

# In Situ Analysis and Visualization with Ascent and ParaView Catalyst

## [Tutorial Introduction]

SC23 Tutorial  
Monday November 13th, 2023

Cyrus Harrison, Lawrence Livermore National Laboratory (LLNL)

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# Welcome! Today you will learn:

- About in situ scientific visualization paradigms and use cases
- How to use **Conduit**, a shared interface for describing in-memory mesh-based data
- How to use two in situ HPC scientific visualization tools:

***Ascent, ParaView Catalyst 2***



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



<http://ascent-dav.org>



<https://catalyst-in-situ.readthedocs.io/en/latest/>

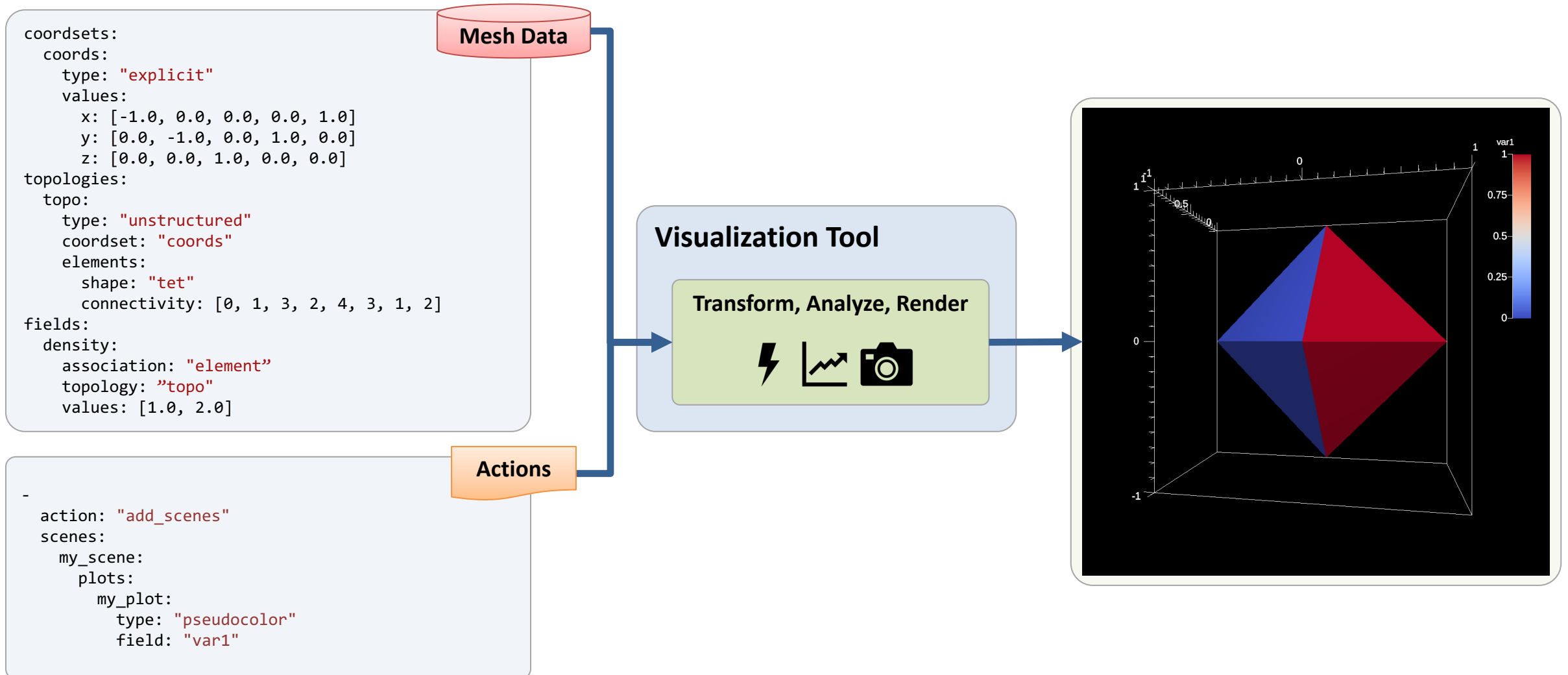
# Tutorial Outline

- **Introduction** [Lecture, 30 minutes]
  - Scientific Visualization and In Situ Processing Concepts
  - Ascent and Catalyst Project Overviews
- **Hands-on Cloud Environment Setup** [Hands-on, 10 minutes]
- **Using Conduit to Describe Mesh Data** [Hands-on, 50 minutes]
- ***Break*** [30 minutes]
- **Learning Ascent** [Hands-on, 40 minutes]
- **Learning Catalyst** [Hands-on, 40 minutes]
- **Closing Remarks and Questions** [10 minutes]

# Introduction:

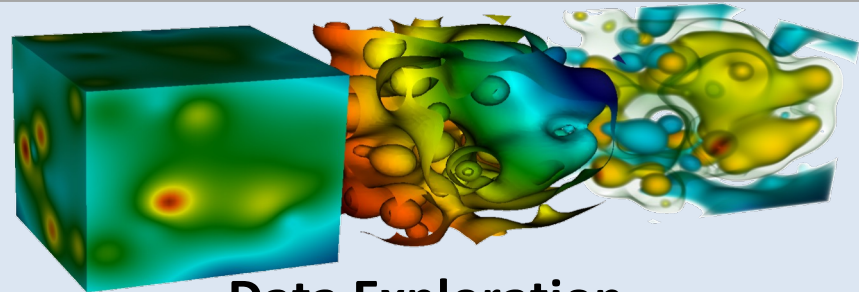
## Scientific visualization and In Situ Processing Concepts

