectural Layers

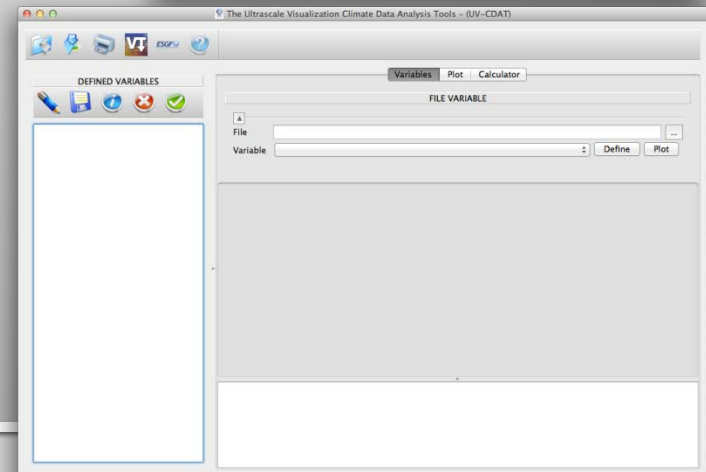
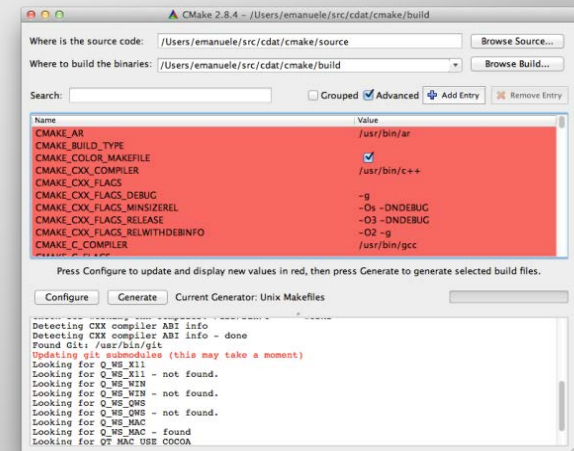


UV-CDAT Components



Using CMake for Building UV-CDAT

- `>git clone git://uv-cdat.llnl.gov/uv-cdat.git`
- `>cmake-gui ../source`
- `>make -j8`
- `>./bin/vcdat`



Using CMake for Building UV-CDAT

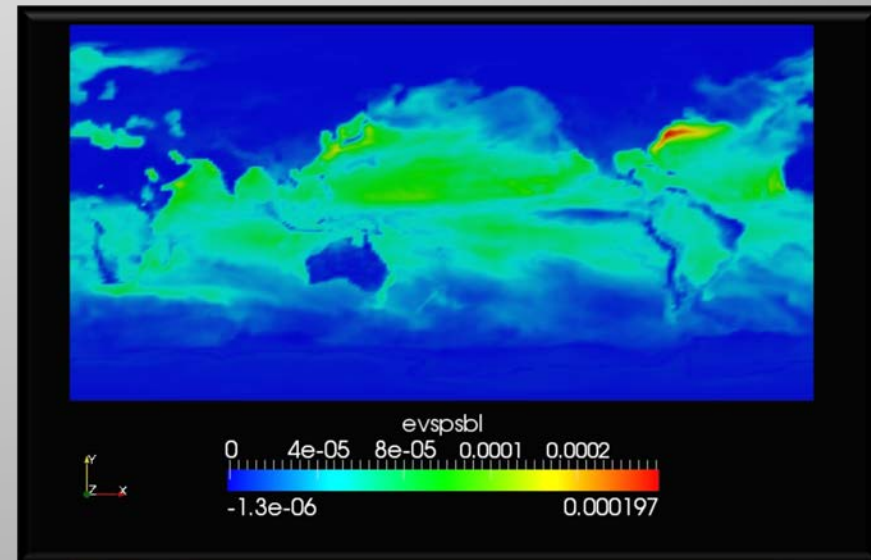
- Provides transparent builds on Linux and Mac
- Simple three step build process
 - Compiles and installs over 40 packages
 - Packages consist of over 7 million lines of C/C++/FORTRAN/Python code
- Successfully transitioned to CMake Build System.
- Improves productivity by removing build system as a hurdle to development.

