

# Effective HPC Visualization and Data Analysis using VisIt



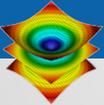
**SC14**

New Orleans, LA

hpc matters.

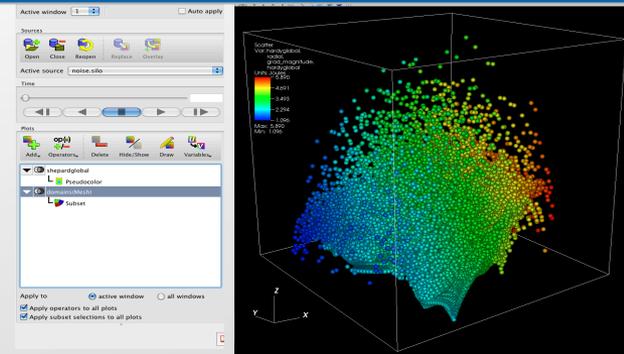
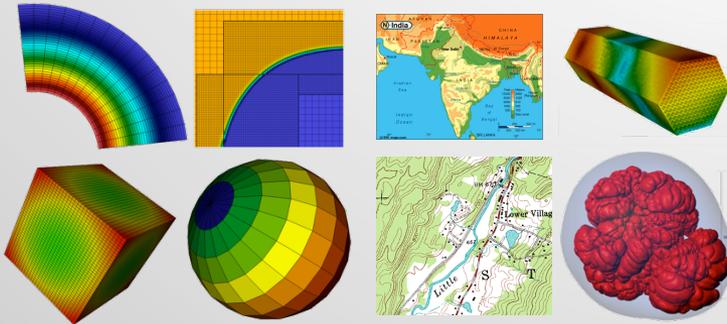
LLNL-PRES-664017

This work was performed under the auspices of the U.S. Department of Energy by Lawrence Livermore National Laboratory under contract DE-AC52-07NA27344. Lawrence Livermore National Security, LLC



# Tutorial Topics:

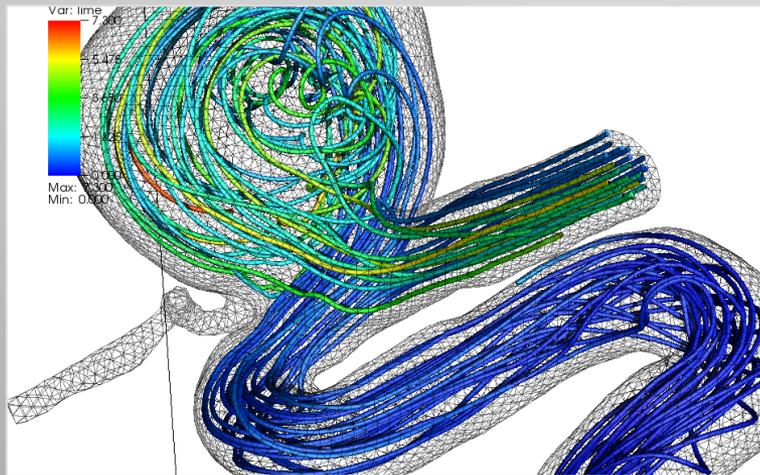
## An introduction to Scientific Visualization using VisIt



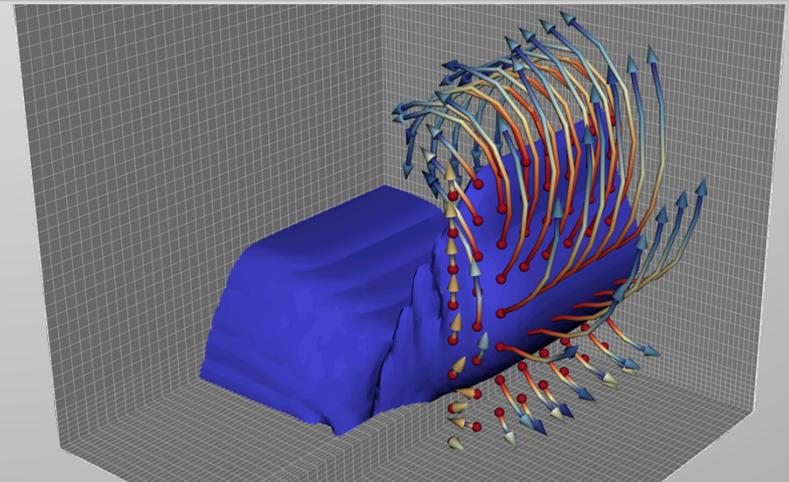
**Scientific Visualization Concepts**

**Guided Tour of VisIt**

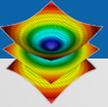
## With two in-depth / hands-on visualizations:



**Aneurysm (Blood Flow) Simulation**



**Water Flow Simulation**



# Tutorial Resources

- **Tutorial Information:**

[http://visitusers.org/index.php?title=Visit\\_Tutorial](http://visitusers.org/index.php?title=Visit_Tutorial)

- **Tutorial Prep:**

[http://visitusers.org/index.php?title=Tutorial\\_Preparation](http://visitusers.org/index.php?title=Tutorial_Preparation)

- **Example Datasets:**

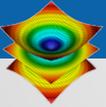
[http://visitusers.org/index.php?title=Tutorial\\_Data](http://visitusers.org/index.php?title=Tutorial_Data)

- **Blood Flow Hands-on:**

[http://visitusers.org/index.php?title=Blood\\_Flow\\_Aneurysm\\_Tutorial](http://visitusers.org/index.php?title=Blood_Flow_Aneurysm_Tutorial)

- **Water Flow Hands-on:**

[http://visitusers.org/index.php?title=Water\\_Flow\\_Tutorial](http://visitusers.org/index.php?title=Water_Flow_Tutorial)



# Tutorial Speakers

**Cyrus Harrison**



**Jean Favre**



**Brad Whitlock**



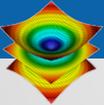
**Intelligent Light**

**David Pugmire**



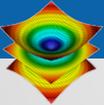
**Robert Sisneros**





# Tutorial Outline

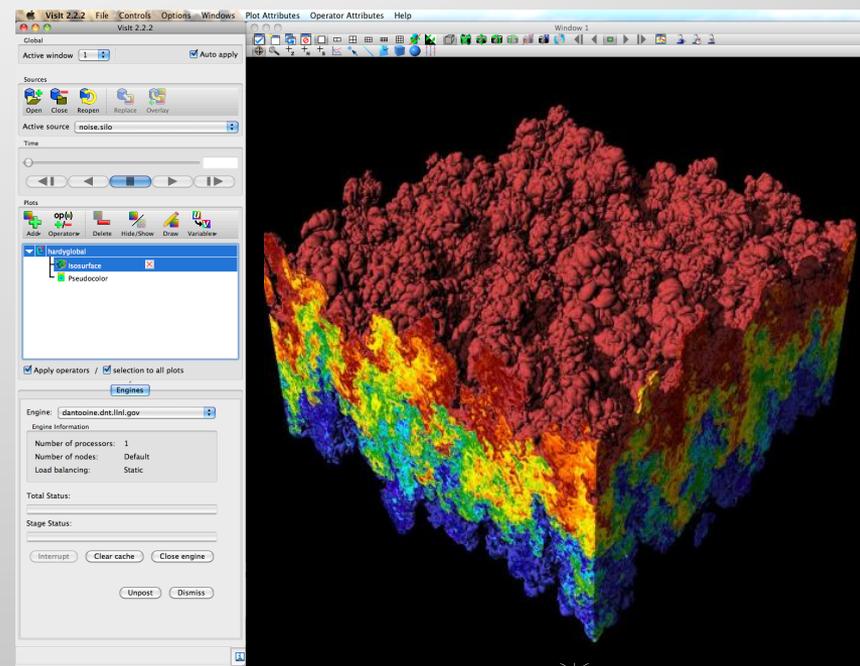
- **Intro**
- **Visit Project Overview**
- **Techniques for visualizing mesh-based simulations**
- **Visit setup help for attendees**
- **Guided tour of Visit**
- **Showcase of Visit Visualizations**
- **<Break>**
- **Hands on demonstrations:**
  - **Visualization of an Aneurysm (Blood Flow) Simulation**
  - **Visualization of a Water Flow Simulation**
- **Practical Tips**
- **Closing Remarks and Questions**



# VisIt Project Introduction

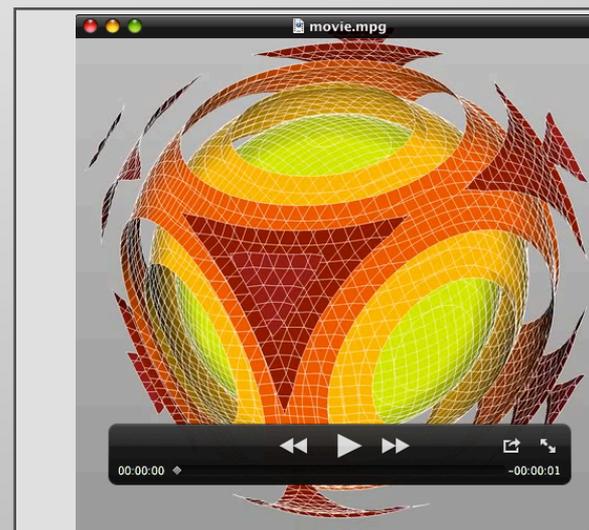
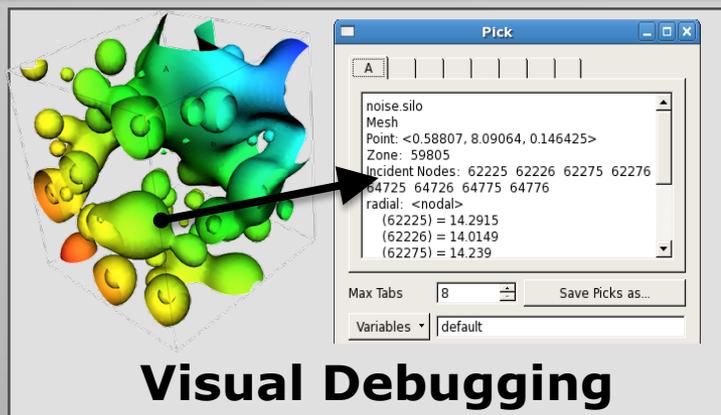
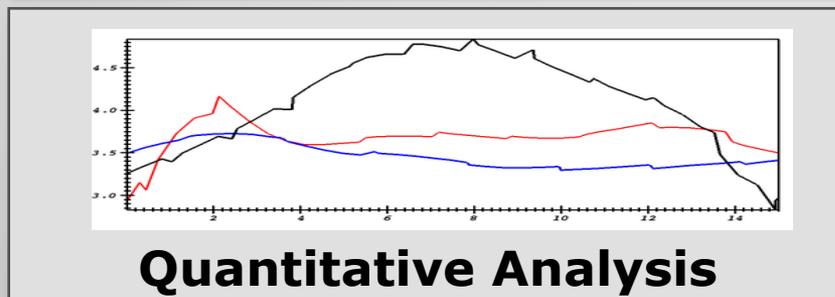
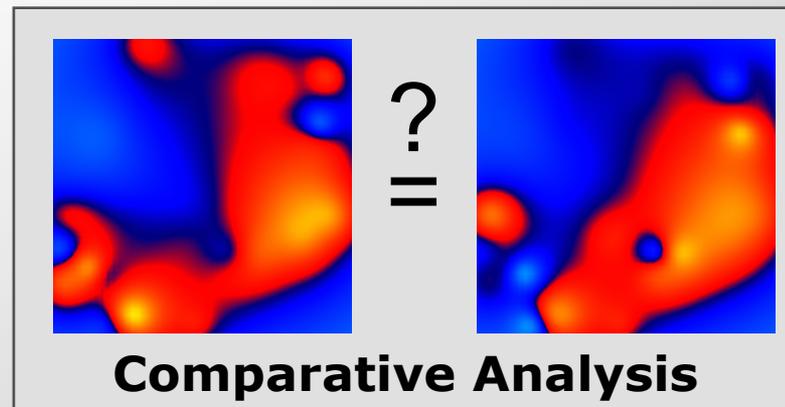
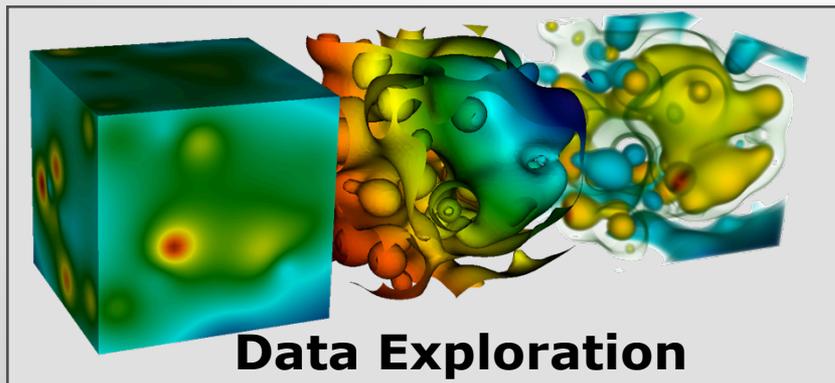
# VisIt is an open source, turnkey application for data analysis and visualization of mesh-based data.

- Production end-user tool supporting scientific and engineering applications.
- Provides an infrastructure for parallel post-processing that scales from desktops to massive HPC clusters.
- Source released under a BSD style license.

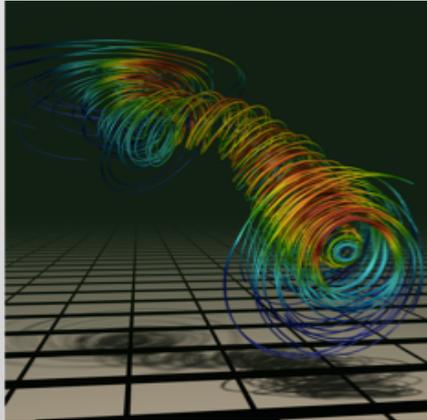


**Density Isovolume of a  
3K<sup>3</sup> (27 billion cell) dataset**

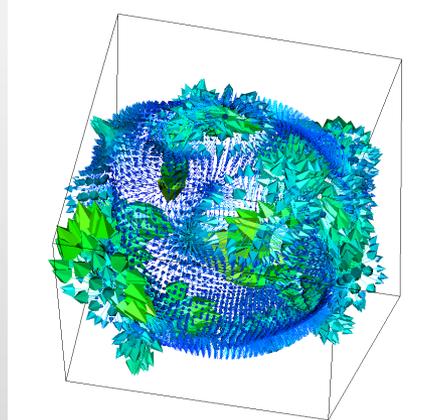
# VisIt supports a wide range of use cases.



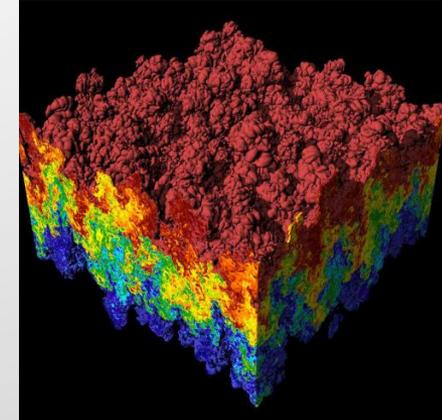
# Examples of VisIt's visualization capabilities.