# Scientific visualization tools transform, analyze, and render mesh-based data from HPC simulations

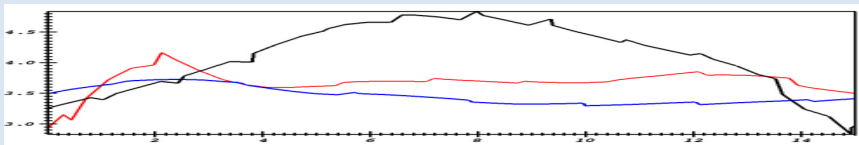




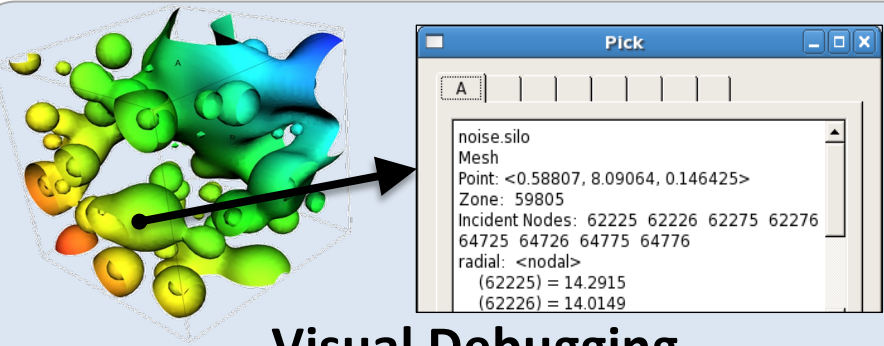
# Scientific visualization tools support a wide range of use cases



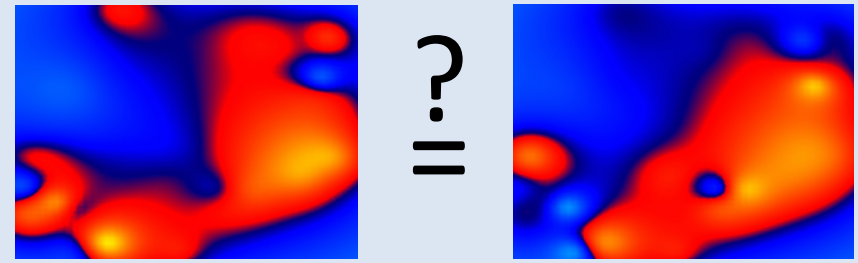
Data Exploration



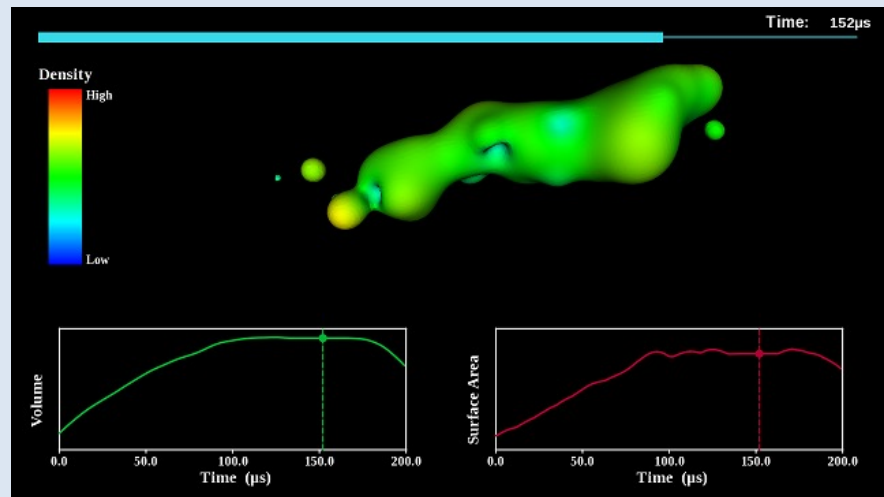
Quantitative Analysis



Visual Debugging

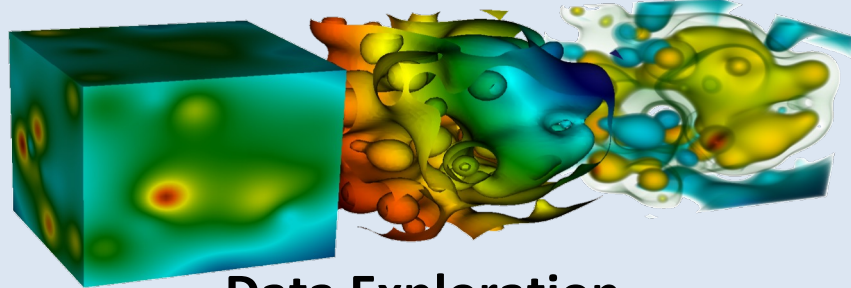


Comparative Analysis

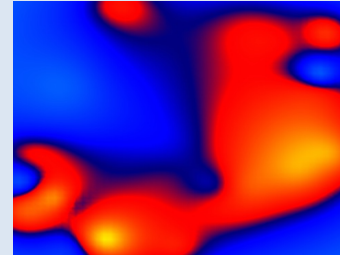


Presentation Graphics

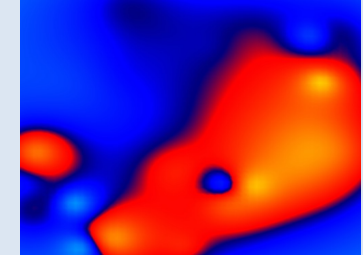
# Scientific visualization tools support a wide range of use cases