Spatio-Temporal Parallelism

- Decompose data on time and space boundaries
 - Align the problem to existing parallel hardware
 - improves overall processing time
- Validated on Jaguarpf with Ocean Data
- Required engineered changes to ParaView
 - Added an MPI Communicator structure
- Outcome – Climate scientists can produce visualizations of time series much more quickly

Integration into UV-CDAT tool

- Generating new use-cases for Ocean analysis
 - Not everything is easily parallelized (eddies)
 - Implementing many as ParaView filters
- Spatio-Temporal Implementation in ParaView
 - a key component of UV-CDAT

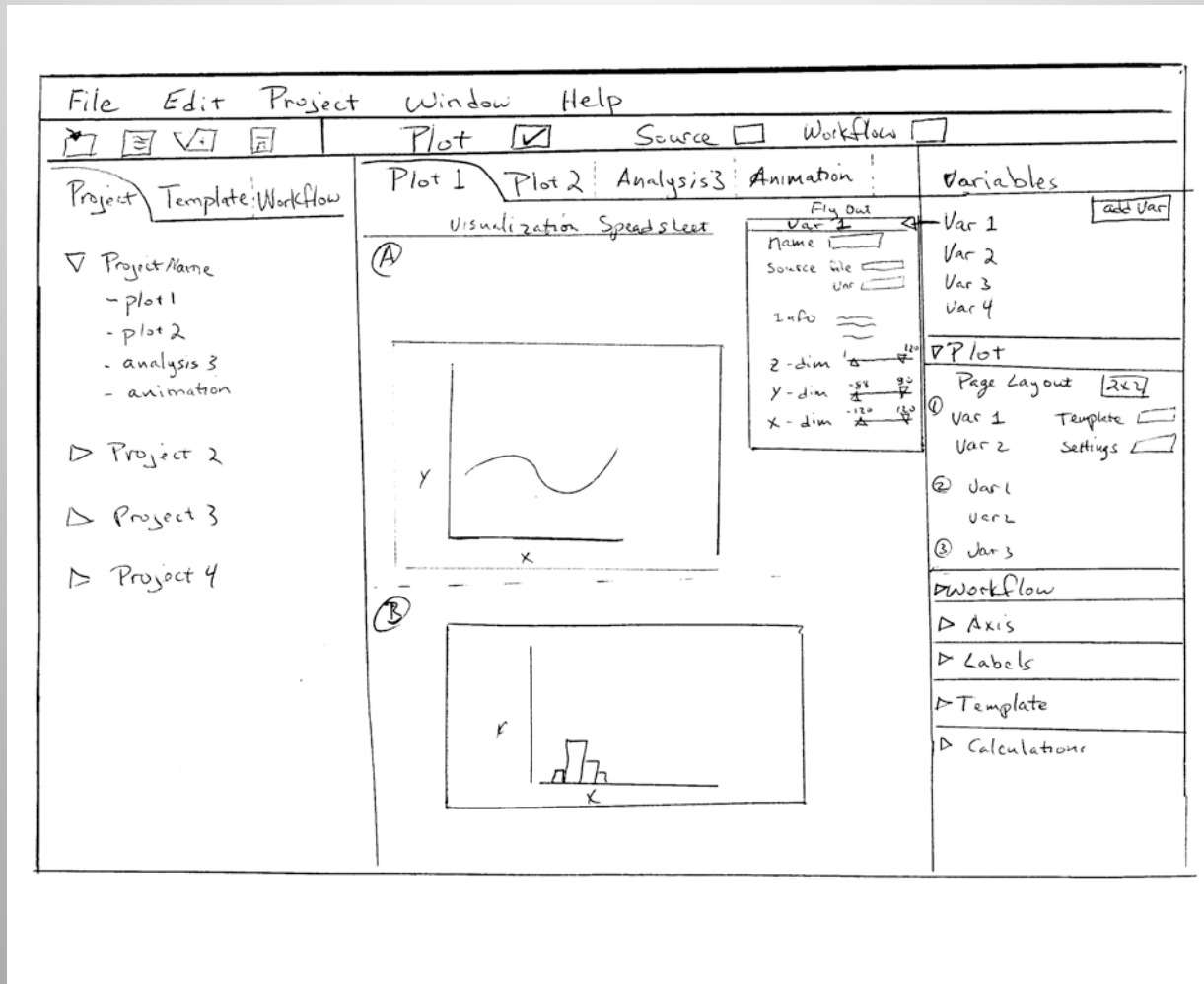


Temporal Parallelism:

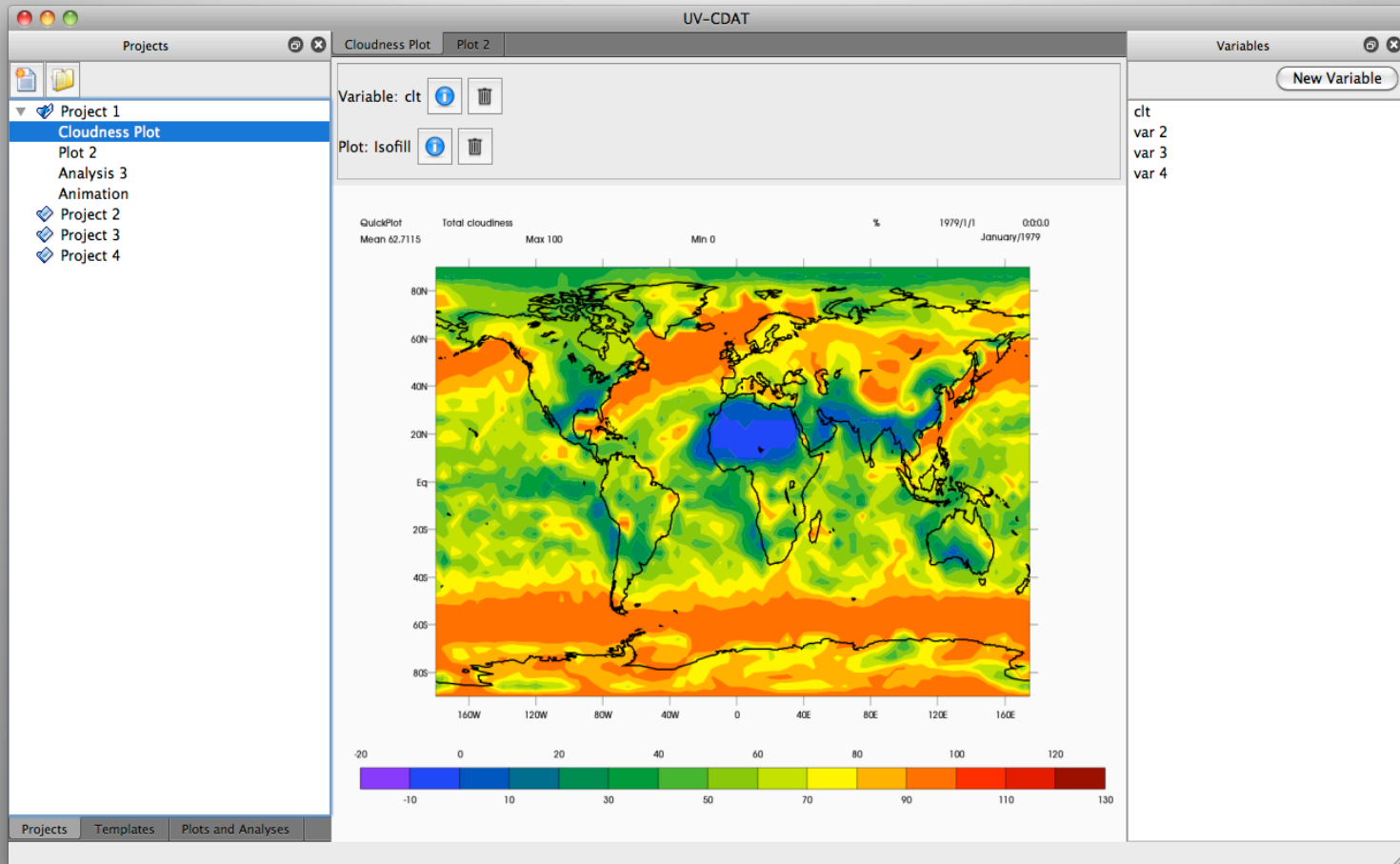
Challenges to I/O

- Many climate models output a separate file for each time step. In order to visualize how a particular variable changes over time, each individual file must be opened and processed.
- Added new classes to VTK to execute a single visualization pipeline on multiple files simultaneously
- An 'embarrassingly parallel' task, but it offered the opportunity for enormous speedup.
 - When running on Jaguar, could render dozens of images simultaneously
 - Scalability was limited by the filesystem performance.