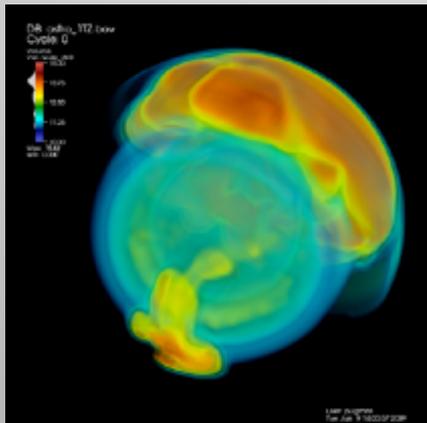
Streamlines



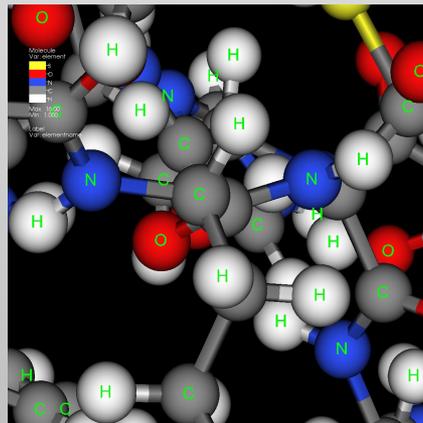
Vector / Tensor Glyphs



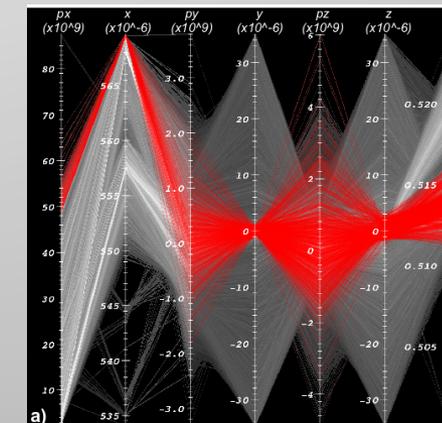
Pseudocolor Rendering



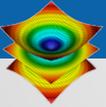
Volume Rendering



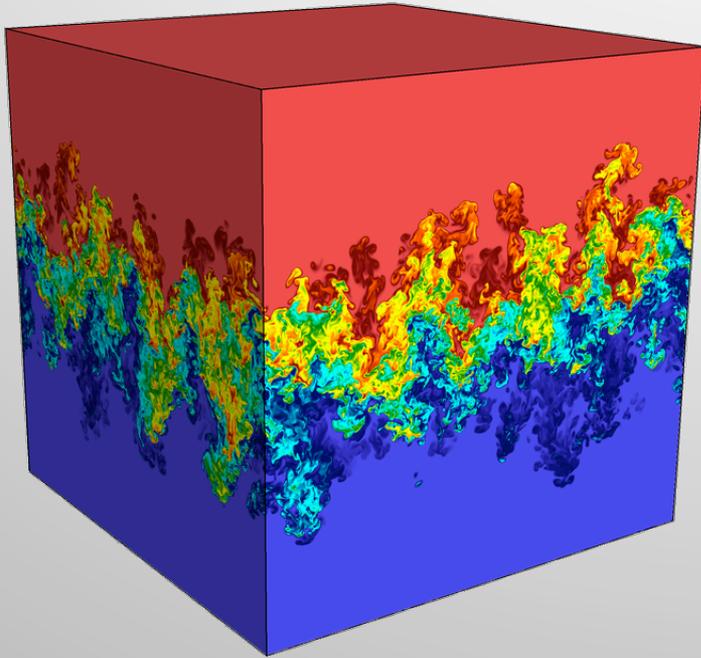
Molecular Visualization



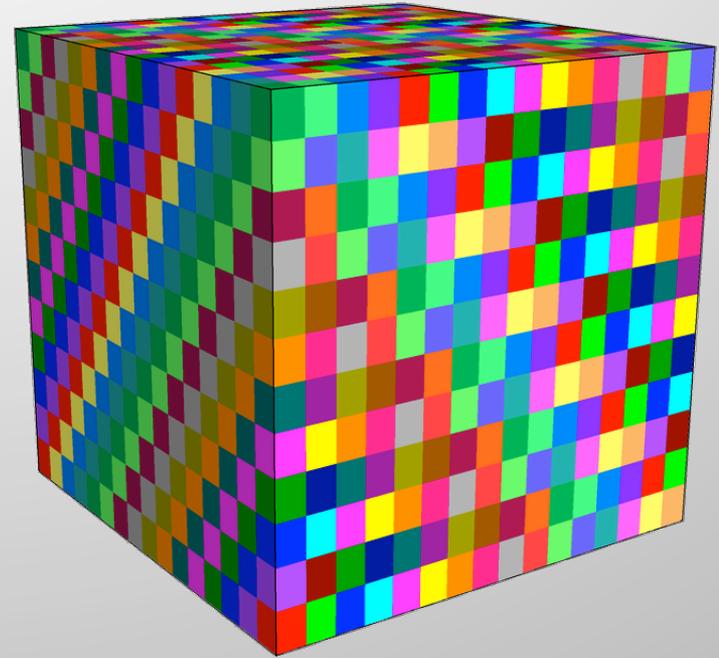
Parallel Coordinates



VisIt uses MPI for distributed-memory parallelism on HPC clusters.



**Full Dataset**  
(27 billion total cells)

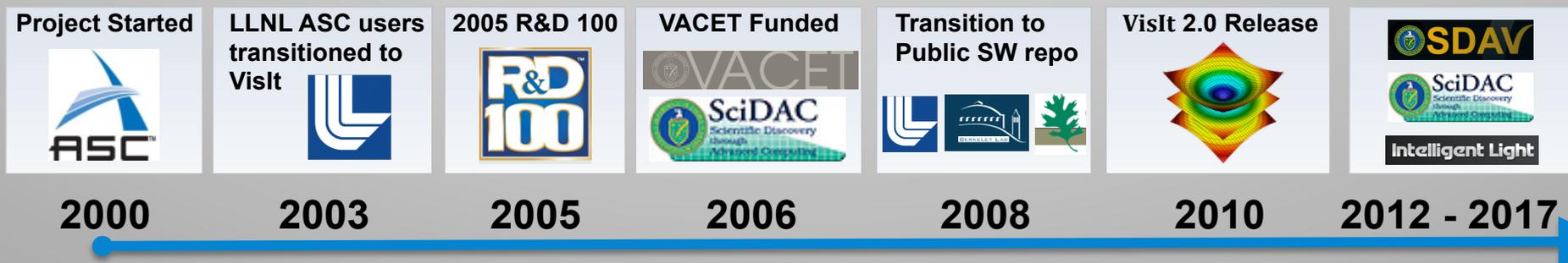


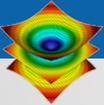
**3072 sub-grids**  
(each 192x129x256 cells)

We are enhancing VisIt's pipeline infrastructure to also support threaded processing.

# VisIt is a vibrant project with many participants.

- The VisIt project started in 2000 to support LLNL's large scale ASC physics codes.
- The project grew beyond LLNL and ASC with research and development from DOE SciDAC and other efforts.
- VisIt is now supported by multiple organizations:
  - LLNL, LBNL, ORNL, UC Davis, Univ of Utah, Intelligent Light, ...
- Over 75 person years of effort, 1.5+ million lines of code.

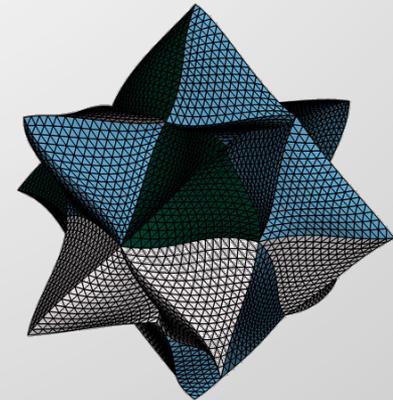




# VisIt's capabilities are constantly being expanded.

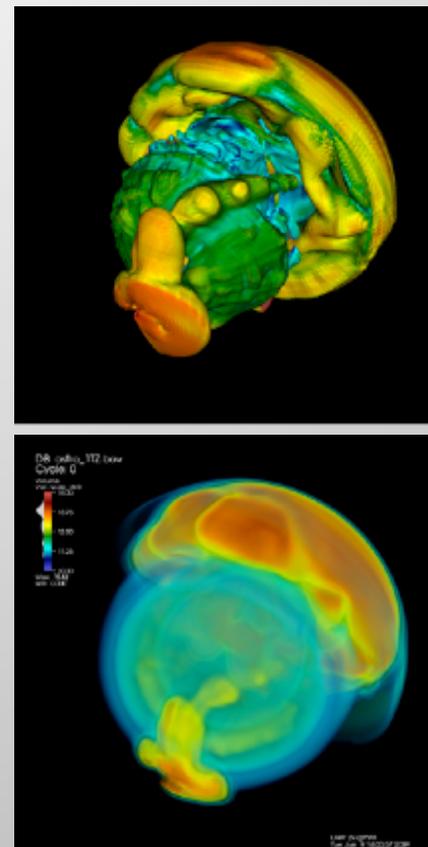
## *Recent Development Efforts:*

- **Support for High Order Finite Element Meshes via MFEM**
  - <https://code.google.com/p/mfem/>
- **Port to IBM's BG/Q Platform**
  - 98k-core runs on LLNL's Vulcan Cluster
- **Support for exports to FieldView XDBs**
  - Export reduced datasets for consumption in Intelligent Light's FieldView



# VisIt scales well on current HPC platforms.

Machine	Architecture	Problem Size	# of Cores
<i>Graph</i>	X86_64	<b>20,001<sup>3</sup> (8 T cells)</b>	12K
Dawn	BG/P	15,871 <sup>3</sup> (4 T cells)	64K
Franklin	Cray XT4	12,596 <sup>3</sup> (2 T cells)	32K
JaguarPF	Cray XT5	12,596 <sup>3</sup> (2 T cells)	32K
Juno	X86_64	10,000 <sup>3</sup> (1 T cells)	16K
Franklin	Cray XT4	10,000 <sup>3</sup> (1 T cells)	16K
Ranger	Sun	10,000 <sup>3</sup> (1 T cells)	16K
Purple	IBM P5	8,000 <sup>3</sup> (0.5 T cells)	8K

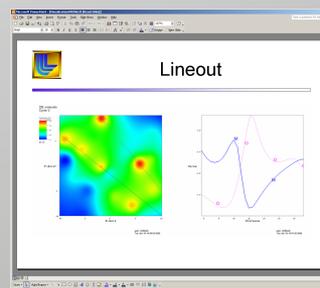
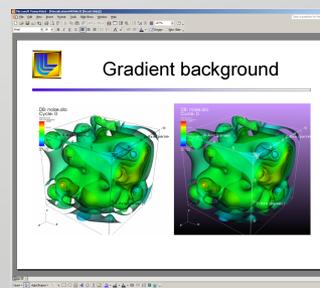
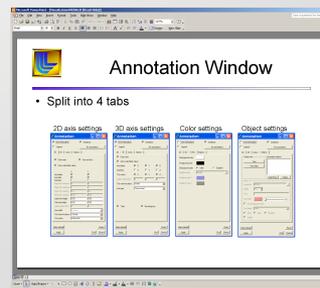


*Scaling Studies of Isosurface Extraction and Volume Rendering (2009)*

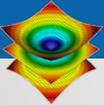
VisIt is also used daily by domain scientists.

# The VisIt team focuses on making a robust, usable product for end users.

- Regular releases (~ 6 / year)
  - Executables for all major platforms
  - End-to-end build process script ``build\_visit``
- Customer Support and Training
  - [visitusers.org](http://visitusers.org), wiki for users and developers
  - Email lists: [visit-users](mailto:visit-users), [visit-developers](mailto:visit-developers)
  - Beginner and advanced tutorials
  - VisIt class with detailed exercises
- Documentation
  - “Getting data into VisIt” manual
  - Python interface manual
  - Users reference manual



*Slides from the VisIt class*



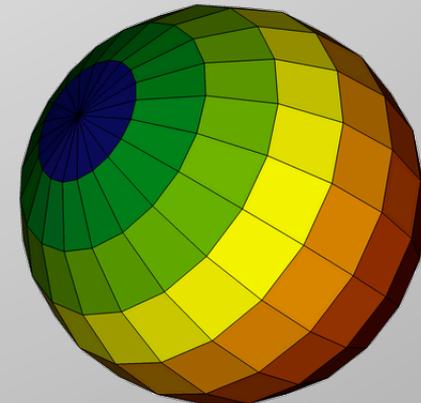
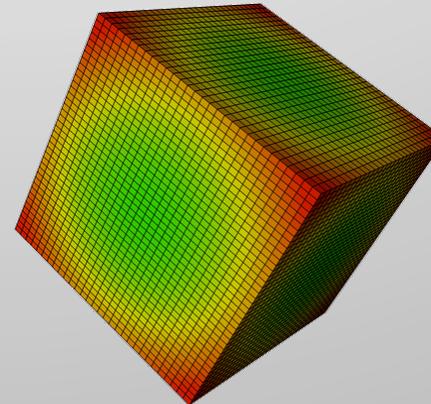
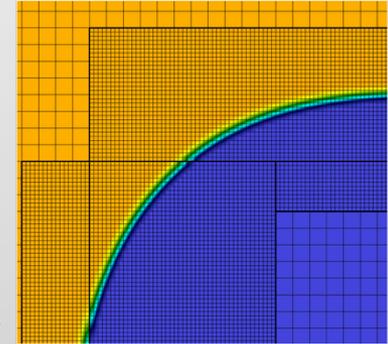
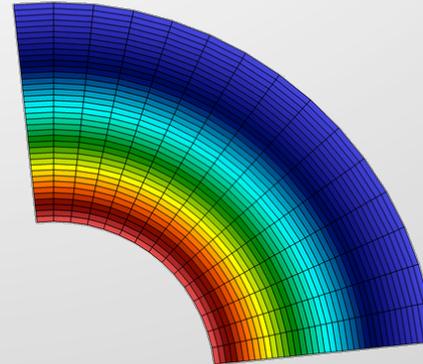
# VisIt provides a flexible data model, suitable for many application domains.