Data Exploration

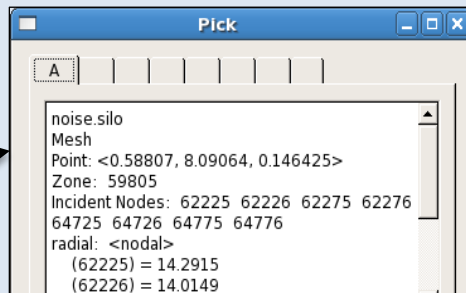
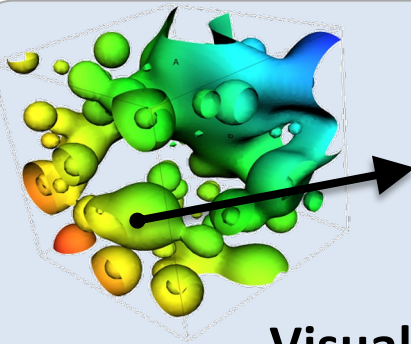


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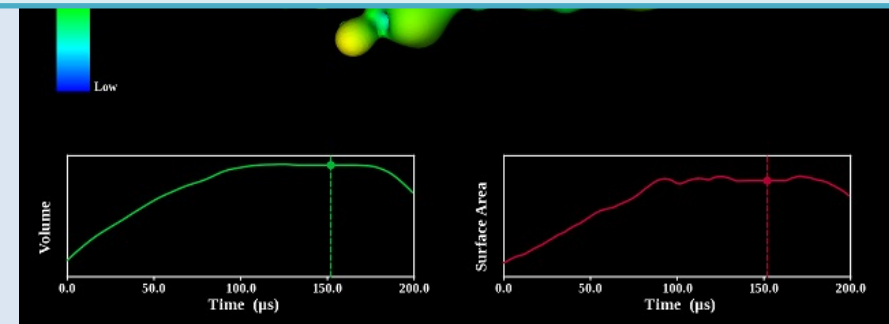


Comparative Analysis

These tools are used daily by scientists to digest and understand HPC simulation results



Visual Debugging



Presentation Graphics



# Scientific visualization tools are used both *post hoc* and *in situ*

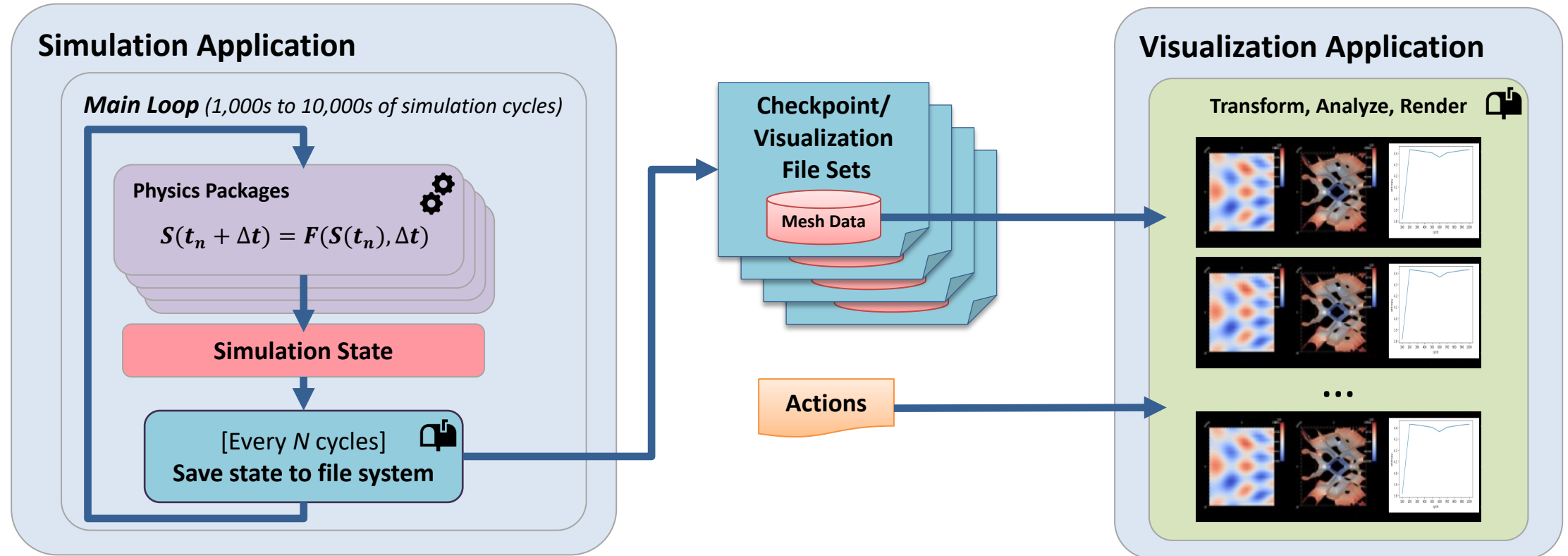
## *Post Hoc*

Simulation data is processed after the simulation is run using distinct compute resources.