UV-CDAT Integrated GUI

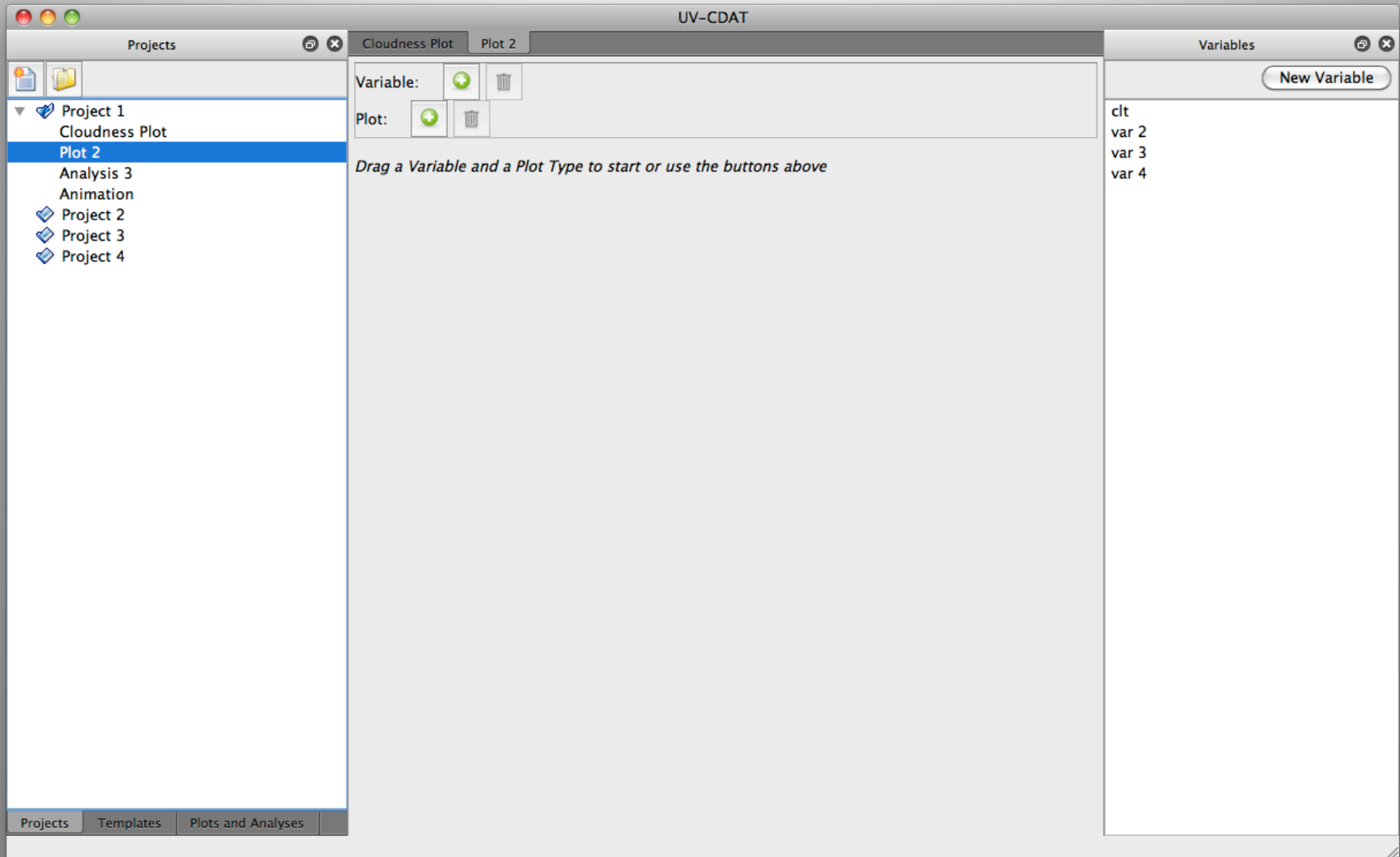


Current: Prototyping