

Foghorns, Lighthouses and the Circuitous, Hazard-laden Path Towards Extreme Scale Data Analysis

> ICAP 2009 4 September 2009 San Francisco, CA

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# Rocks, Shoals, Wrecks, and Other Hazards

- Data: size, complexity, I/O, formats, etc.
   It takes a long time to read, write big data.
  - Incompatible formats cause big problems.
- Working with big data: visual data analysis.
   Can you run a 1TB file through gnuplot or IDL?
   Does gnuplot or IDL really do what you need?









# This is no joke!



# Data Problems

- Serial vs. parallel I/O.
  - One vs. many write streams.
- Formats:
  - How data is written out to disk: what order, storage format, etc.
  - ASCII (ouch) vs. <many options>
  - Want: format compatibility along the tool chain.







# **Format Propagation Issues**

- What happens if each application in a tool chain uses its own unique data model/format?
- What if one or more formats changes during a weekend coding session?
- What if you want to look at results from a few years ago?
- What if you want to share results with your colleagues?





# OVACET

# **Data Format Solutions**

- HDF, netCDF: partial solution (why partial?)
  - Data layout inside HDF5 file: your choice.
  - Data group naming inside HDF5 file: your choice.
- H5part: more complete solution.
  - What is H5part?
    - Veneer API sits atop HDF5 (LBNL+PSI effort)
    - Simplifies use of HDF5.
  - Opaque group naming.
  - Layout defined, managed by H5part.
  - Open Source, see vis.lbl.gov







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# **Big Problem – Information Overload**

- Our ability to create and store information exceeds our capacity to understand it.
- Information requires attention to process:
  - "A wealth of information creates a poverty of attention." – Hebert Simon, Nobel Prize, 1971.
- Major challenge: gain insight from data.
  - Visualization, visual data analysis are excellent tools for accomplishing this objective.





- What is Query-Driven Visualization?
  - Find "interesting data" and limit visualization, analysis, machine and cognitive processing to that subset.
- One way to define "interesting" is with compound boolean range queries.
  - E.g.,  $(CH_4 > 0.1)$  AND  $(T_1 < temp < T_2)$
- Quickly locate those data that are "interesting."
- Pass results along to visualization and analysis pipeline.
- Another view: "remove the haystack to see needles."









### The Canonical Visualization Pipeline













◆ CH<sub>4</sub> > 0.3

♦ Temp <  $T_1$ 

•  $CH_4 > 0.3$  AND temp  $< T_1$ 

◇ CH<sub>4</sub> > 0.3 AND temp < T<sub>2</sub>
 ■ T<sub>1</sub> < T<sub>2</sub>



- Compare performance to isocontouring.
- For *n* data values and *k* cells intersecting the surface:
  - Marching Cubes: O(n)
  - Octtree methods:  $O(k + k \log (n/k))$ 
    - Acceleration: pruning; sensitive to noisy data
  - Span-space methods:
    - NOISE: O(sqrt(n) + k)
    - ISSUE: O(log (n/L) + sqrt(n)/L + k)
      - » L is a tunable parameter
    - Interval Tree:  $O(\log n + k)$
- FastBit: <u>O(k) the theoretical optimum.</u>
  - Profound performance gain for Petascale visualization!
- Our approach supports multidimensional queries
  - Isocontouring is essentially a 1D query





# **ODVInterfaces**



# Query-Driven Visual Data Analysis Challenges

- How to define "interesting?"
- Effective interfaces for:
  - Supporting rapid interrogation, propagating query results from step to step in the analysis process.
  - Multivariate visualization
  - Drill-down (mining), linked/correlated views
- Adapting, applying and deploying these principles to many types of scientific data.
- Data file/format challenges.





# Visual Data Exploration of LWFA Simulation Output





# Analysis Task(s)

- 1. Identify particles that form a beam
  - Interactive visual data exploration
  - Data subsetting: high energy, spatial coherency.
- 2. Track them over time
  - Given particle ID's from a given time step,
  - Find all those particles in all time steps
  - Subsequent visual data analysis.