## *In Situ*

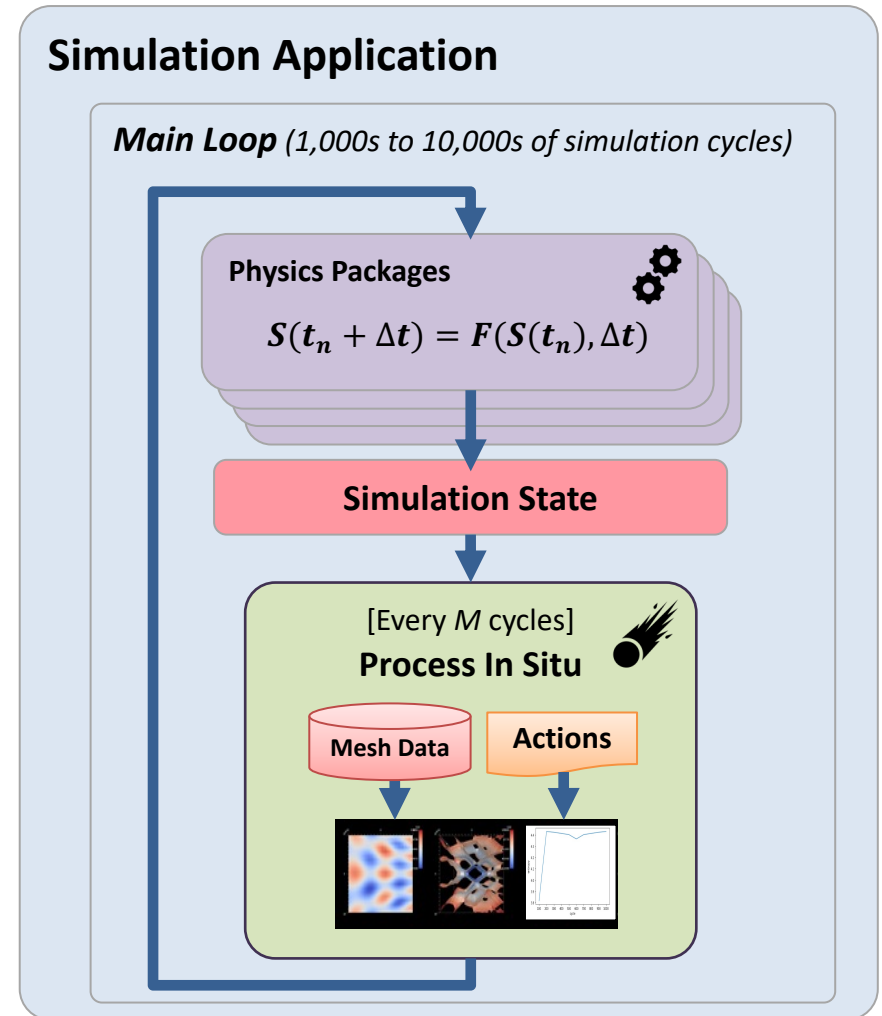
Simulation data is processed while it is generated, sharing compute resources with the simulation application.

# Post Hoc visualization is the most widely used paradigm to process simulation results



# *In situ* processing expands the data we can access

- In situ tools couple visualization and analysis routines with the simulation application (avoiding file system I/O)
- Pros:
  - No or greatly reduced I/O vs post hoc processing
  - Can access all simulation data
  - Computational power is readily available
  - Results are ready after simulation completes
- Cons:
  - More difficult when lacking a priori knowledge of what to visualize/analyze
  - Increasing complexity
  - Constraints (memory, network)