## ■ Mesh Types:

- Point, Curve, 2D/3D  
Rectilinear, Curvilinear,  
Unstructured
- Domain Decomposed, AMR
- Time Varying

## ■ Fields:

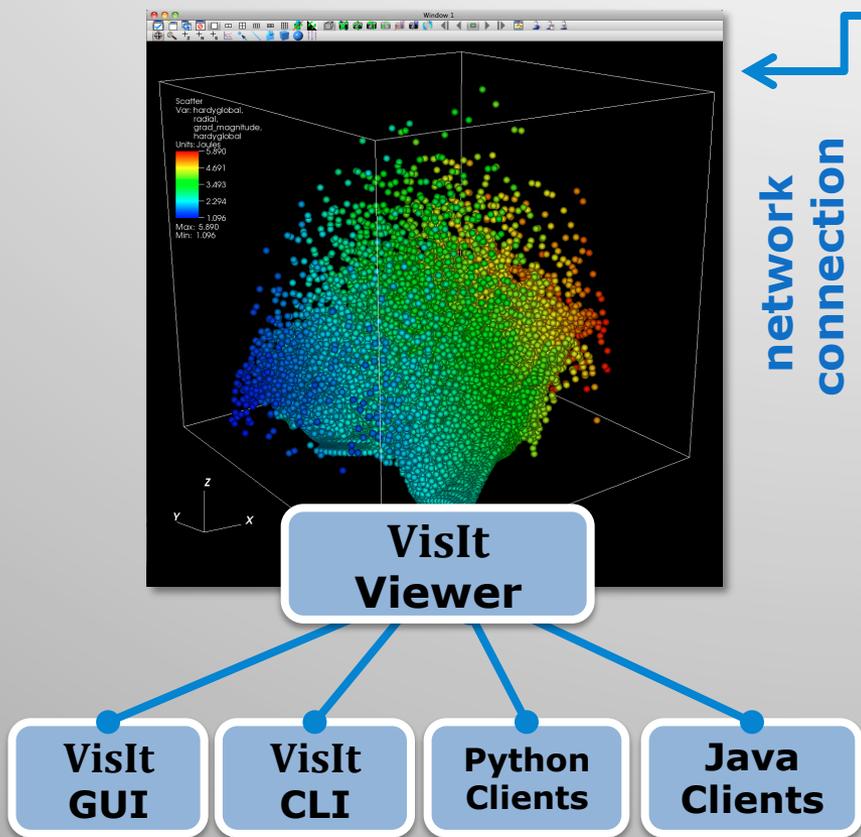
- Scalar, Vector, Tensor,  
Material volume fractions,  
Species



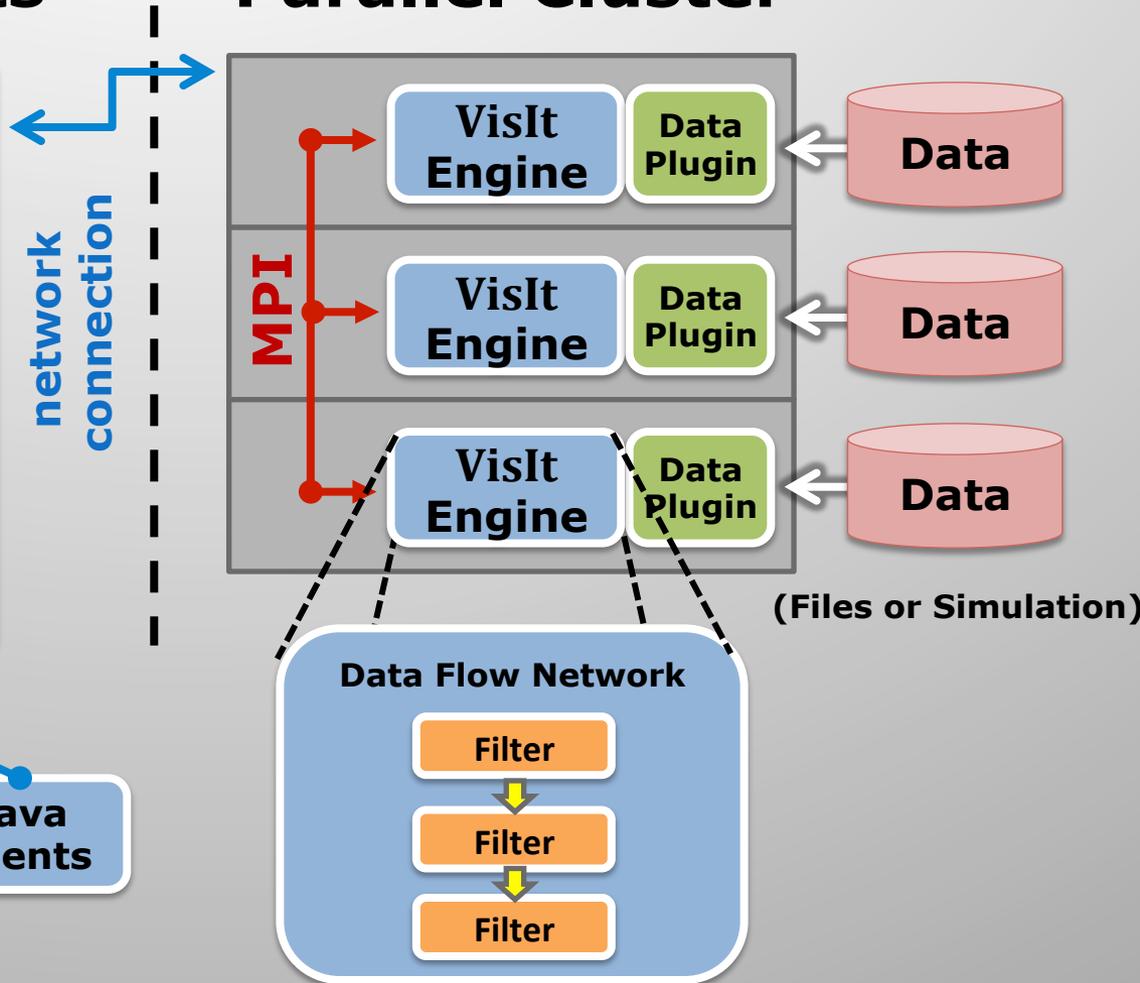
VisIt currently supports over 110 file formats.

# VisIt employs a parallelized client-server architecture.

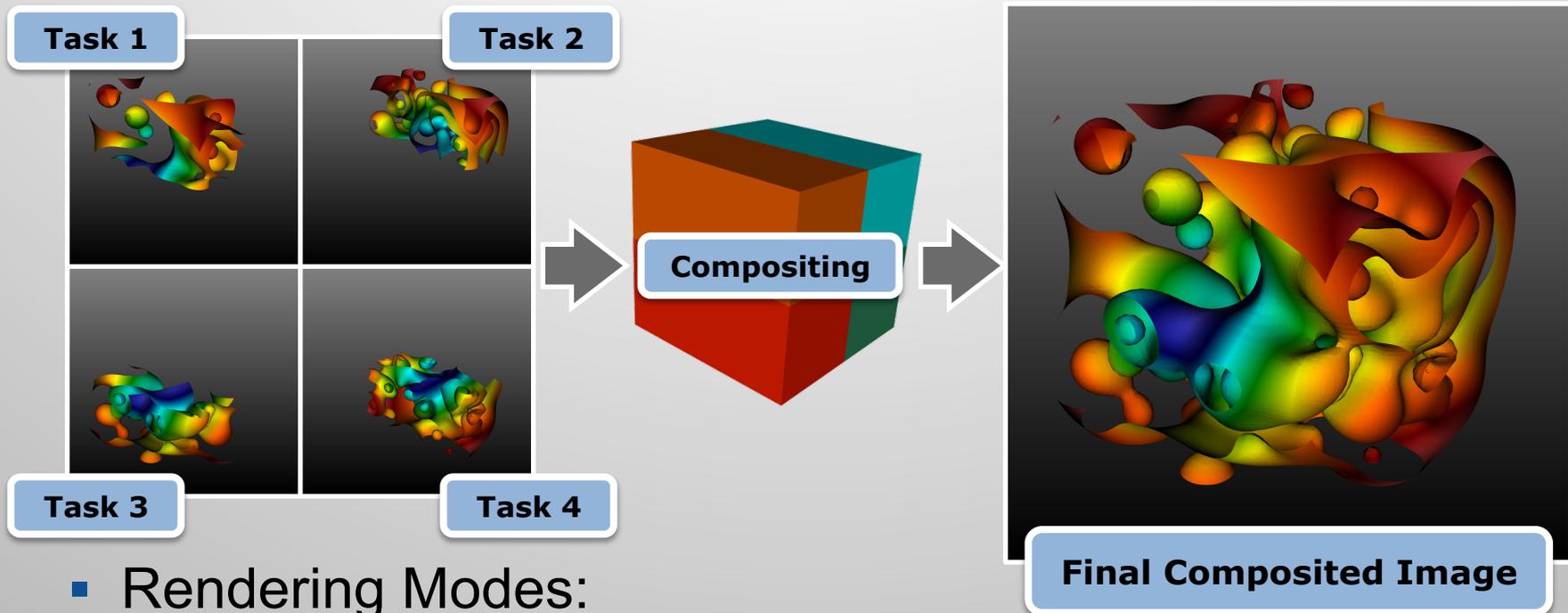
## Local Components



## Parallel Cluster



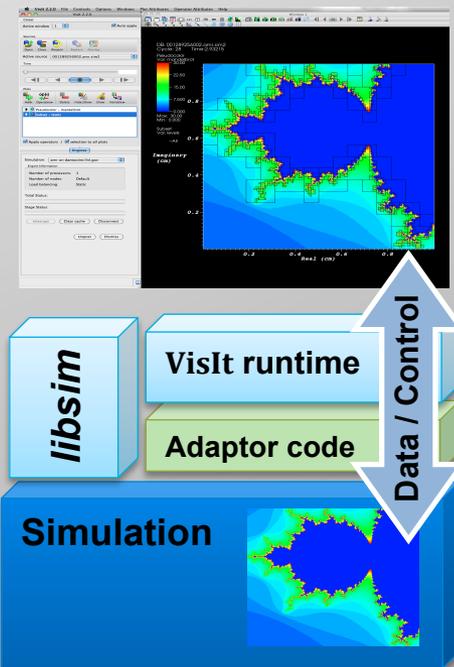
# VisIt automatically switches to a scalable rendering mode for large data sets.

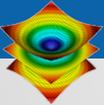


- Rendering Modes:
  - Local (hardware)
  - Remote (software or hardware)
- Beyond surfaces:
  - VisIt also provides scalable volume rendering.

# VisIt's infrastructure provides a flexible platform for custom workflows.

- C++ Plugin Architecture
  - Custom File formats, Plots, Operators
  - Interface for custom GUIs in Python, C++ and Java
  
- Python Interfaces
  - Python scripting and batch processing
  - Data analysis via Python Expressions and Queries.
  
- *Libsim* library
  - Enables coupling of simulation codes to VisIt for in situ visualization.



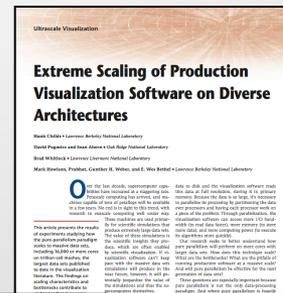


# VisIt is used as a platform to deploy visualization research.

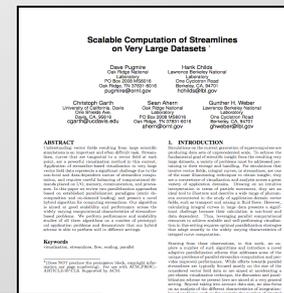
## Research Collaborations:



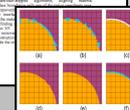
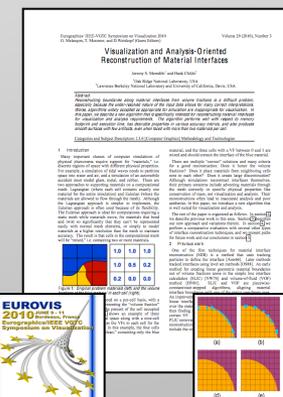
- Research Focus:
  - Next Generation Architectures
  - Parallel Algorithms
  - In-Situ Processing



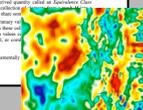
Scaling research: Scaling to 10Ks of cores and trillions of cells.



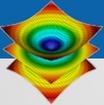
Algorithms research: How to efficiently calculate particle paths in parallel.



Algorithms research: Reconstructing material interfaces for visualization



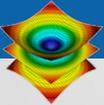
Methods research: How to incorporate statistics into visualization.



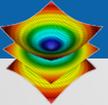
# VisIt: What's the Big Deal?

- Everything works at scale
- Robust, usable tool
- Features that span the “power of visualization”:
  - Data Exploration
  - Confirmation
  - Communication
- Features for different kinds of users:
  - Visualization Experts
  - Code Developers
  - Code Consumers

**Healthy future: Vibrant Developer and User Communities**



# Visualization Techniques for Mesh-based Simulations

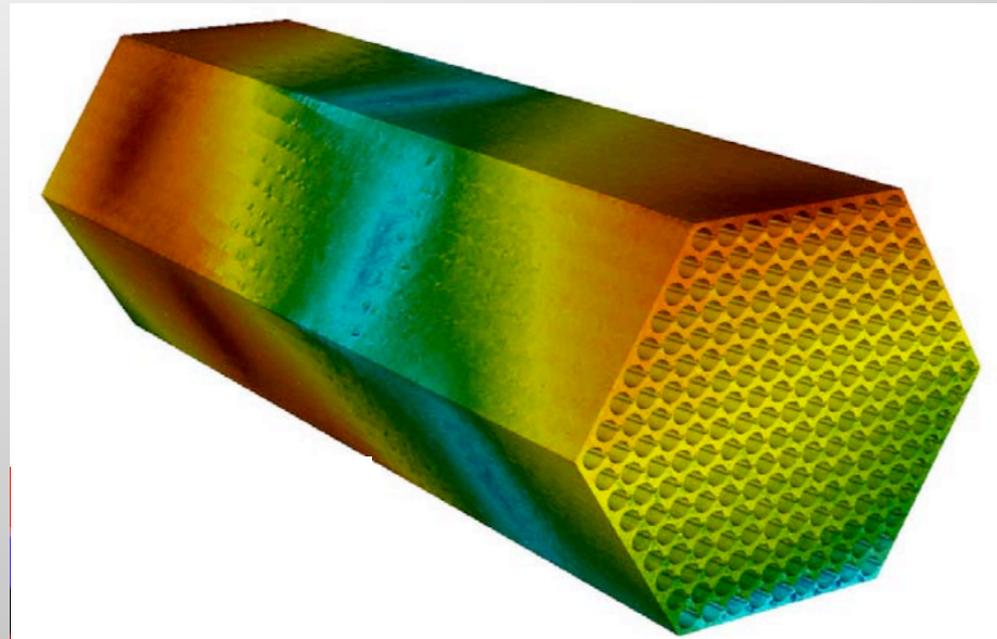


# Terminology

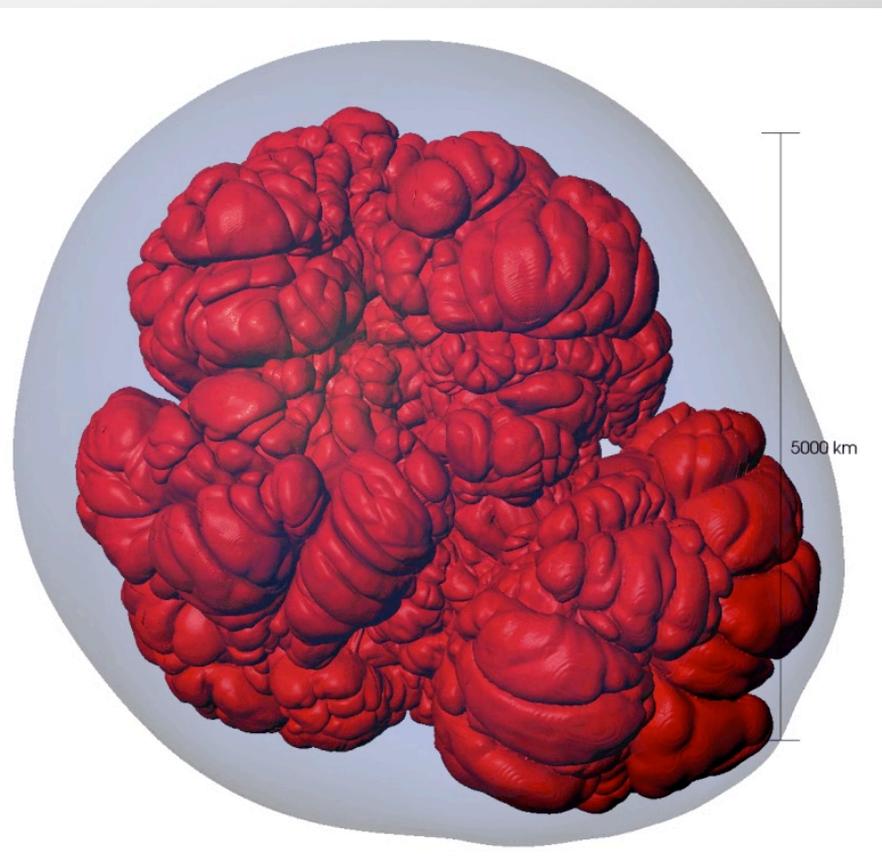
- Meshes: discretization of physical space
  - Contains “zones” / “cells” / “elements”
  - Contains “nodes” / “points” / “vertices”
    - VisIt speak: zone & node
  
- Fields: variables stored on a mesh
  - Scalar: 1 value per zone/node
    - Example: pressure, density, temperature
  - Vector: 3 values per zone/node (direction)
    - Example: velocity
      - Note: 2 values for 2D, 3 values for 3D
  - More fields discussed later...

