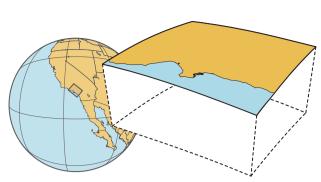
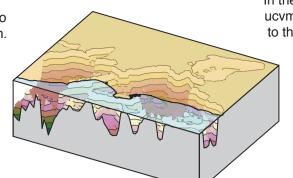
ucvm2etree

ucvm2etree [mpi-process]



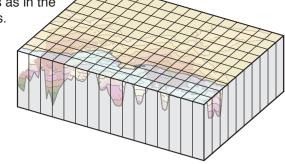
Map projection from a longitude-latitude-depth to a x-y-z coordinate system.





In the first step of the parallel process, ucvm2etree extract maps the domain to the same $c_{\cdot,\cdot} \times c_{\cdot,\cdot}$ columns as in the single-core process.





In the single-core command, the model domain is divided into $c_{x} \times c_{y}$ columns. Each column is meshed as an independent octree.

> As ucvm2etree queries the meta-model, it stores the data-

point payloads into the etree using

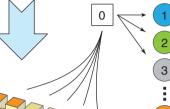
etree insert() from the etree library. Since the inserts are not done in

global in z-order, the outcome

does not optimize disk-space.



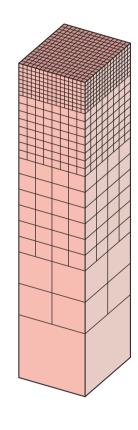
At this point, PE-0 operates as master and allocates columns to other PEs as needed, following a master-worker paradign.

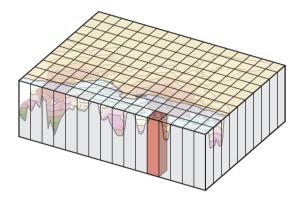


Master

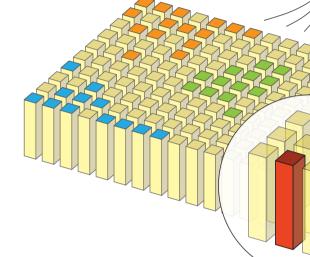
Workers

In both the single-core and the parallel programs, each column is meshed progressively downward, adjusting the octants size at each horizontal layer according to the lower bound size $V_{\min}/(p \cdot f_{\max})$. Each column has an independent vertical discretization.



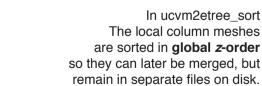


As each processor is assigned a new column, it queries the meta-model and stores the data-points in a flat binary file (one per PE). Here, the octants in the mesh of each column are arranged in local z-order.



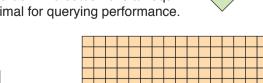
Flat binary files with

A recommended step after running ucvm2etree is to run the program ecompact. This code traverses the etree generated by ucvm2etree and builds a copy by appending octants in z-order. The outcome is an equivalent smaller file, optimal for querying performance.

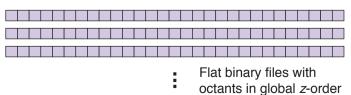




octants in local z-order







The end result is a binary file (etree) with metadata about the model origin coordinates, dimensions, date of creation and authorship.





The last step the parallel version, ucvm2etree_merge, merges the global z-ordered column files into a single mesh.