# HPC Compute vs I/O speed ratios can favor in situ processing


## Simulation Run Timeline for Post Hoc Processing


 Advance  $N$  Cycles


 Save state to file system


## Simulation Run Timeline for In Memory Processing

 Advance  $M$  Cycles

 Process In Situ

 Advance  $M$  Cycles

 Process In Situ

 Advance  $M$  Cycles

# In transit is a flavor of in situ processing that can use additional resources to improve runtime

Simulation Run Timeline for Post Hoc Processing

⚙️ Advance  $N$  Cycles

💾 Save state to file system

Simulation Run Timeline for In Memory Processing

⚙️ Advance  $M$  Cycles

💧 Process In Situ

⚙️ Advance  $M$  Cycles

💧 Process In Situ

⚙️ Advance  $M$  Cycles

Simulation Run Timeline for In Transit Processing

⚙️ Advance  $M$  Cycles

Xfer

⚙️ Advance  $M$  Cycles

Xfer

⚙️ Advance  $M$  Cycles

Xfer

⚙️ Advance  $M$  Cycles

💧 Process In Situ

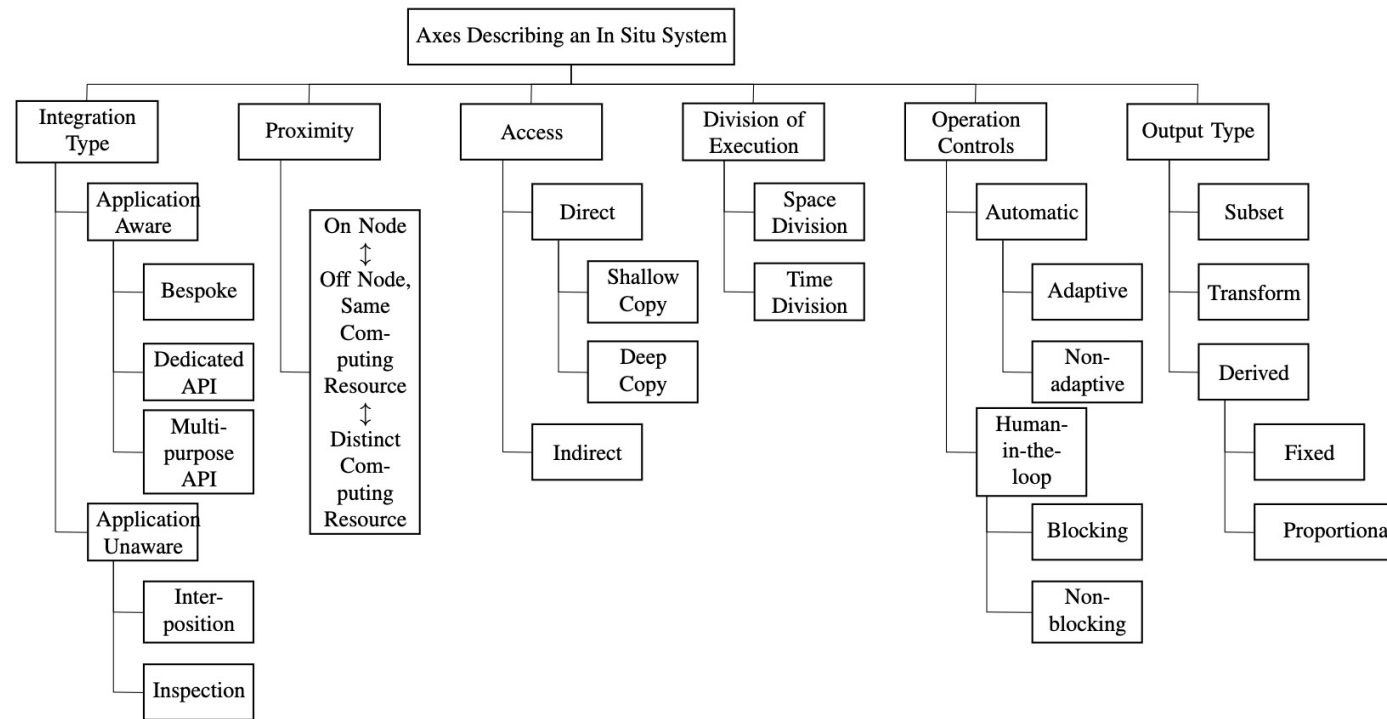
💧 Process In Situ

💧 Process In Situ



# There are many considerations and flavors of in situ processing

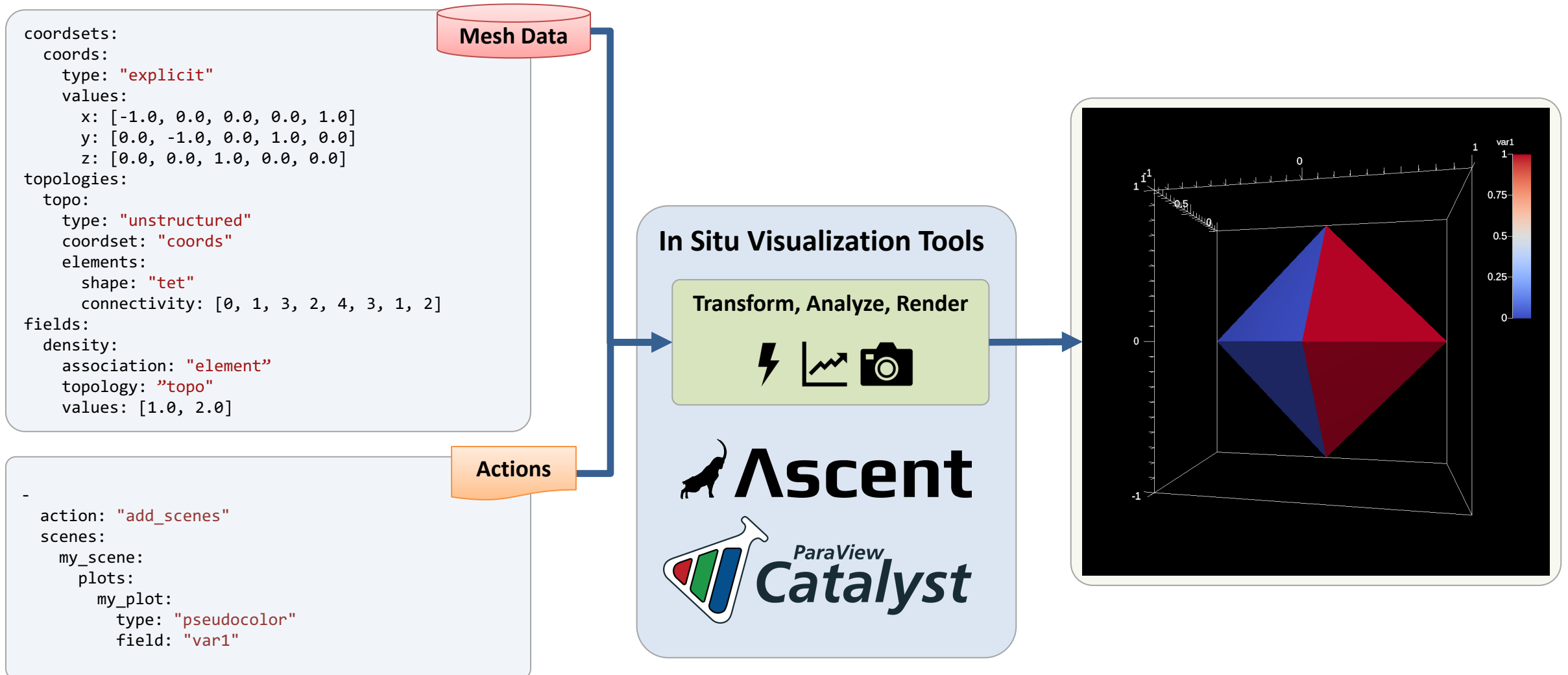
**Question:** How deep does the rabbit hole go?