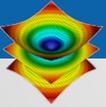
# Pseudocolor

- Maps scalar fields (e.g., density, pressure, temperature) to colors.

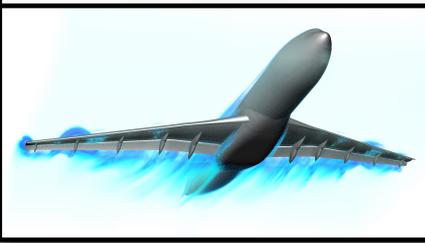
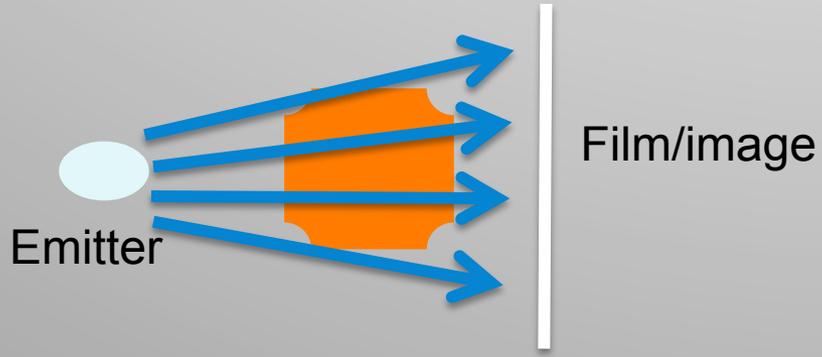
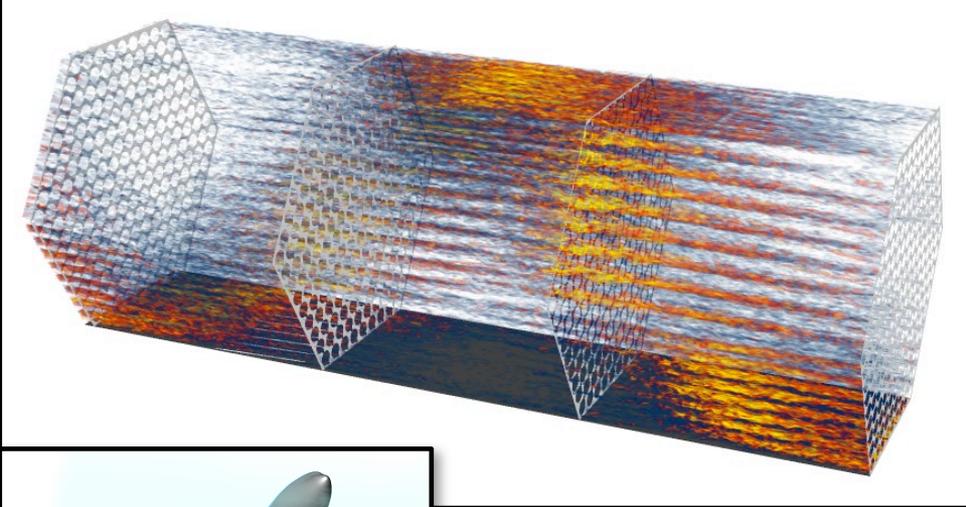
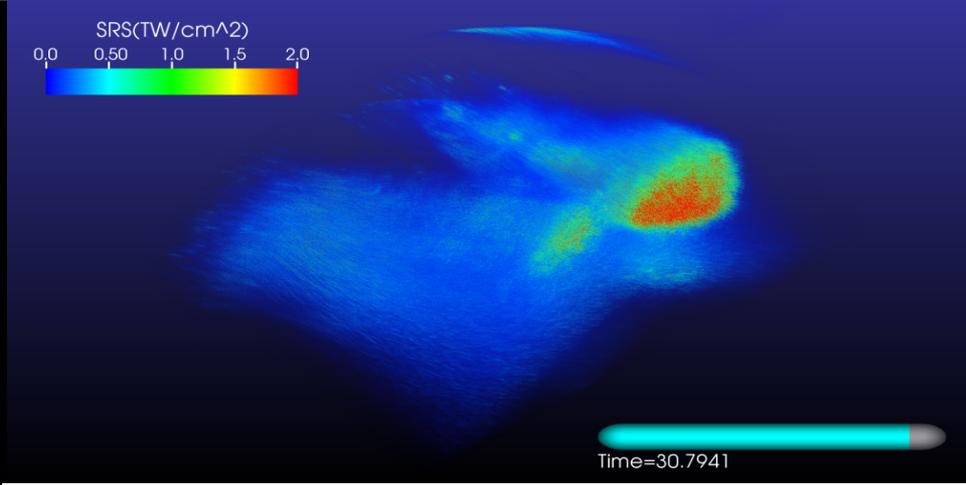
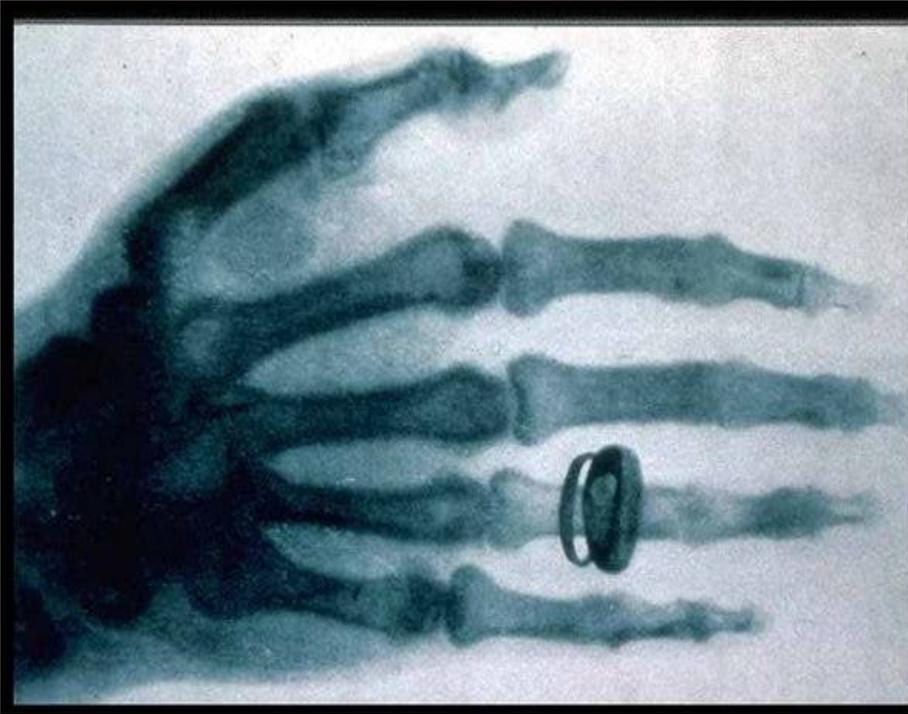


# Contour / Isosurface





# Volume rendering

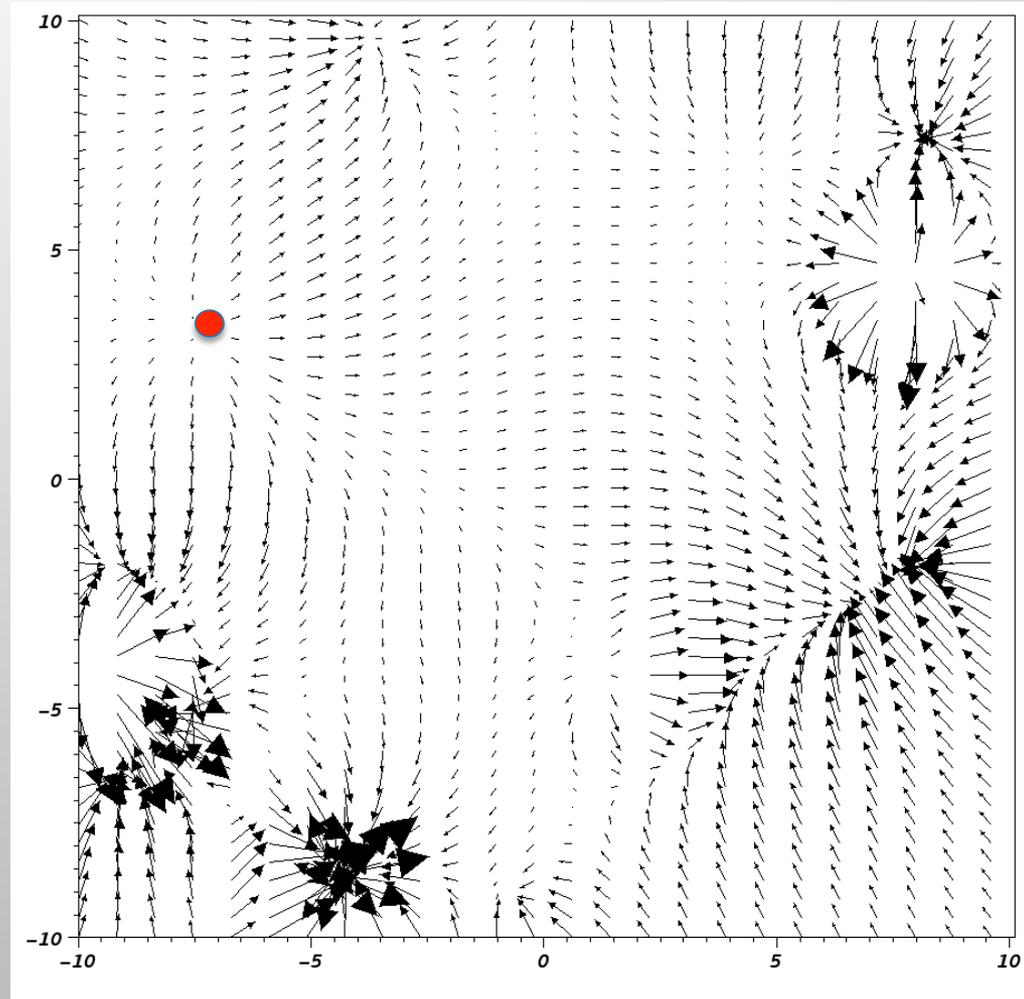


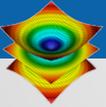
*Visit can combine volume rendering and opaque geometry*

# Particle advection: the foundation of flow visualization

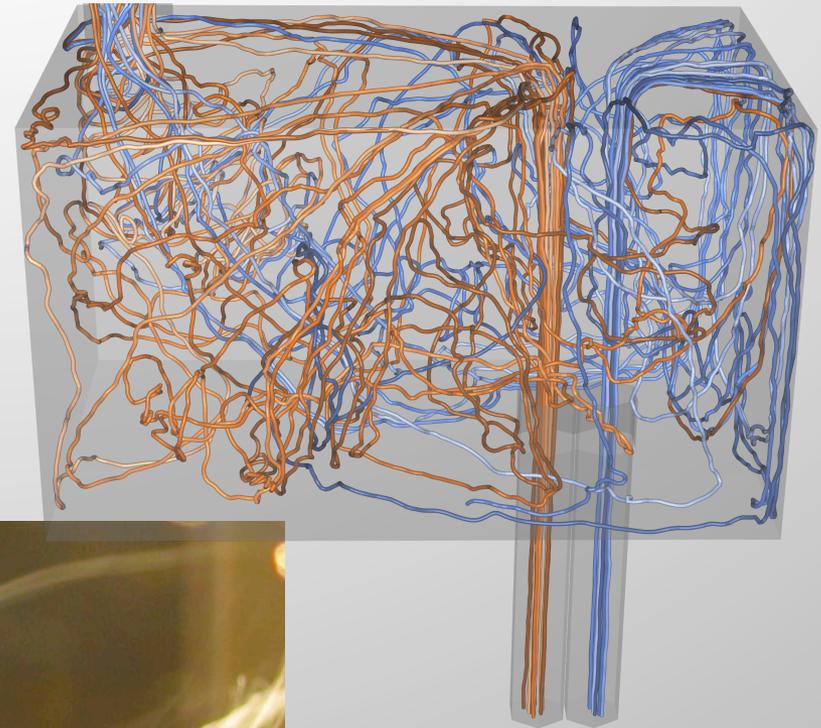
- Displace massless particle based on velocity field
- $S(t)$  = position of curve at time  $t$ 
  - $S(t_0) = p_0$ 
    - $t_0$ : initial time
    - $p_0$ : initial position
  - $S'(t) = v(t, S(t))$ 
    - $v(t, p)$ : velocity at time  $t$  and position  $p$
    - $S'(t)$ : derivative of the integral curve at time  $t$

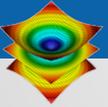
**This is an ordinary differential equation**





# Streamlines

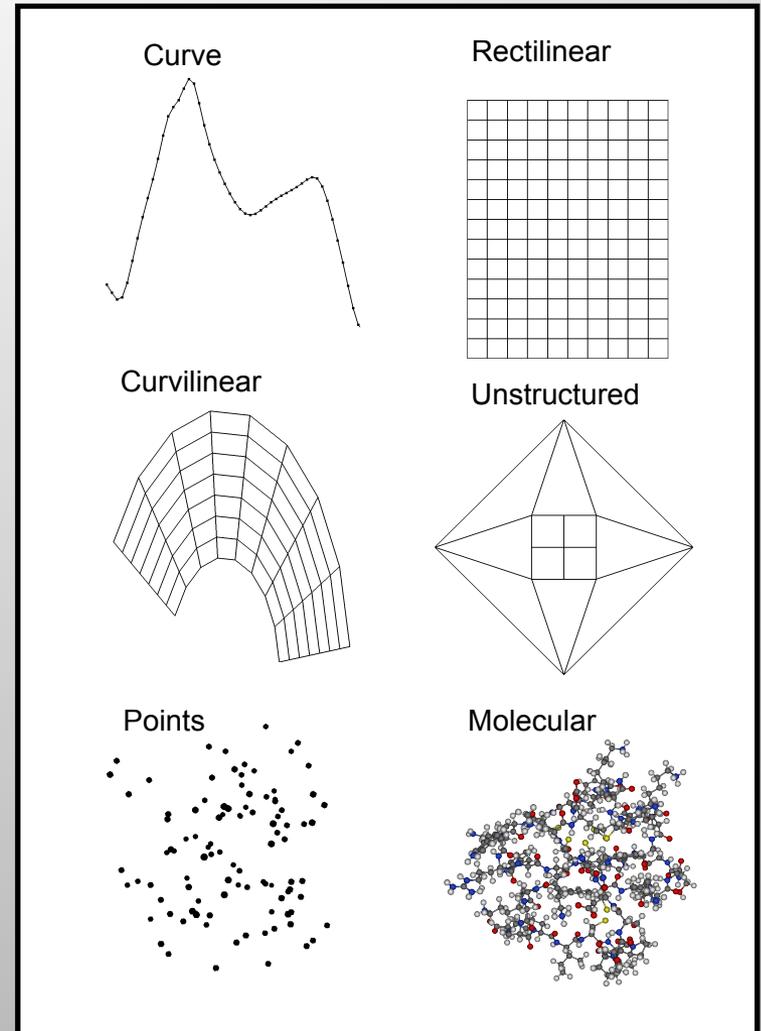


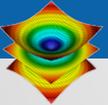


# Meshes

- All data in VisIt lives on a mesh
- Discretizes space into points and cells
  - (1D, 2D, 3D) + time
  - Mesh dimension need not match spatial dimension (*e.g. 2D surface in 3D space*)
- Provides a place for data to be located
- Defines how data is interpolated

