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Presentation Date: 08/01/2022

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Project Overview

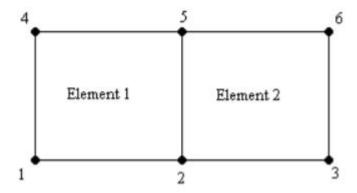
Generated binary files using tecio library provided by Tecplot and incorporating MPI for parallel processing

- Built the libraries and used the compilers supported by the software
- Converted the ASCII files to binary files for flow visualization
- Produced the data by the processors and made the data files in parallel

Data Structure

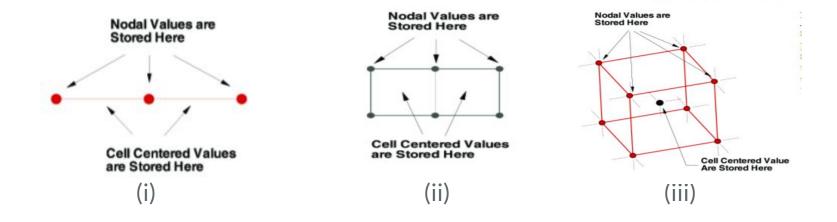
Two different types of data

- I) Ordered Data: points stored in a one, two, or three-dimensional array.
- II) Finite Element Data: consist of two arrays, a variable array and a connectivity matrix.



Ordered Data

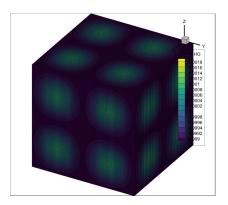
- One-dimensional Ordered Data (I-ordered, J-ordered, or K-ordered)
- Two-dimensional Ordered Data (IJ-ordered, JK-ordered, IK-ordered)
- Three-dimensional Ordered Data (IJK-ordered)



Work Done

O1 Converting the ASCII format to binary files

```
VARIABLES= X, Y, Z, RHO, UX, UY, UZ
ZONE I =100, J=100, K=100
                          0.99884222
                                           0.00001645
                                                           0.00001645
                                                                            0.00001645
                          0.99884332
                                           0.00002987
                                                           0.00002698
                                                                            0.00001016
                          0.99884515
                                           0.00003756
                                                           0.00004384
                                                                           -0.00000021
                          0.99884771
                                           0.00003745
                                                           0.00006606
                                                                           -0.00001441
                          0.99885102
                                           0.00002836
                                                           0.00009241
                                                                           -0.00003215
                          0.99885505
                                           0.00001005
                                                           0.00012146
                                                                           -0.00005296
```



- Converted ASCII files to the binary files which led to faster visualization on Tecplot.
- We used a set of functions for this, which are as follows:
 - TECINI142 (initialize the data file)
 - TECZNE142 (information for the next zone to be added)
 - TECDAT142 (to add the data in form of arrays to the zone)
 - TECEND142 (to close the current data file)
- Significant amount of time to read the big files containing millions of points

Writing the data by the processors directly to binary

- Instead of reading, added the data from the code, leading to significant decrease in the run time of the code
- Created 1D arrays for the data points using the index and directly added the arrays to the binary file

```
double U0 = 0.05;
for (int k = 0; k < ZDIM; k++)
                                            for (int j = 0; j < YDIM; j++)
                                                                                    for (int i = 0; i < XDIM; i++)
                                                                                                                             int index = (k * YDIM + j) * XDIM + i;
                                                                                                                             x[index] = (double)i;
                                                                                                                             y[index] = (double)j;
                                                                                                                             z[index] = (double)k;
                                                                                                                               rho[index] = 1;
                                                                                                                             ux[index] = U0 * sin(i * (2 * pi / XDIM)) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * j * (2 * pi / XDIM))) * (cos(3 * pi / XDIM))) * (cos(3 * pi / XDIM)) * (cos(3 * pi / XDIM)) * (cos(3 * pi / XDIM))) * (cos(3 * pi / XDIM)) * (cos(3 * pi 
                                                                                                                             uy[index] = U0 * sin(j * (2 * pi / YDIM)) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * k * (2 * pi / YDIM))) * (cos(3 * pi / YDIM)) * (cos(3 * pi / YDIM))) * (cos(3 * pi / YDIM)) * (cos(3 * pi / YD
                                                                                                                               uz[index] = U0 * sin(k * (2 * pi / ZDIM)) * (cos(3 * i * (2 * pi /
```

Limitations of a processor to handle such large numbers of data points

O3 Integrating parallel processing and TecioMPI

Divided the data sets into partitions and each processor adds its own

partition

```
INTEGER4 numPartitions = 4;
vector/INTEGER4> partitionOwners;
for (INTEGER4 part = 0; ptn < numPartitions; ++ptn)
    partitionOwners.push_back(ptn % commSize);

TECZNEMAP142(&numPartitions, &partitionOwners[0]);

for (INTEGER4 partition = 1; partition <= 4; ++partition)
{
    if (commRank == mainRank || partitionOwners[partition - 1] == commRank)
    {
        INTEGER4 partitionIMin = partitionIndices[partition - 1][0];
        INTEGER4 partitionIMin = partitionIndices[partition - 1][1];
        INTEGER4 partitionIMin = partitionIndices[partition - 1][2];
        INTEGER4 partitionIMMin = partitionIndices[partition - 1][2];
        INTEGER4 partitionIMMax = partitionIndices[partition - 1][3];
        INTEGER4 partitionIMMax = partitionIndices[partition - 1][4];
        INTEGER4 partitionIMMax = partitionIndices[partition - 1][5];
        I = TECIJKPTN142(&partition, &partitionIMin, &partitionIMin, &partitionIMax, &partitionJMax, &partitio
```

- Additional functions used here were as follows:
 - TECMPIINIT142 (Initializes MPI and joins a specified MPI communicator)
 - TECZNEMAP142 (it maps the processes to the partition to be printed in the zone)
 - TECIJKPTN142 (manages information about partitions, later reassembled into a single zone)
- The ending indices and the starting indices of the next partition should be same for TECIJKPTN142 to function properly