**Answer:** “A Terminology for In Situ Visualization and Analysis Systems”, H. Childs, et al.

<https://cdx.cs.uoregon.edu/pubs/ChildsIJHPCA.pdf>

# We need to pass simulation mesh data and user actions to our in situ visualization tools



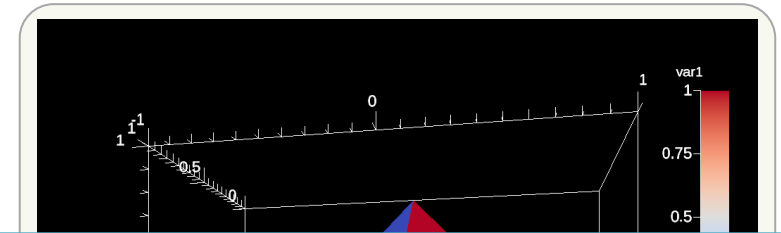
# We need to pass simulation mesh data and user actions to our in situ visualization tools

```
coordsets:  
  coords:  
    type: "explicit"  
    values:  
      x: [-1.0, 0.0, 0.0, 0.0, 1.0]  
      y: [0.0, -1.0, 0.0, 1.0, 0.0]  
      z: [0.0, 0.0, 1.0, 0.0, 0.0]  
  topologies:  
    topo:  
      type: "unstructured"  
      coordset: "coords"
```



Mesh Data

In Situ Visualization Tools

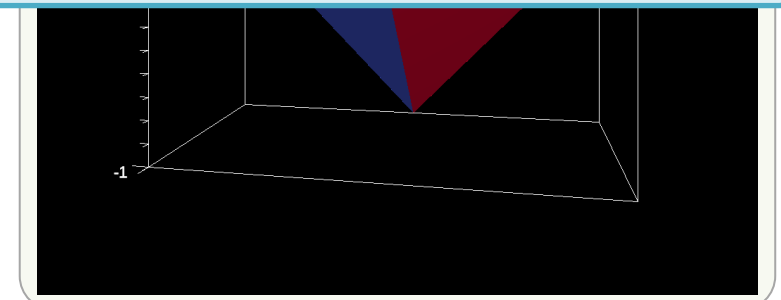
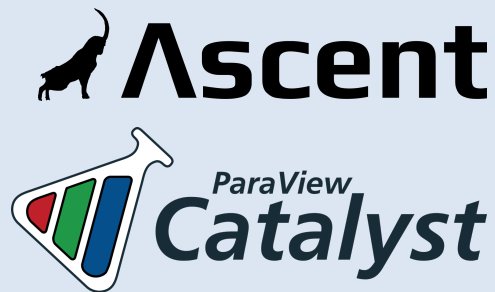


**Question 1:** How do we pass simulation meshes to these tools?

```
topology: topo  
values: [1.0, 2.0]
```

Actions

```
-  
  action: "add_scenes"  
  scenes:  
    my_scene:  
      plots:  
        my_plot:  
          type: "pseudocolor"  
          field: "var1"
```



# HPC simulation applications implement and leverage a wide range of mesh data structures and APIs

- A variety of simulation codes leverage their own bespoke in-memory mesh data models.
- Other tools leverage a range of mesh-focused toolkits, frameworks, and APIs including: VTK, VTK-m, MFEM, SAMRAI, AMReX, (and many more ...)
- A wide set of powerful analysis tools are mesh agnostic (NumPy, PyTorch, etc) and recasting mesh data into these tools is a challenge
- *A single full-fledged API will never cover all use cases across the ecosystem*

# HPC simulation applications implement and leverage a wide range of mesh data structures and APIs

- A variety of simulation codes leverage their own bespoke in-memory mesh data models.
- Other tools leverage a range of mesh-focused toolkits, frameworks, and APIs

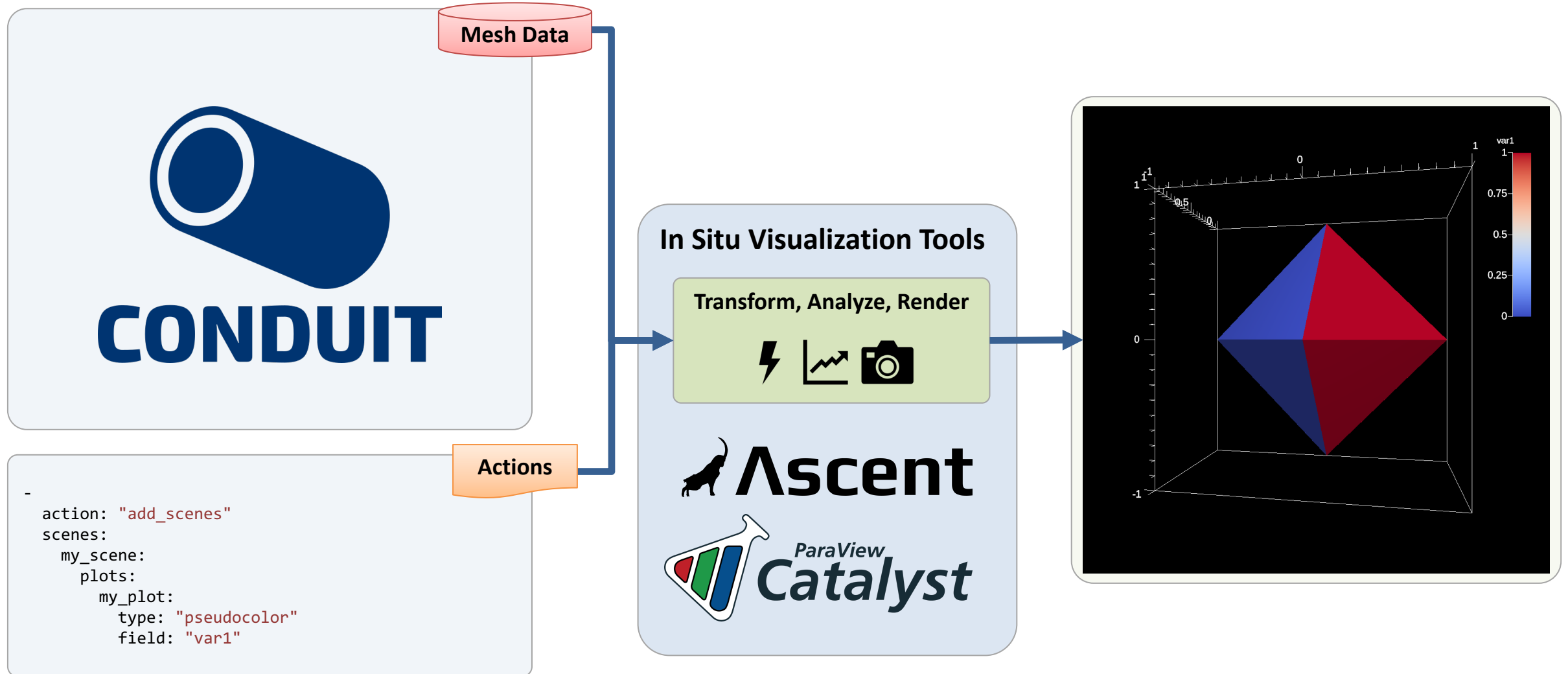
***Conduit Mesh Blueprint* provides a strategy to describe and adapt mesh data between a wide range of APIs**