## Mesh Types

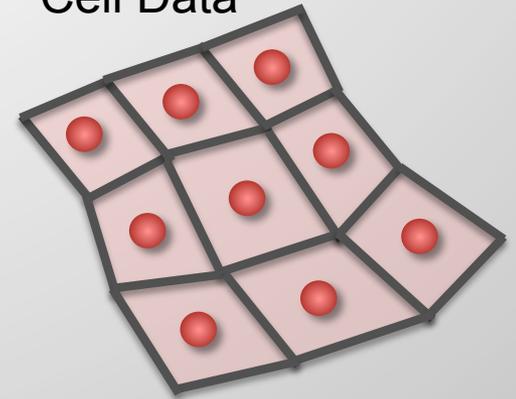




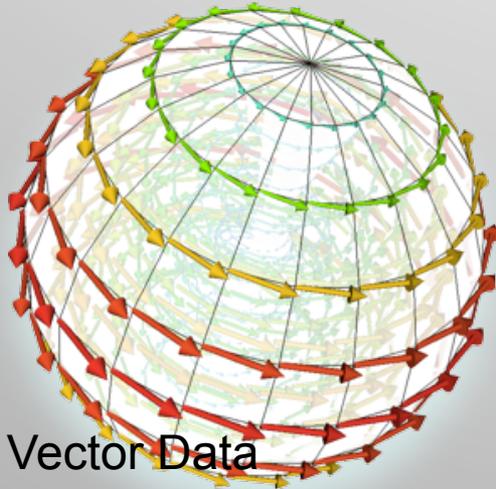
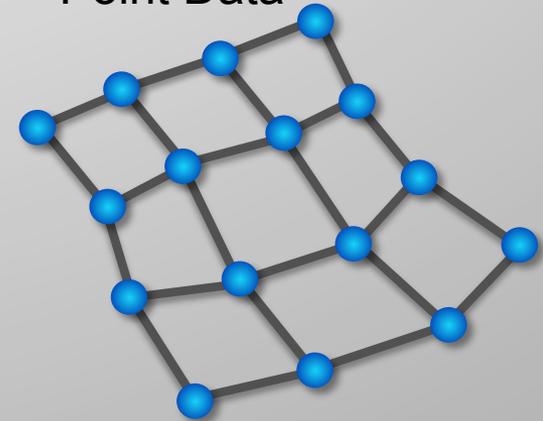
# Variables

- Scalars, Vectors, Tensors
- Associated with points or cells of a mesh
  - Points: linear interpolation
  - Cells: piecewise constant
- Can have different dimensionality than the mesh (e.g. 3D vector data on a 2D mesh)

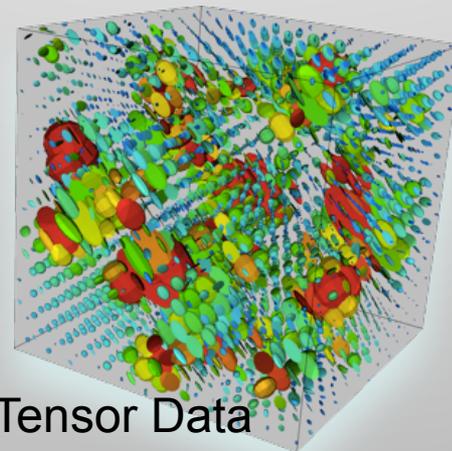
Cell Data



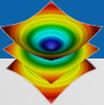
Point Data



Vector Data

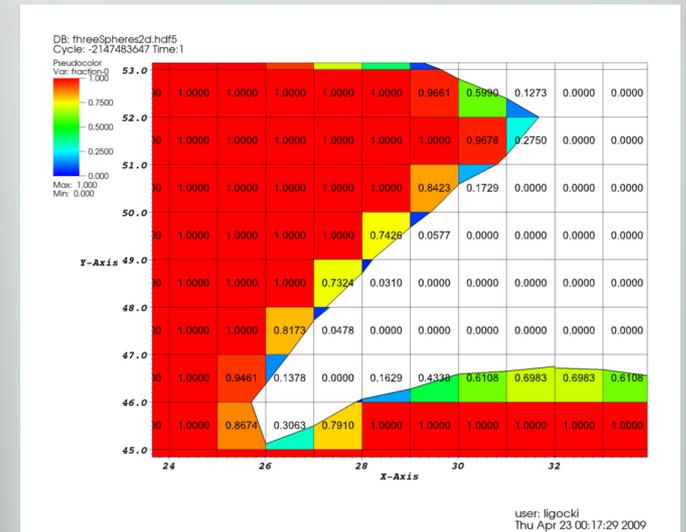
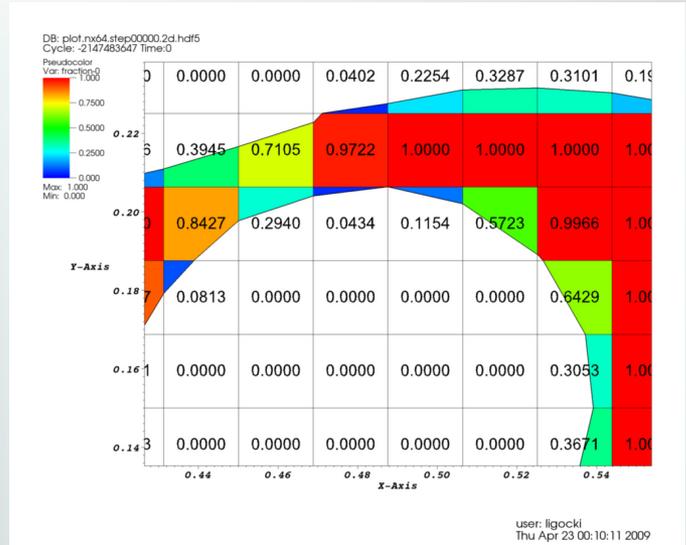


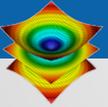
Tensor Data



## Materials

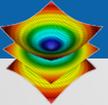
- Describes disjoint spatial regions at a sub-grid level
- Volume/area fractions
- VisIt will do high-quality sub-grid material interface reconstruction





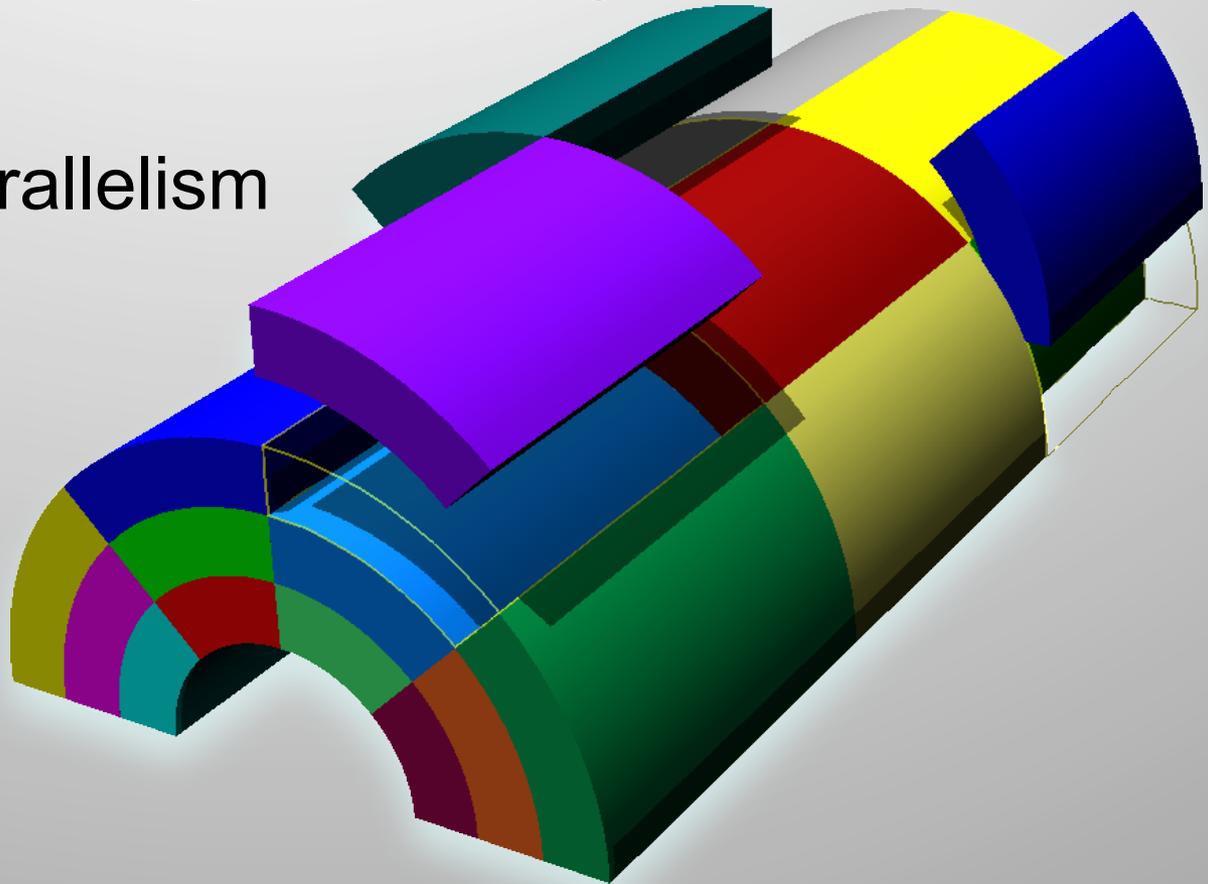
# Species

- Similar to materials, describes sub-grid variable composition
  - Example: *Material “Air” is made of species “N<sub>2</sub>”, “O<sub>2</sub>”, “Ar”, “CO<sub>2</sub>”, etc.*
- Used for mass fractions
- Generally used to weight other scalars (e.g. partial pressure)



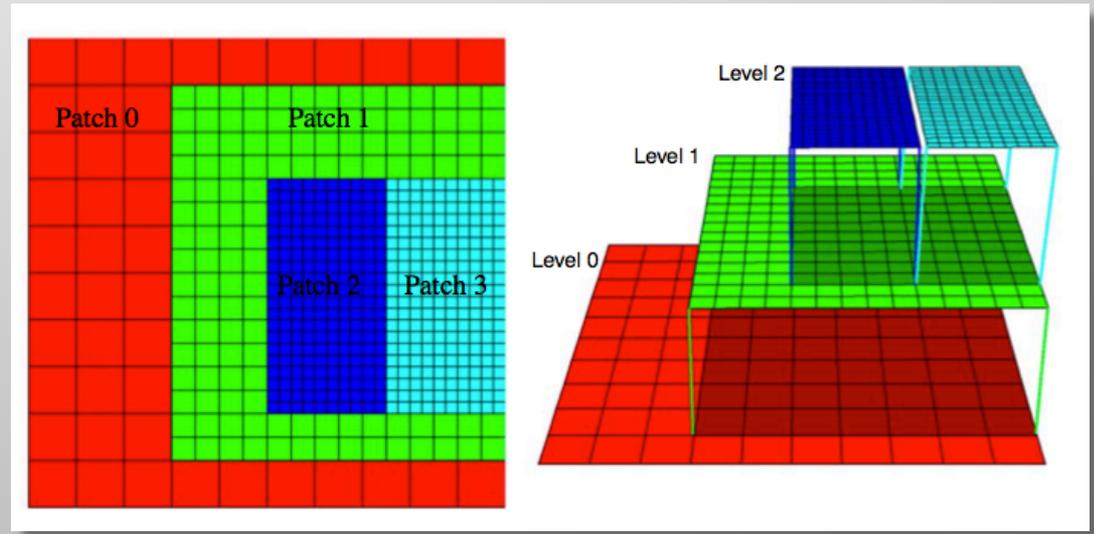
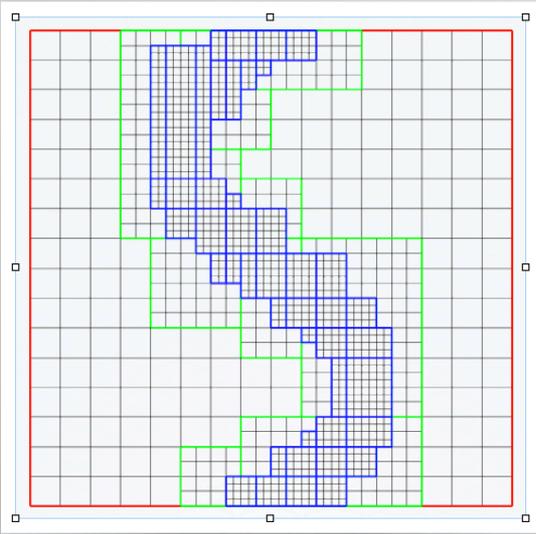
# Parallel Meshes

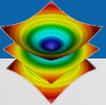
- Provides aggregation for meshes
- A mesh may be composed of large numbers of mesh “blocks”
- Allows data parallelism



