# **Preparing Ray Tracing for Exascale**

Ellen A. Porter\*

Robert R. Lewis†

Washington State University, Tri-Cities Computer Science

#### **A**BSTRACT

Ideas for titles:

Ray Tracing for Exascale Computing.

An approach for Ray Tracing on Exascale Computers.

Adapting Ray Tracing for Exascale.

To reach exascale computing, significant hardware and software changes will be introduced to high-perfomance computing (HPC). Applications will need to adapt as the architecture of supercomputers change. In this paper we explore the history of ray tracing given architecture changes and propose a methodology using the Intel Concurrent Collections (CnC) Programming Model and Intel Embree Ray Tracing Engine to build scalable ray tracing system.

And this is what references look like [?].

**Index Terms:** K.6.1 [Management of Computing and Information Systems]: Project and People Management—Life Cycle; K.7.m [The Computing Profession]: Miscellaneous—Ethics

#### 1 Introduction

Reaching exascale performance goals will require changes to node and system architecture.

Programming models and runtime systems are advancing as well to take advantage of the new systems.

Changes to the runtime: tuning hints

Changes to the models: hierarchical programming models (CnC)

Current algorithms will need to be rewritten to take full advantage of the benifits of these new systems in order to scale to exascale.

Ray tracing algorithms have adapted in the past to hardware

Some methods that did not work before due to load balancing may work well.

Summary of what we need in an application designed for future exascale systems and description of how our approach should work well.

Other features of exascale we can take advantage of (hierarchy?) Future directions.

### 2 REACHING EXASCALE

Motivation: Moore's law

\*e-mail: ellen.porter@wsu.edu †e-mail:bobl@tricity.wsu.edu

| Table 1: \ | Vis Paper | Acceptance Rate |
|------------|-----------|-----------------|
|------------|-----------|-----------------|

| Year | Submitted | Accepted | Accepted (%) |
|------|-----------|----------|--------------|
| 1994 | 91        | 41       | 45.1         |
| 1995 | 102       | 41       | 40.2         |
| 1996 | 101       | 43       | 42.6         |
| 1997 | 117       | 44       | 37.6         |
| 1998 | 118       | 50       | 42.4         |
| 1999 | 129       | 47       | 36.4         |
| 2000 | 151       | 52       | 34.4         |
| 2001 | 152       | 51       | 33.6         |
| 2002 | 172       | 58       | 33.7         |
| 2003 | 192       | 63       | 32.8         |
| 2004 | 167       | 46       | 27.6         |
| 2005 | 268       | 88       | 32.8         |
| 2006 | 228       | 63       | 27.6         |

### 2.1 Hardware Changes

Heterogeneity, node failures

### 2.2 Software Changes

x86, MPI, OpenMP

Optimize for data movement, communication avoidance algorithms

#### 3 CNC PROGRAMMING MODEL

Model built for task based runtimes, work moves to data, relies on tag collections

### 3.1 Tag Collections

Used to organize steps and items

#### 3.2 Steps

Computation to be done

### 3.3 Item Collections

Data to be used

#### 3.4 Tuning

Hints that can be provided to the runtime

#### 4 ADAPTING RAY TRACING

Modifications made for parallel ray tracing

#### 4.1 History/Previous Work?

Discuss single node to distributed systems

# 4.2 Changes for Future Systems

Discuss reducing data movement and avoiding communication

### 5 METHODOLOGY

High level description

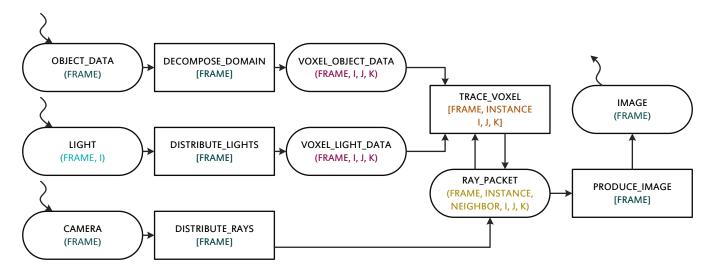


Figure 1: CnC graph

### 5.1 CnC Steps

Details on the CnC Steps implemented (code?)

# 5.1.1 Decompose Domain

### 5.1.2 Distribute Lights

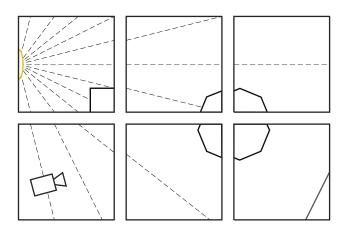


Figure 2: Light Source Rays

# 5.1.3 Distribute Rays

#### 5.1.4 Trace Voxel

Embree kernel ray tracer

# 5.1.5 Step: Produce Image

# 5.2 CnC Item Collections

Details on the data (code?)

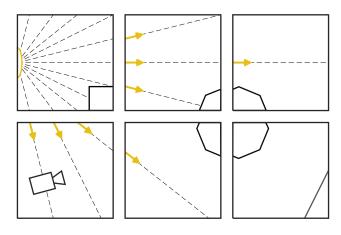


Figure 3: Distributed Point Source Rays

- 5.2.1 Object Data
- 5.2.2 Voxel Object Data
- 5.2.3 Light
- 5.2.4 Voxel Light Data
- 5.2.5 Camera
- 5.2.6 Ray Packet
- 5.2.7 Image

### 5.3 Tuning Spec

If we get to adding a tuning spec, describe and show code

# 5.4 Running the application

Do we need a section describing how to run the code?

#### 5.5 Performance

System where we ran the code, results summary

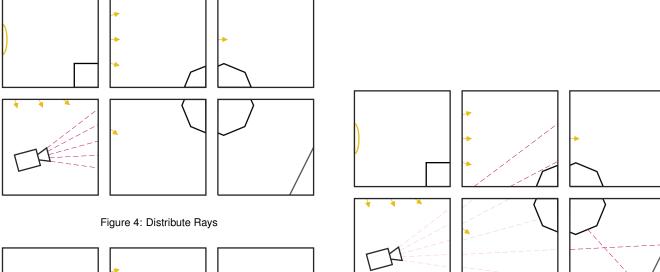


Figure 6: Trace Voxel

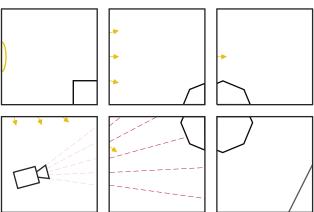


Figure 5: Trace Voxel

### 6 OTHER EXASCALE FEATURES

# 6.1 Hierarchy

Dynamic scenes, checkpoint and restart

# 7 FUTURE DIRECTIONS

Global illumination <sup>1</sup>.

### 8 Conclusion

Summary

# **A**CKNOWLEDGEMENTS

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### REFERENCES

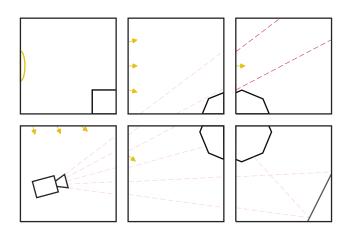


Figure 7: Trace Voxel

 $<sup>^{1}\</sup>mbox{Footnotes}$  appear at the bottom of the column