and recasting mesh data into these tools is a challenge

- *A single full-fledged API will never cover all use cases across the ecosystem*

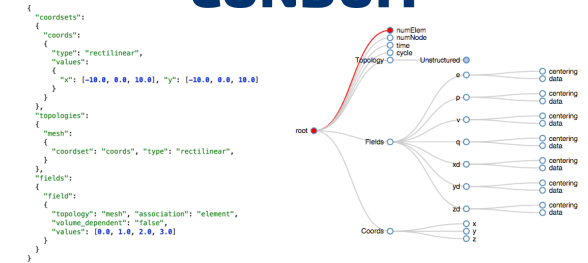


# Both Ascent and Catalyst use *Conduit* as a shared interface to describe and accept simulation mesh data

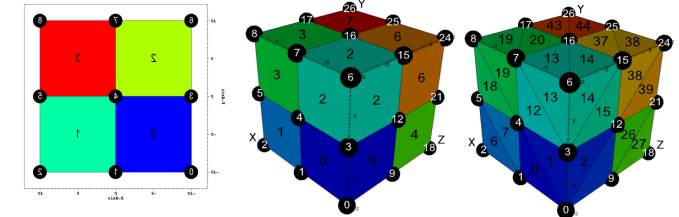


# Conduit provides intuitive APIs for in-memory data description and exchange

- **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 (e.g. *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)



Hierarchical in-memory data description



Conventions for sharing in-memory mesh data

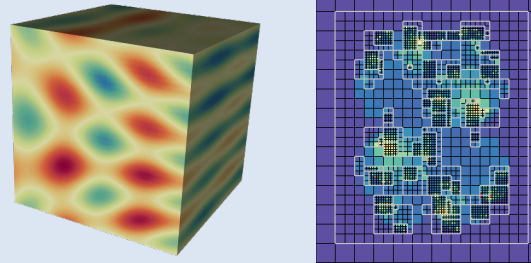
<http://software.llnl.gov/conduit>  
<http://github.com/llnl/conduit>

Website and GitHub Repo

# The Conduit Blueprint library provides tools to share common flavors of data with Conduit

## Blueprint

Supports shared higher-level conventions for using Conduit to represent data

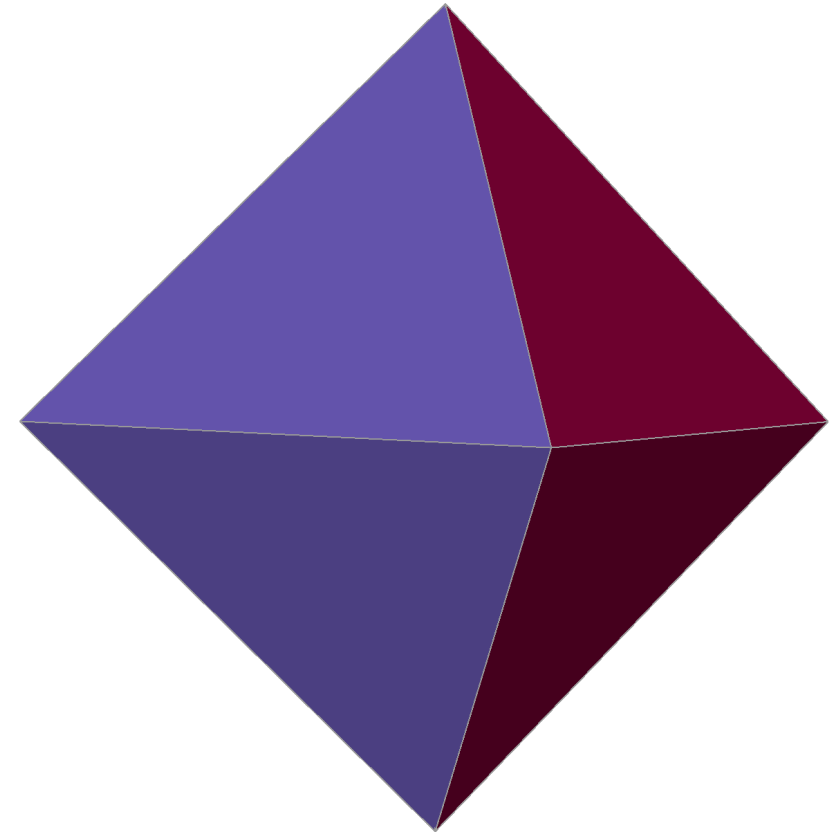


- Computational Meshes
- Multi-component Arrays
- One-to-many Relations
- Example Meshes
- Mesh Transforms