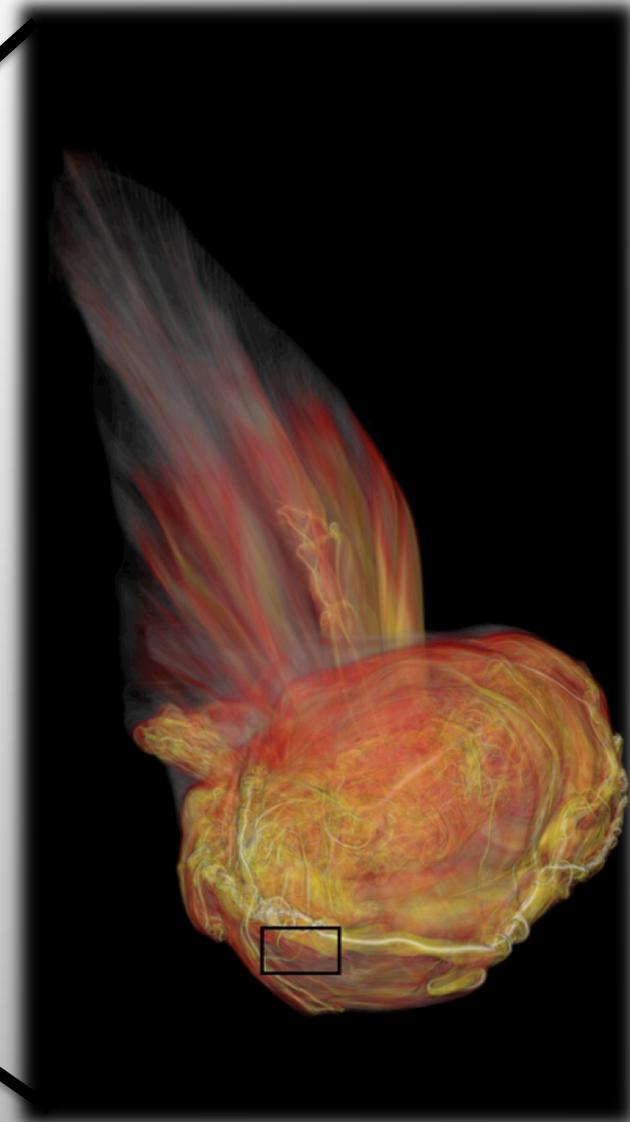
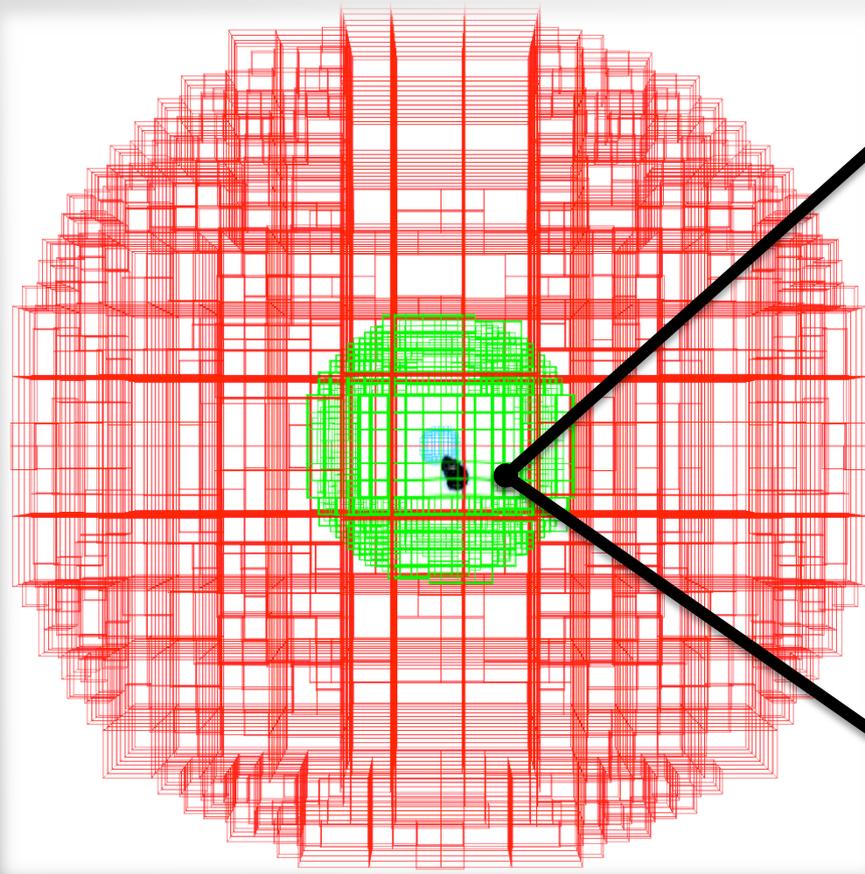
# AMR meshes

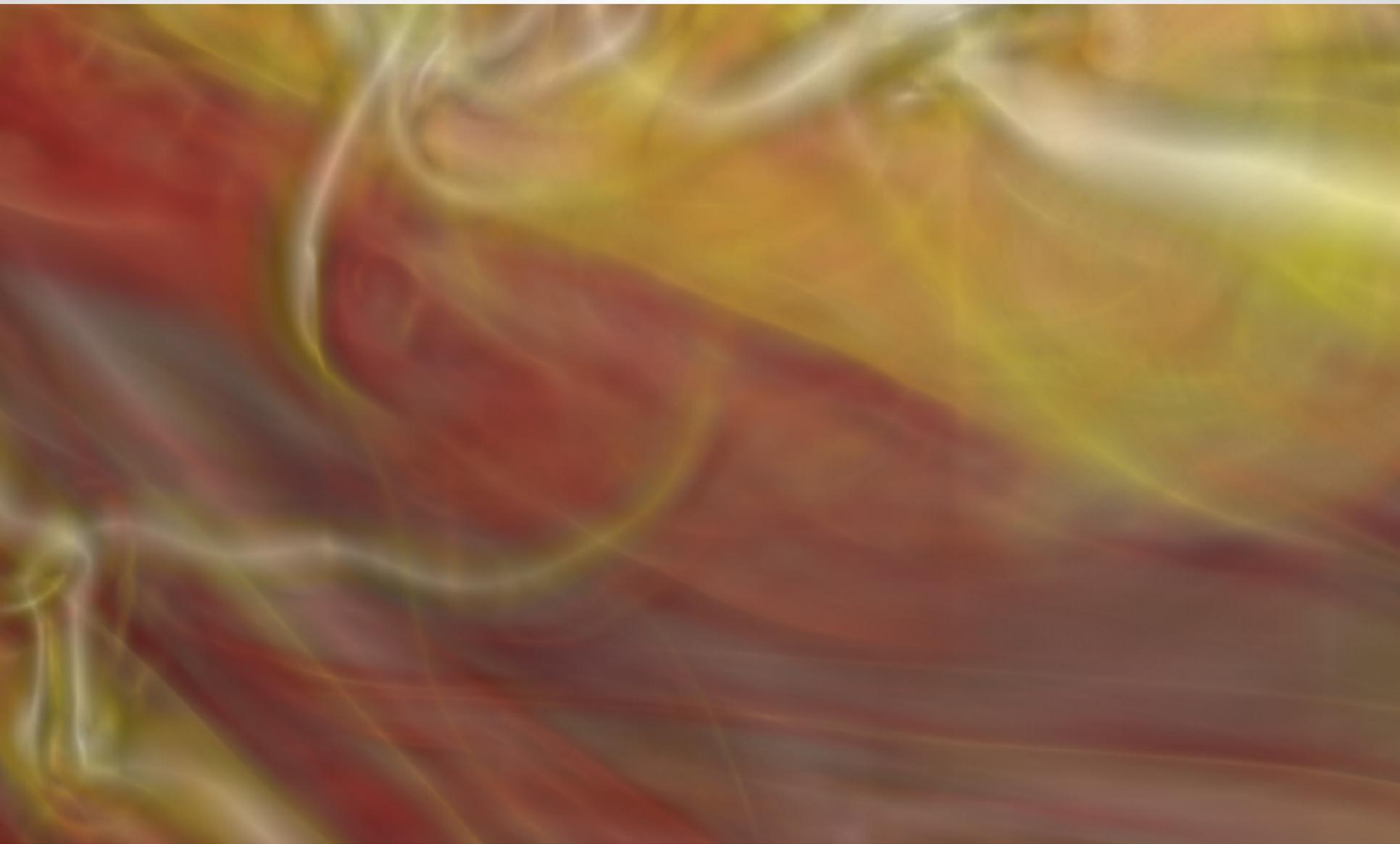
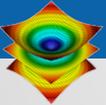
- Mesh blocks can be associated with patches and levels
- Allows for aggregation of meshes into AMR hierarchy levels

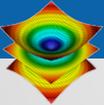




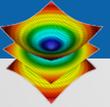
# AMR Example: Image vs. Data Resolution





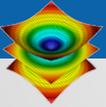


# VisIt's Core Abstractions



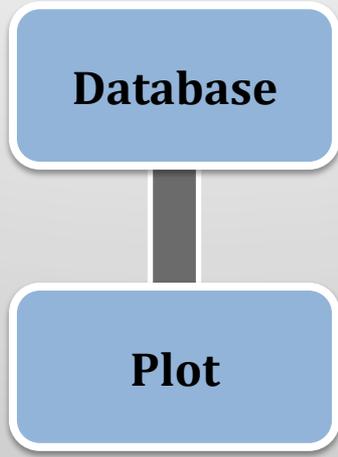
# VisIt's core abstractions

- **Databases:** How datasets are read
- **Plots:** How you render data
- **Operators:** How you manipulate data
- **Expressions:** Mechanism for generating derived quantities
- **Queries:** How to access quantitative information



# Examples of VisIt Pipelines

- Databases: how you read data
- Plots: how you render data
- Operators: how you transform/manipulate data
- Expressions: how you create new fields
- Queries: how you pull out quantitative information

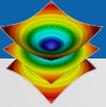


**Database**

Open a database, which reads from a file (example: open file1.hdf5)

**Plot**

Make a plot of a variable in the database (example: Volume plot)



# Examples of VisIt Pipelines

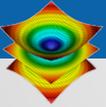
- Databases: how you read data
- Plots: how you render data
- Operators: how you transform/ manipulate data
- Expressions: how you create new fields
- Queries: how you pull out quantitative information



Open a database, which reads from a file (example: open file1.hdf5)

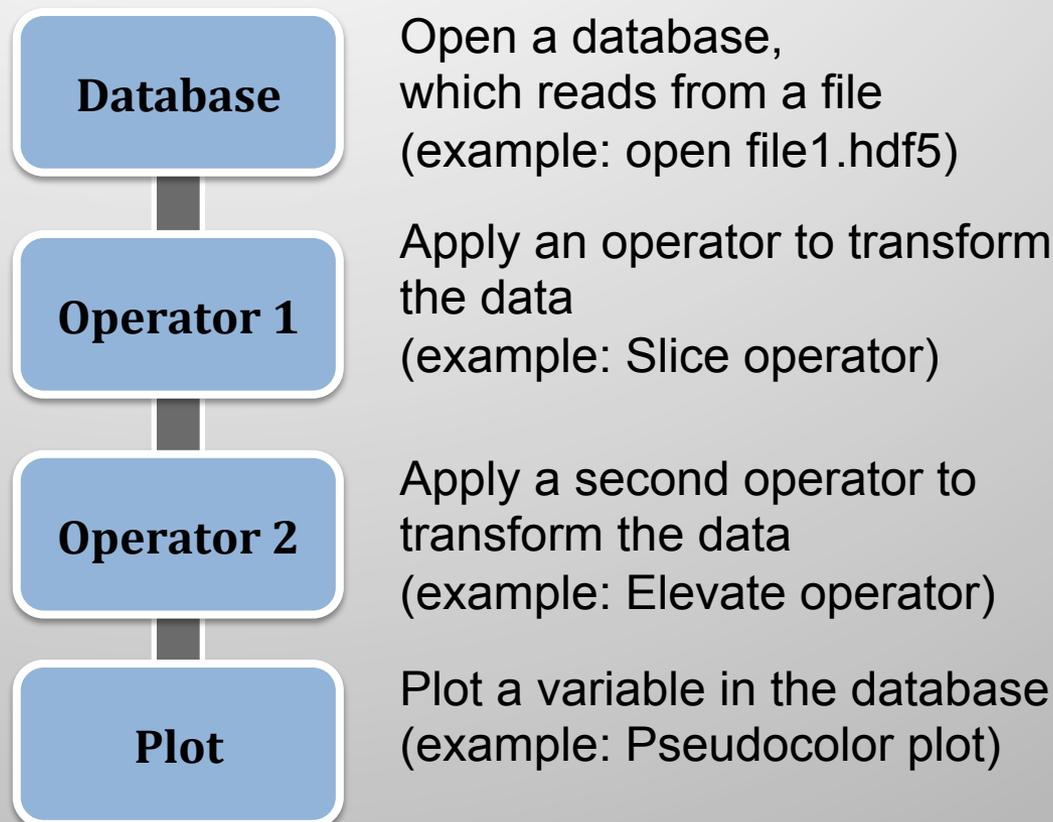
Apply an operator to transform the data (example: Slice operator)

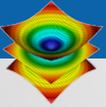
Plot a variable in the database (example: Pseudocolor plot)



# Examples of VisIt Pipelines

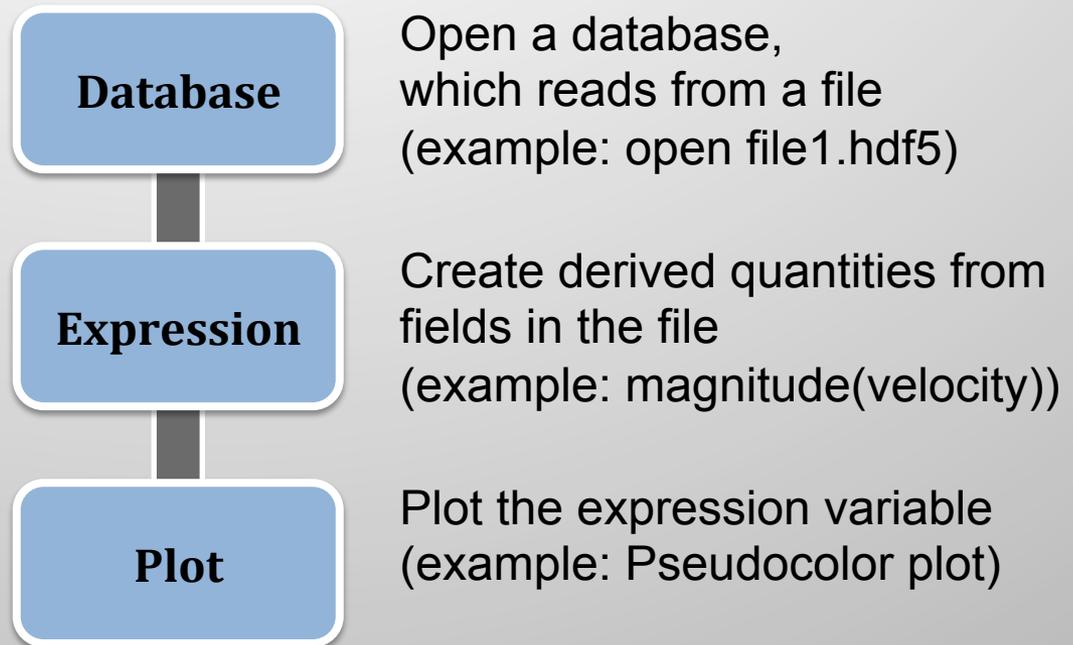
- Databases: how you read data
- Plots: how you render data
- Operators: how you transform/manipulate data
- Expressions: how you create new fields
- Queries: how you pull out quantitative information

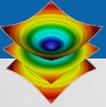




# Examples of VisIt Pipelines

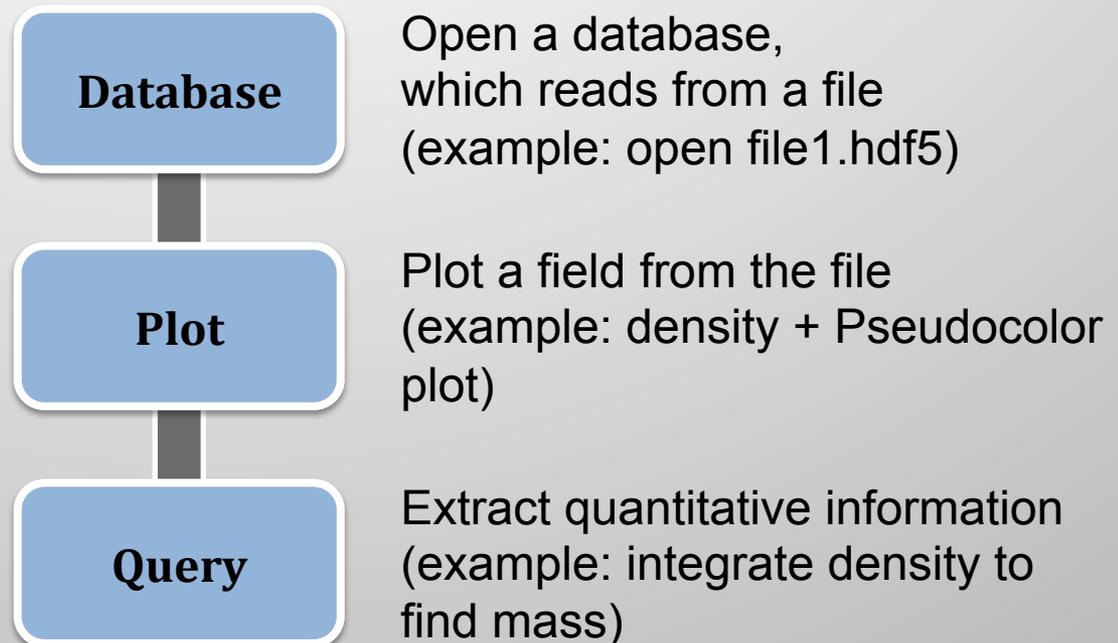
- Databases: how you read data
- Plots: how you render data
- Operators: how you transform/ manipulate data
- Expressions: how you create new fields
- Queries: how you pull out quantitative information