# Data Overview

- Simulation: VORPAL, 2D and 3D.
- Particle data:
  - X,y,z (location), px,py,pz (momentum), id.
  - No. of particles per timestep: ~ 0.4\*10<sup>6</sup> 30\*10<sup>6</sup> (in 2D) and ~80\*10<sup>6</sup> 200 \*10<sup>6</sup> (in 3D)
  - Total size: ~1.5GB >30GB (in 2D) and ~100GB >1TB (in 3D)
- Field data:
  - Electric, magnetic fields, RhoJ
  - Resolution: Typically ~0.02-0.03µm longitudinally, and ~
     0.1-0.2µm transversely
  - Total size: ~3.5GB >70GB (in 2D) and ~200GB >2TB (in 3D)





# Fundamental Problem #1 - Interface

- Parallel coordinates
  - An interface for subset selection.
  - A mechanism for displaying multivariate data ins/variable
- Problems with large data:
  - Visual clutter
  - O(n) complexity
- Solution/Approach
  - Histogram-based p-coords





overy through Advanced Co

# Histogram-Based Parallel Coordinates







# Adaptive and Constant-sized Bins





# System Overview









# 3D Example





# More Recent Results

- Understanding particle behavior over time:
  - After finding interesting particles and tracing them through time,
  - Particles start out slow (blue, left), undergo acceleration (reds), then slow again as the plasma wave outruns them (blue, right).
  - Spiral structure shows particles oscillating transversely in the focusing field.







# Fundamental Problem #2 – Performance

- How to efficiently construct a histogram?
  - Naïve approach: O(n)
  - Better approach: use FastBit
- How to efficiently do particle tracking?
  - Naïve approach: O(n<sup>2</sup>)
  - Better approach: O(H\*t) (use FastBit)





### Parallel Performance I: Histograms

#### **Dataset:**

- 3D dataset consisting of 100 timesteps
- ~177 million particles per timestep
- ~10 GB per timestep
- ~1TB total size

#### Test platform: (as of July.2008)

- franklin.nersc.gov
- 9,660 nodes, 19K cores Cray XT4 system
- Filesystem: Lustre Parallel Filesystem
- Each node consists of:
  - CPU: 2.6 GHz, dual-core AMD Opteron
  - Memory: 4GB
  - OS: Compute Node Linux

#### Test setup:

- Restrict operations to a single core of each node to maximize I/O bandwidth available to each process
- Assign data subsets corresponding to individual timesteps to individual nodes for processing
- Generate five 1024x1024 histograms for position and momentum fields at each timestep
- Conditon: px>7\*10<sup>10</sup>
- Levels of parallelism: 1, 2, 5, 10, 20, 50, 100





### Parallel Performance II: Particle Tracking

### **Test setup:**

- Same as for histogram computation
- Track 500 particles (Condition: px>10<sup>11</sup>) over 100 timesteps

#### **Results:**

• FastBit is able to track 500 particles over 1.5TB of data in 0.15 seconds

Performance of original IDL scripts:
~2.5 hours to track 250 particles in small 5GB dataset







# More Than Just a Research Project

- Several technologies from this project have been "productized" in Vislt and are available to "the entire world."
  - Parallel coordinates interface (traditional and histogram-based)
  - H5part, FastBit-enabled file loader to support parallel collective I/O, including index/query.
  - ID-based, or "named" queries.







# **Concluding Remarks**









# **Visualization Use Models**

- Presentation visualization
  - You know what's there and want to show it to someone else
- Analytical Visualization
  - You know what you are looking for
- Discovery Visualization
  - You have no idea what you're looking for









# Hazards at PScale and Beyond

- Computing hazards: out of scope for this talk.
  - E.g., solvers, multicore, 10M-100M cores, programming and execution models, etc.
- I/O hazards:
  - Serial vs. parallel I/O
  - Data models and formats.
- Visual data analysis hazards
  - What problem are you trying to solve?
  - Sufficiently capable tools?
  - Effective tools?
  - I/O issues, data duplication?









# The End