# We will share several examples of Conduit “Blueprint” meshes in this tutorial

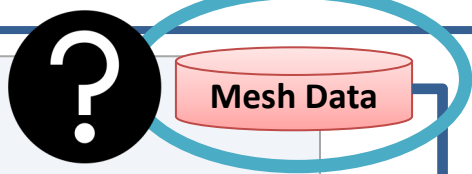
```
coordsets:  
  coords:  
    type: "explicit"  
    values:  
      x: [-1.0, 0.0, 0.0, 0.0, 1.0]  
      y: [0.0, -1.0, 0.0, 1.0, 0.0]  
      z: [0.0, 0.0, 1.0, 0.0, 0.0]  
  topologies:  
    topo:  
      type: "unstructured"  
      coordset: "coords"  
      elements:  
        shape: "tet"  
        connectivity: [0, 1, 3, 2, 4, 3, 1, 2]  
  fields:  
    density:  
      association: "element"  
      topology: "topo"  
      values: [1.0, 2.0]
```

Example YAML Output



An unstructured tet mesh

# We need to pass simulation mesh data and user actions to our in situ visualization tools



**Question 1:** How do we pass simulation meshes to these tools?

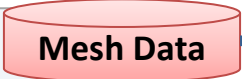
**Answer:** Ascent and Catalyst both use



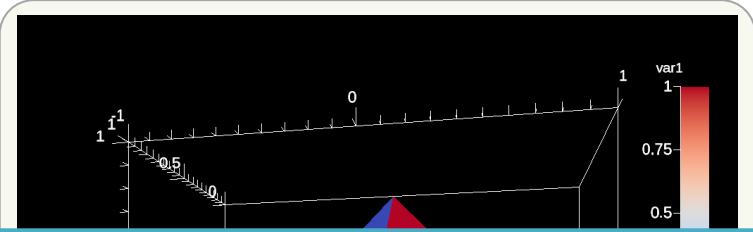


# We need to pass simulation mesh data and user actions to our in situ visualization tools

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coordsets:  
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    type: "explicit"  
    values:  
      x: [-1.0, 0.0, 0.0, 0.0, 1.0]  
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      z: [0.0, 0.0, 1.0, 0.0, 0.0]  
  topologies:  
    topo:  
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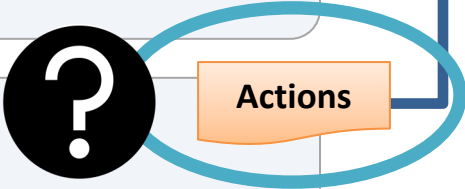


In Situ Visualization Tools



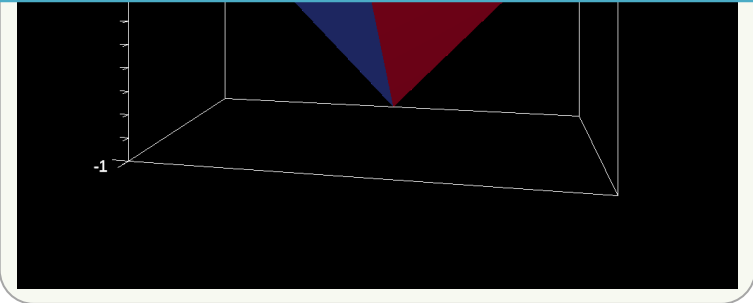
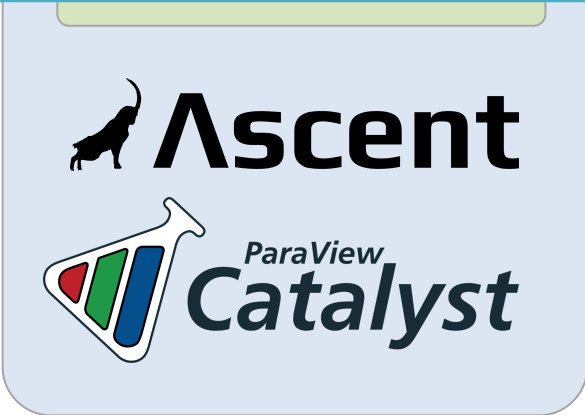
**Question 2:** How do we pass user actions to these tools?

```
topology: topo  
values: [1.0, 2.0]
```



Actions

```
-  
action: "add_scenes"  
scenes:  
  my_scene:  
    plots:  
      my_plot:  
        type: "pseudocolor"  
        field: "var1"
```



# We need to pass simulation mesh data and user actions to our in situ visualization tools

```
coordsets:  
  coords:  
    type: "explicit"
```

Mesh Data



**Question 2:** How do we pass user actions to these tools?

```
coordset: "coords"  
elements:  
  shape: "tet"
```

In Situ Visualization Tools

**Answer:** Ascent and Catalyst have their own APIs and multiple ways to leverage them (via C++, Fortran, Python, YAML, etc).

You will learn about both APIs in hands-on sessions.

```
my_plot:  
  type: "pseudocolor"  
  field: "var1"
```

Catalyst

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Lawrence Livermore National Security, LLC

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