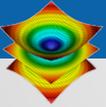




# Examples of VisIt Pipelines

- Databases: how you read data
- Plots: how you render data
- Operators: how you transform/manipulate data
- Expressions: how you create new fields
- Queries: how you pull out quantitative information





# Examples of VisIt Pipelines

- Databases: how you read data
- Plots: how you render data
- Operators: how you transform/manipulate data
- Expressions: how you create new fields
- Queries: how you pull out quantitative information

**Database**

Open a database, which reads from a file (example: open file1.hdf5)

**Expression**

Create derived quantities from fields in the file (example: magnitude(velocity))

**Operator 1**

Apply an operator to transform the data (example: Slice operator)

**Operator 2**

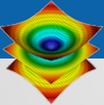
Apply a second operator to transform the data (example: Elevate operator)

**Plot**

Plot a field (example: speed + Pseudocolor plot)

**Query**

Extract quantitative information (example: maximum speed over cross-section)



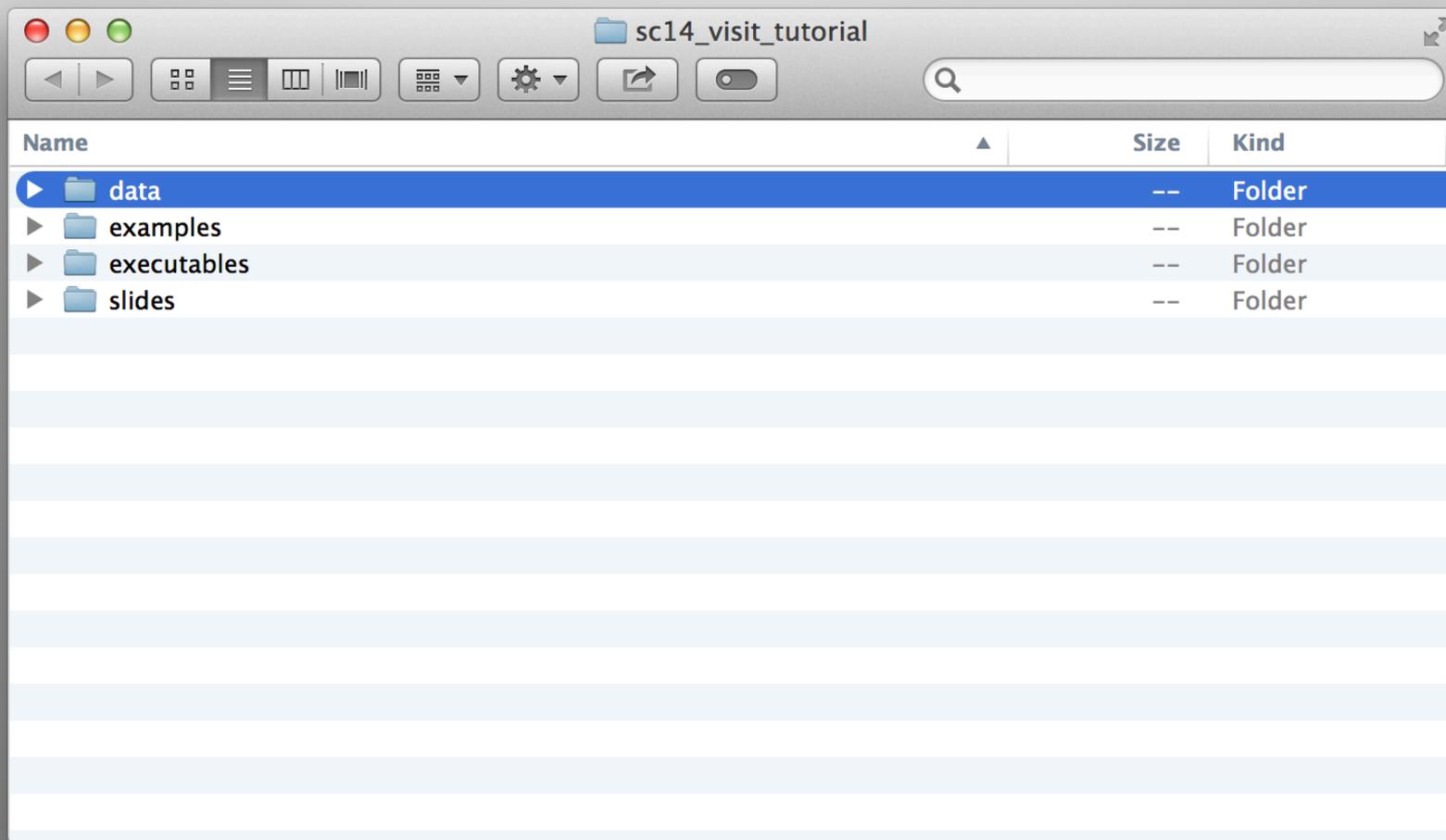
# Tutorial Setup: VisIt installation and supporting files

Also available at:

[http://visitusers.org/index.php?title=Tutorial\\_Preparation](http://visitusers.org/index.php?title=Tutorial_Preparation)

# Shared USB Drive Contents:

- Copy the `sc14_visit_tutorial` folder



# Shared USB Drive Contents:

## VisIt 2.8.1

Release Binaries:  
executables/

Lawrence Livermore National Laboratory

Weapons and Complex Integration

home / simulation / computer codes / visit

### Visit Executables

Visit Home Downloads What's New Screen Shots Gallery FAQs

This page contains links to download VisIt executables for Unix, Windows, and Mac OS X systems. The page contains several versions of VisIt, organized from the most recent to the oldest. The unix and Mac OS X executables require downloading an install script along with the file containing the executable. The Windows executables are packaged in a self contained installer. Instructions for installing VisIt can be found in the install notes. The checksums and file sizes are provided for checking that the files were properly downloaded if corruption of the files is suspected during the download process.

All the executables listed on this page only contain serial versions of VisIt unless the platform description indicates that it contains parallel support. If you need a parallel version for a platform not already provided you will need to build visit from source using the `build_visit` script.

If you use VisIt to generate images and/or movies please cite VisIt in your paper and the credits of your movie. Doing so helps us sustain funding for future improvements and on going maintenance. Please use the following acknowledgement and send us references to any publications, presentations, or successful funding applications that make use of DOE software.

- Visit Citation [\[bibtex citation\]](#)

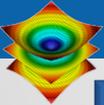
VisIt is supported by the Department of Energy with funding from the Advanced Simulation and Computing Program and the Scientific Discovery through Advanced Computing Program.

#### Visit 2.8.1

- [Visit release notes](#)
- [Visit install script](#)
- [Visit install notes](#)
- [Visit md5 checksums](#)
- [Visit sha1 checksums](#)
- [Visit sha256 checksums](#)
- [Visit file sizes](#)

Also available at:

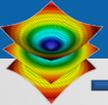
<https://wci.llnl.gov/codes/visit/executables.html>



# Installing VisIt

Select a binary for your platform from **executables/** and install:

- Linux/Unix:
  - untar
- Mac:
  - Open DMG and copy VisIt app bundle to Desktop
- Windows:
  - Run installer program

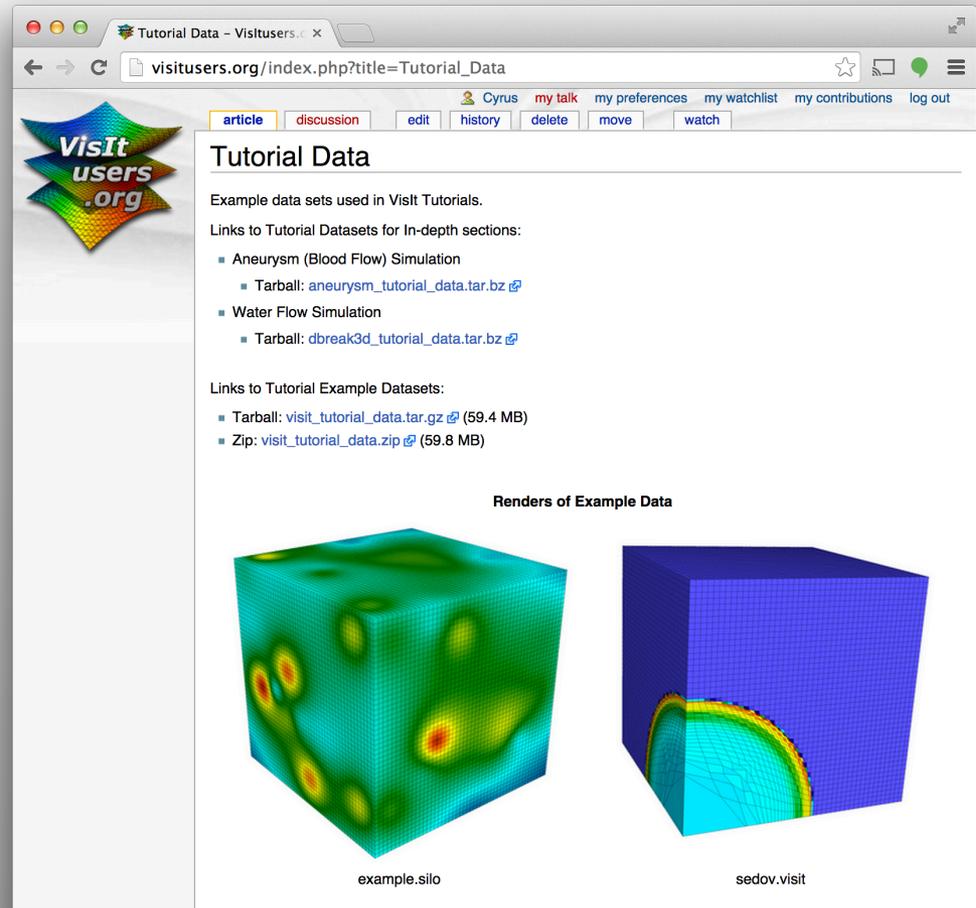


# Testing your VisIt install

- **Linux/Unix:**
  - `>path/to/visit/bin/visit`
- **Mac:**
  - Double click VisIt app bundle
- **Windows:**
  - Launch from start menu

# Shared USB Drive Contents: Example Datasets

Data Files:  
data/



The screenshot shows a web browser window with the URL `visitusers.org/index.php?title=Tutorial_Data`. The page title is "Tutorial Data". The content includes:

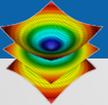
- Example data sets used in Visit Tutorials.
- Links to Tutorial Datasets for In-depth sections:
  - Aneurysm (Blood Flow) Simulation
    - Tarball: [aneurysm\\_tutorial\\_data.tar.bz](#)
  - Water Flow Simulation
    - Tarball: [dbreak3d\\_tutorial\\_data.tar.bz](#)
- Links to Tutorial Example Datasets:
  - Tarball: [visit\\_tutorial\\_data.tar.gz](#) (59.4 MB)
  - Zip: [visit\\_tutorial\\_data.zip](#) (59.8 MB)

Below the links, there are two 3D visualizations under the heading "Renders of Example Data":

- A 3D cube visualization labeled "example.silo" showing a complex, multi-colored (green, yellow, red) internal structure.
- A 3D cube visualization labeled "sedov.visit" showing a blue cube with a semi-circular cross-section in the bottom-left corner, colored with a rainbow gradient.

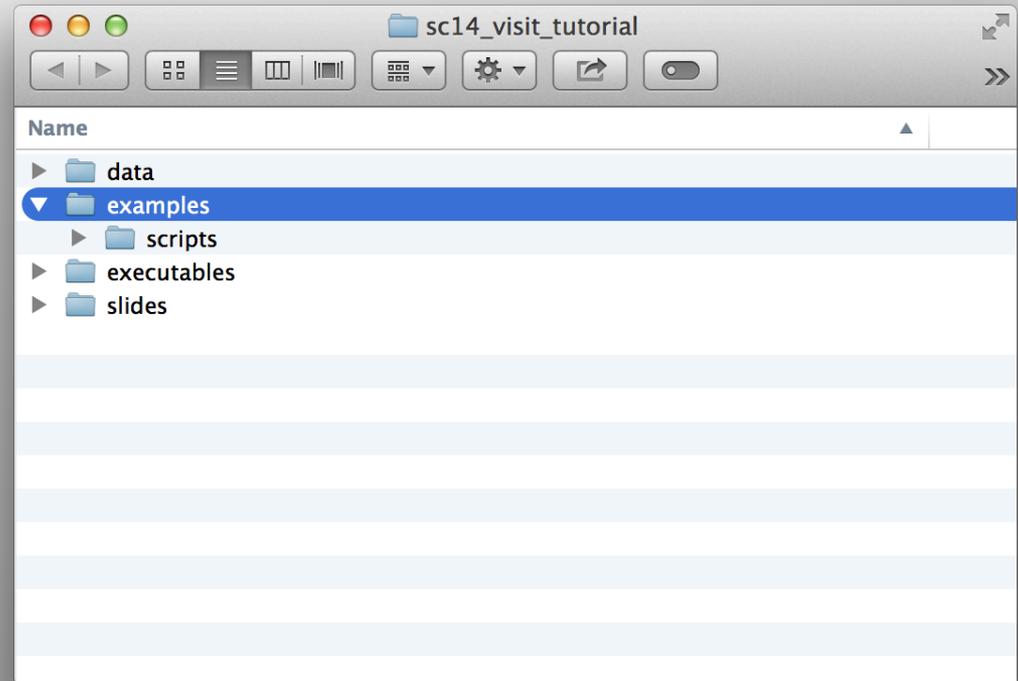
Also available at:

[http://www.visitusers.org/index.php?title=Tutorial Data](http://www.visitusers.org/index.php?title=Tutorial_Data)



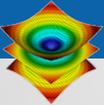
# Shared USB Drive Contents: Example Scripts

