

Uintah

- Preprocessor – Standalone bits and pieces
- Solver
- Postprocessor – VisIt with UDA plugin

Uintah

- CCA model
 - /src/CCA
 - /src/Core
 - /src/StandAlone

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- /src/Core
 - DataArchive – DataWarehouse model
 - GeometryPiece
 - Parallel – Communication
 - ProblemSpec – Input parser (XML)

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- /src/CCA
 - Components – the actual solvers and models
 - Ports – various interfaces

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- /src/CCA/Components
 - DataArchiver
 - MPM
 - Schedulers
 - SimulationController

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- Basic layout:
 - Read input
 - Create geometry
 - Decompose domain
 - Create taskgraph
 - Do solve and write to datawarehouse

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- Our initial tweaks to Uintah:
 - Rename but reuse infrastructure
 - Create a rigid body dynamics component
 - Create a peridynamic component
 - Tweak the switching option between components

Matiti/Vaango

- Standalone codes go to StandAlone
- Move from svn to git relatively straightforward (right now in GitHub)
- Is it worth moving to cmake?
- Need everyone to try it out on their linuxy platforms and see whether they can run simulations