# In Situ Generated Probability Distribution Functions for Interactive Post Hoc Visualization and Analysis

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## **Introduction:** Problem Statement

- In situ processing to support post hoc analysis  $\rightarrow$  particle selection
- "Trial and error" based exploration
  - Processing large datasets takes time
  - Selection criteria are complex
- How can we...
  - …leverage extra information available in situ?
  - ...make particle/feature selection fast and efficient?





# **Introduction:** Combustion Simulations and S3D

- Sandia National Laboratories
- S3D Combustion Simulation
  - Field Data (very high resolution)
  - Particle Data (more manageable)





Image courtesy of [Yu et al. 2010]





# **Background:** Probability Distribution Functions

A data reduction tool that maintains distributions (i.e. a histogram)









# **Background:** Domain Subdivisions and Terminology

## Insert a new level into the simulation hierarchy



## Methods: Overview and Workflow

- Modification to scientists' normal workflow
  - Construct PDFs from field data (in situ)
  - Sort particles according to PDF sampling regions (in situ)
  - Perform filtering on PDFs to select particles quickly (post hoc)



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## scussion

## **Methods:** PDF Generation (in situ)

- Routines are called within each domain decomposition
- PDFs may be 1D, 2D, or 3D
- Representation used (to minimize storage):
  - Dense matrix representation (frequency of all bins)
  - Sparse matrix representation (frequency of non-zero bins + location)





## **Methods:** Particle Sorting (in situ)

- Routines are called within each domain decomposition
- Particle in the same sampling regions are placed in contiguous chunks
- A separate set of indexes point to the start of each chunk







# Methods: Analysis and Visualization Tool (post hoc)



## **Results:** Test Dataset



- AirDodecane Dataset

  - ~40 million particles
  - ~100 raw variables
- Large scale run on Titan
  - 80,000 computing processors



## n-dodecane & diluted air

## • 1400 x 1500 x 1000 cells



## **Results:** Test Dataset

Distributions between variables describe system behavior





## Results: Test Dataset

Quickly select particles based on histogram distributions

Example of a selection based on distributions between *mixture fraction*, temperature, and scalar dissipation Spatial resolution limited by PDF/sampling region size Introduction Background Methods Results

## **Results:** PDF Storage Overhead

**Performance testing:** rerun simulation with varying sizes and parameters



- Depends on data distributions
- More bins  $\rightarrow$  more storage
- In general (per timestep):
  - ~100 MB for PDFs
  - Several GB for particles
  - PDFs use ~5% of particle storage





## **Results:** PDF Generation Timing



- Compare a simulation timestep with time to compute PDFs
- Horizontal axis: same problem size with increasingly finer subdivisions
- Simulation: 1 10 seconds
- PDFs: 0.001 0.01 seconds



Methods



## **Results:** Particle Sorting Timing



- Storage overhead is negligible
- Sorting time depends on number of particles
- Sort time is a fraction of a ms





## **Results:** Post Hoc Particle Selection Timing



- Filtering by particles: time remains constant
- Filtering by PDFs:
  - Time to process PDFs (constant)
  - Time to load the particles (varies)
- Need to load almost the full dataset before the PDF scheme becomes slower





## **Discussion:** Limitations and Future Work

- Spatial resolution of PDFs/sampling regions limits selection
  - Secondary filtering step done on particle data directly
  - Data sizes will already be smaller from the PDF filtering
- Detailed particle analysis is done using other tools
  - Add temporal analysis of particle selections
  - Provide instant feedback when selection parameters change
- How can we use PDFs for importance driven time step selection?





## **Discussion:** Summary

- Hybrid in situ and post hoc approach to particle selection
- Combustion research as driving application
- Users can extract representative particle subsets
  - Quickly and interactively to support "trial and error" based exploration
  - Very little overhead to the simulation or storage requirements
- Currently working towards improving the system with Sandia Natl. Labs
- Later plans to generalize the tools for other applications





# Thank You Questions?

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