NEW GUI



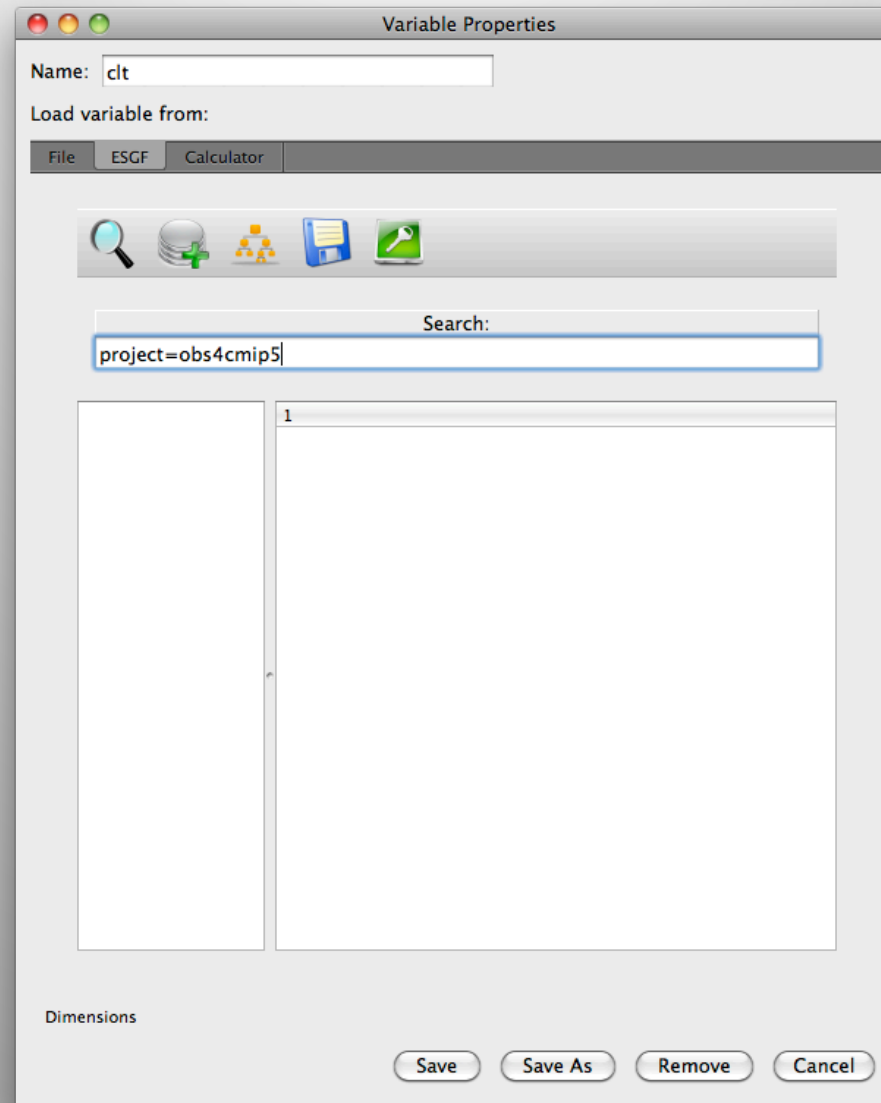
Integrated UV-CDAT GUI:

Project, Plot, and Variables View



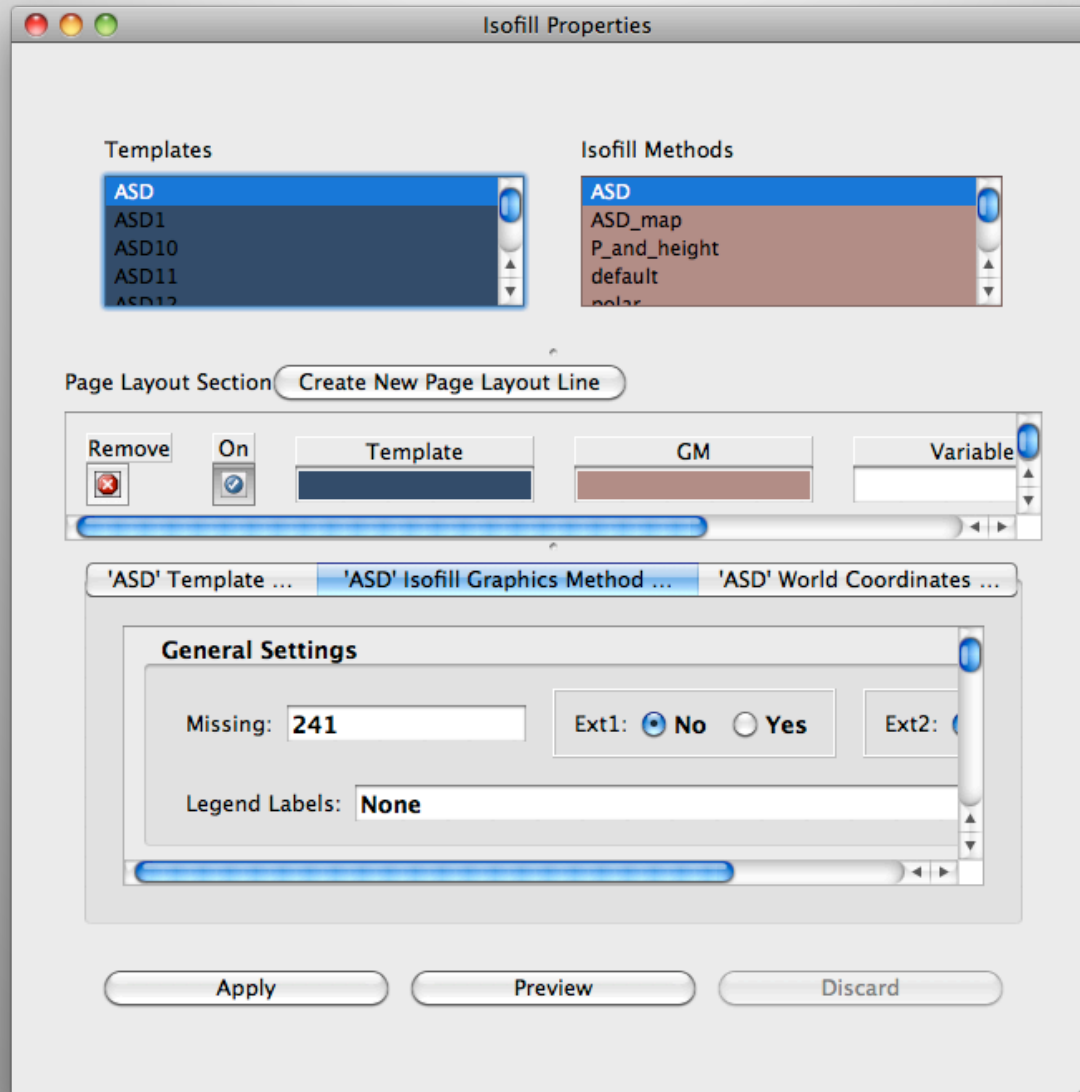
Integrated UV-CDAT GUI:

Earth System Grid Federation (ESGF) Access



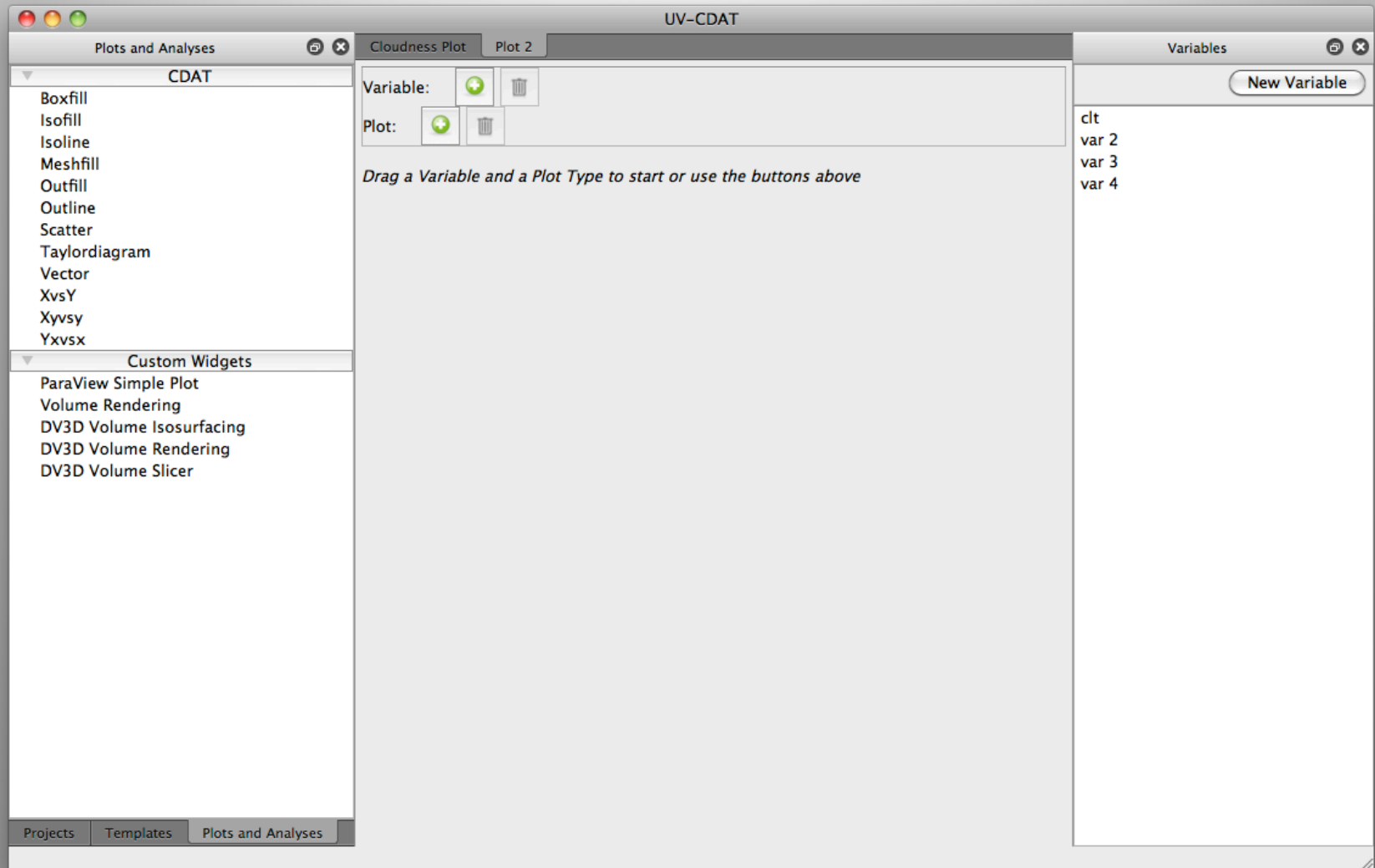
Integrated UV-CDAT GUI:

Isofill Properties View



Integrated UV-CDAT GUI:

Plot and Analysis View



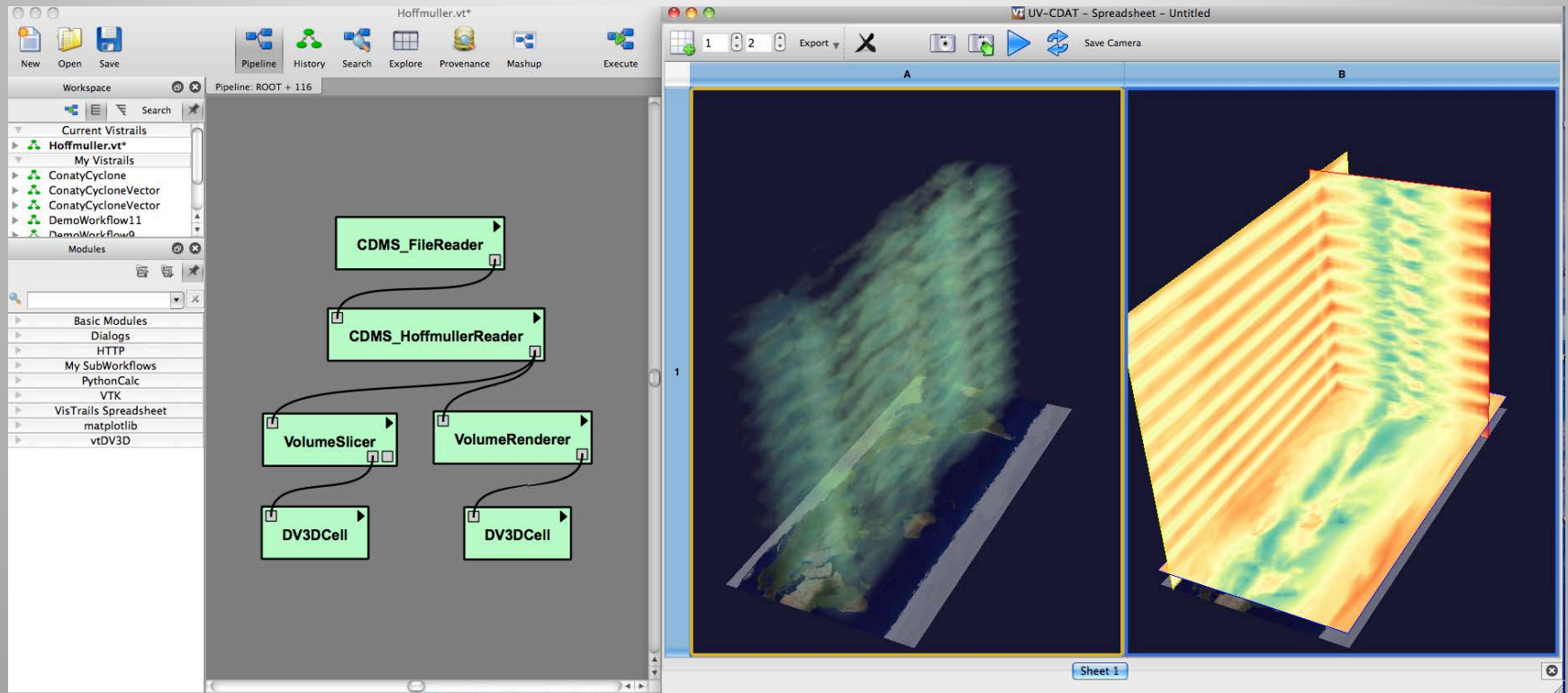
Extensibility, e.g., vtDV3D

The screenshot displays the VisTrails Builder interface for a workflow named "DemoWorkflow9.vt". The workflow diagram shows a central "Difference (CDMS_CDATUtilities)" module connected to three "CDMS_VolumeReader" modules. Each "CDMS_VolumeReader" is connected to a "VolumeRenderer", "VolumeSlicer", and "LevelSurface" module. These three "LevelSurface" modules are then connected to three "DV3DCell" modules. The "Methods" panel on the right shows the configuration for the "CDMS_FileReader" module, including parameters for "datasetid", "datasets", "grid", "roi", and "timeRange". The "Console" at the bottom shows the execution log, including the following text:

```
--- Set Range: ( -107.356263, 85.754088 ), Initial Range = ( 0.000000, 2.000000 ), P = ( 221, 25 ) dP = ( -1.318182, 1.038136 )
setLevelRange, data range = [-107.3562632415254, 85.754088320974617, 0]
Update 1 Level(s), range = [-3828.800515, 18512.676757 ], levels = [0.0, 7341.938120875084]
Update LevelRangeScale Leveling, data = [-107.3562632415254, 85.754088320974617, 0]
--- Set Range: ( -113.356867, 79.753484 ), Initial Range = ( 0.000000, 2.000000 ), P = ( 221, 24 ) dP = ( -1.318182, 1.059322 )
setLevelRange, data range = [-113.35686738612291, 79.753484176377114, 0]
Update 1 Level(s), range = [-4523.027210, 17818.450062 ], levels = [0.0, 6647.711425959822]
Update LevelRangeScale Leveling, data = [-113.35686738612291, 79.753484176377114, 0]
PM_LevelSurface.Persist-Parameter-List[ac-comp1-ecmf.Height-hght-Difference.] (v. 241): [['levelRangeScale', [-113.35686738612291, 79.753484176377114, 0]]]
process Key Event, key = SHIFT_L
process Key Event, key = SHIFT_L
-- Key Press:
```

On the right side, three 3D visualization outputs are shown. The top one is a 3D volume rendering with a color map of "None". The middle one is a 3D volume rendering with a color map of "ac-comp1-ecmf". The bottom one is a 3D volume rendering with a color map of "ac-comp1-ecmf".

3D Hoffmuller (lat-long-time) plots



Stay tuned...

- UV-CDAT (alpha) is very close to being released
- You can start creating your own analysis code right now
- WE WANT TO HEAR FROM YOU!!!