Example Files:  
**examples/**



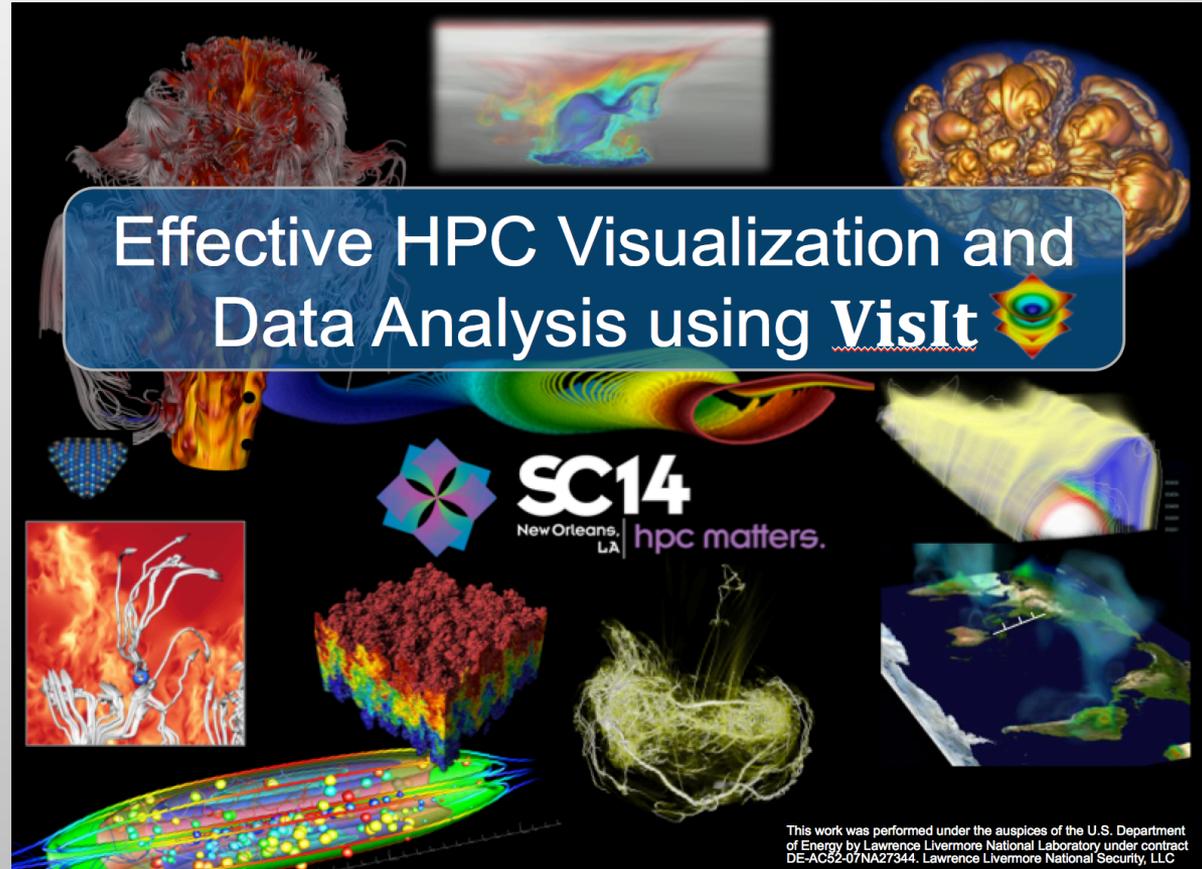
Also available at:

[http://www.visitusers.org/index.php?title=Tutorial\\_Examples](http://www.visitusers.org/index.php?title=Tutorial_Examples)



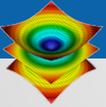
# Shared USB Drive Contents: Tutorial Sides

Tutorial PDFs:  
slides/



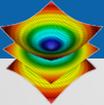
Also available at:

<http://visitusers.org/index.php?title=Tutorial>

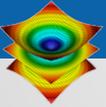


# Before we begin ...

- Important: Ask questions any time!
- Tutorial contents located at visitusers.org under “Tutorial”:
  - <http://visitusers.org/index.php?title=Tutorial>
- Note: We will discuss file format issues and how to get help at the end of the tutorial.



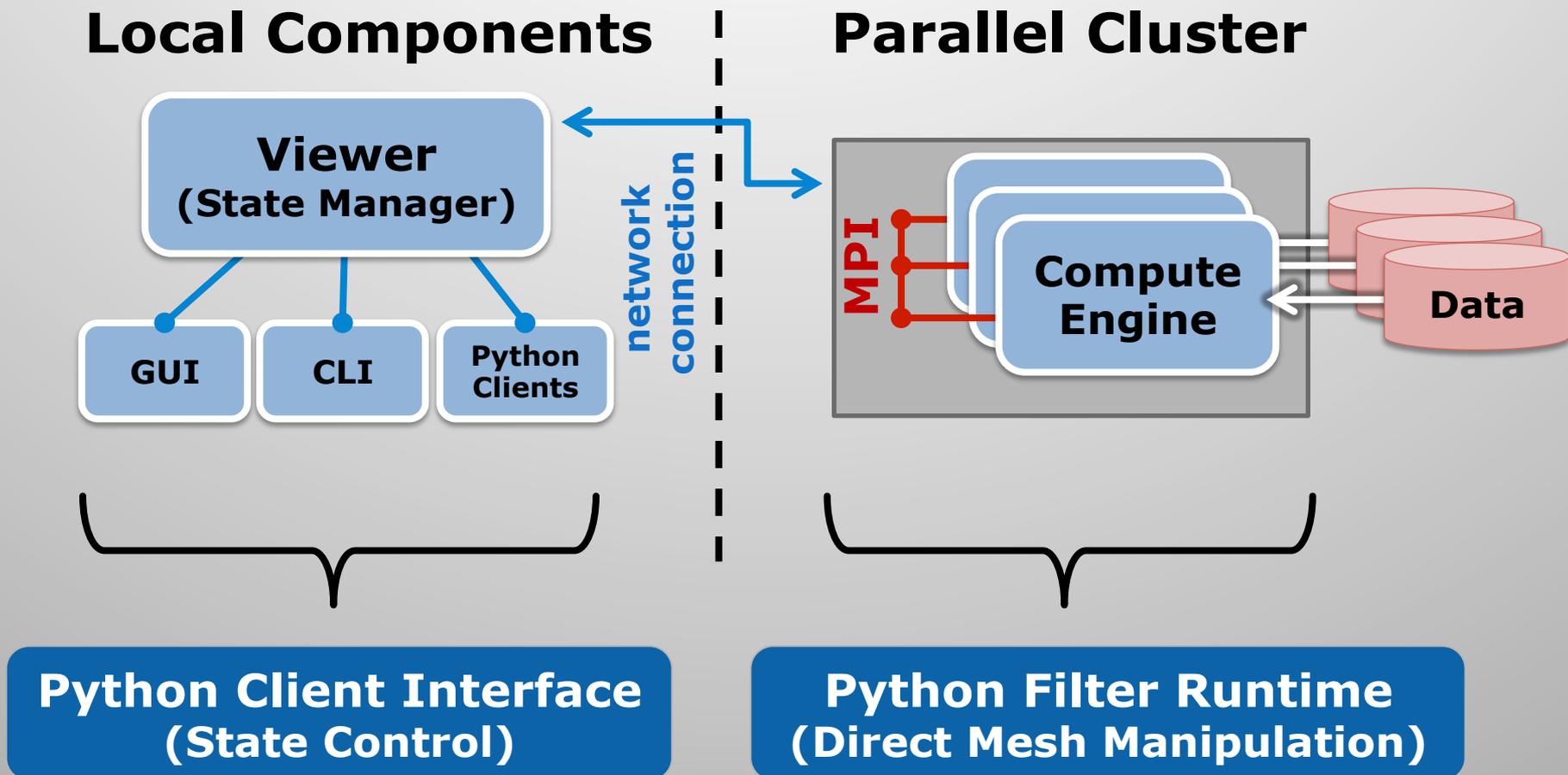
# Guided tour of VisIt



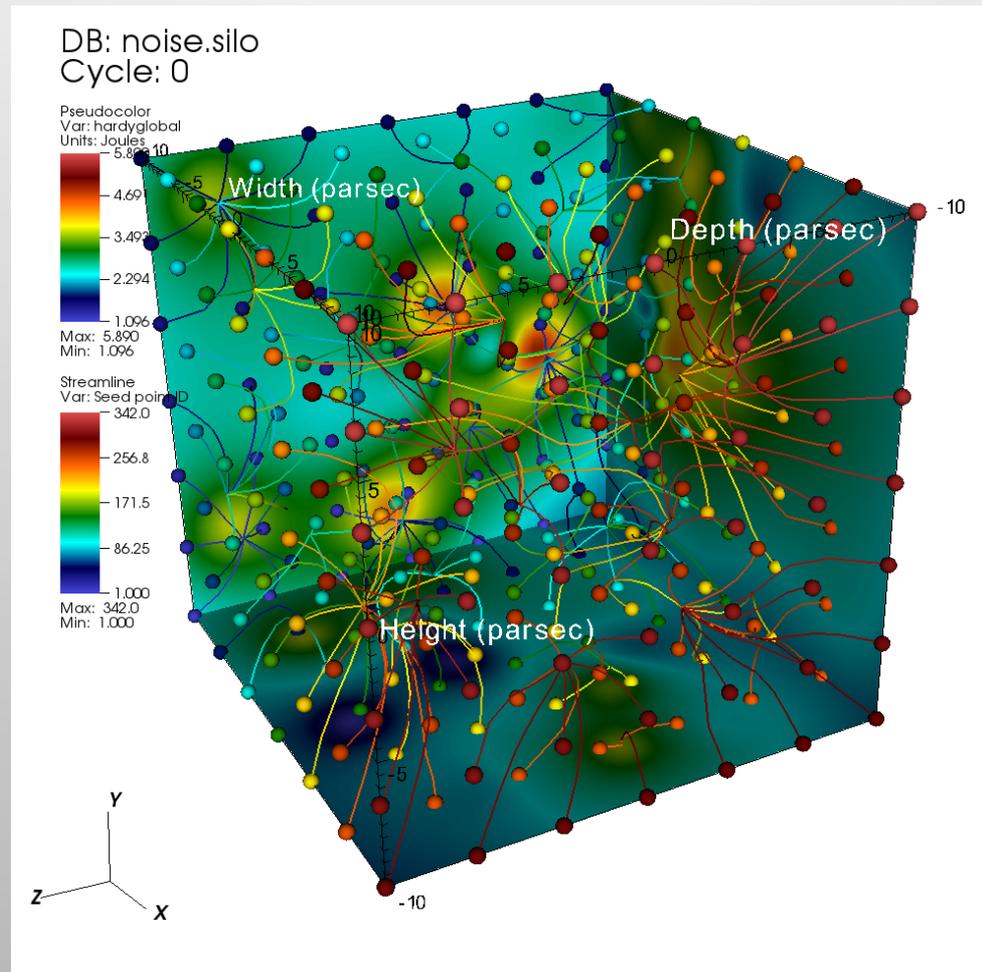
# VisIt's core building blocks

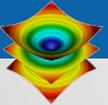
- **Databases:** How datasets are read
- **Plots:** How you render data
- **Operators:** How you manipulate data
- **Expressions:** Mechanism for generating derived quantities
- **Queries:** How to access quantitative information

VisIt provides Python interfaces for state control and data manipulation.



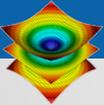
# Python Client Interface Example Script: Using VisIt's Building Blocks



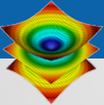


# There are several ways to access VisIt's Python Client Interface.

- Launch VisIt's CLI binary:
  - `visit -cli`
- Launch for windowless batch processing:
  - `visit -nowin -cli -s <script_file.py>`
- Control VisIt from a Python interpreter:
  - ``import visit``
  - [http://visitusers.org/index.php?title=Python\\_Module\\_Support](http://visitusers.org/index.php?title=Python_Module_Support)
- Record GUI actions in to Python snippets:
  - Macro Recording provides a quick path to learn VisIt's Python Client API.



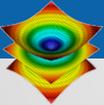
# Hands On Visualizations



# Hands on visualization of a Blood Flow Simulation.

- [http://visitusers.org/index.php?title=Blood Flow Aneurysm Tutorial](http://visitusers.org/index.php?title=Blood_Flow_Aneurysm_Tutorial)

The screenshot shows a web browser window with the URL `visitusers.org/index.php?title=Blood_Flow_Aneurysm_Tutorial`. The page features a navigation bar with tabs for 'article', 'discussion', 'edit', 'history', 'delete', 'move', and 'watch'. The main content area is titled 'Blood Flow Aneurysm Tutorial' and includes a paragraph of introductory text, a 'Tutorial Setup' section with sub-links for 'Visit Installation Instructions' and 'Tutorial Datasets', and a 'Blood Flow Aneurysm Tutorial' section with sub-links for 'Initial Dataset Exploration', 'Visualizing the Velocity Vector Field', and 'Calculating the Flux Through a Surface'. A 'navigation' sidebar on the left contains links for 'Main Page' and 'Developer documentation'. The user 'Cyrus' is logged in, with links for 'my talk', 'my preferences', 'my watchlist', 'my contributions', and 'log out'.

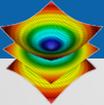


# Hands on visualization of a Water Flow Simulation.

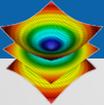
- [http://visitusers.org/index.php?title=Water Flow Tutorial](http://visitusers.org/index.php?title=Water_Flow_Tutorial)

The screenshot shows a web browser window with the URL `visitusers.org/index.php?title=Water_Flow_Tutorial`. The page features a navigation menu with options like 'article', 'discussion', 'edit', 'history', 'delete', 'move', and 'watch'. The main content area is titled 'Water Flow Tutorial' and contains the text: 'This page contains an in-depth visualization tutorial for a water flow simulation.' Below this is a 'Contents' section with a list of topics:

- Contents** [hide]
- 1 Description of Simulation Data
  - 1.1 Variables
  - 1.2 Boundaries
- 2 Exploring the Fluid Data
  - 2.1 Viewing the Tank Boundaries
  - 2.2 Viewing the Water sub-volume
    - 2.2.1 Save Session File with Basic Visualization Setup
    - 2.2.2 Animate the simulation
  - 2.3 Exploring Time Varying Properties of the Water
    - 2.3.1 Import dbreak3d Tutorial Expressions
    - 2.3.2 Set Query Over Time Options
    - 2.3.3 Height of Water Over Time
    - 2.3.4 Number of Water Droplets Over Time
- 3 Exploring the Velocity Vector Field
  - 3.1 Plotting the Velocity Field using Vector Plots



# Practical Tips for Using VisIt



# Practical Tips for Using VisIt

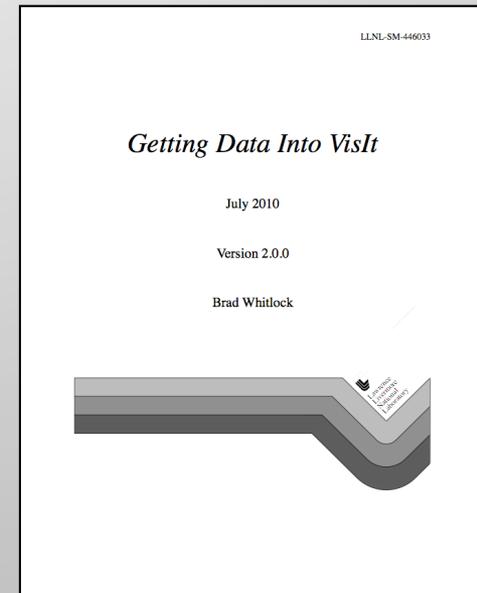
- **How to get VisIt to read your data**
- How to get help when you run into trouble

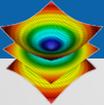
# How to get VisIt to read your data.

- There is an extensive manual on this topic: “Getting Data Into VisIt”

<https://wci.llnl.gov/simulation/computer-codes/visit/manuals>

- Three ways:
  - Use a known format
  - Write a file format reader
  - In situ processing





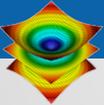
## File formats that VisIt supports

- **110+ Total Readers:** ADIOS, **BOV**, Boxlib, CCM, CGNS, Chombo, CLAW, EnSight, ENZO, Exodus, FLASH, Fluent, GDAL, Gadget, Images (TIFF, PNG, etc), ITAPS/MOAB, LAMMPS, NASTRAN, **NETCDF**, Nek5000, OpenFOAM, PLOT3D, **PlainText**, **Pixie**, Shapefile, **Silo**, Tecplot, **VTK**, **Xdmf**, **Vs**, and many more

[http://www.visitusers.org/index.php?title=Detailed list of file formats VisIt supports](http://www.visitusers.org/index.php?title=Detailed%20list%20of%20file%20formats%20Visit%20supports)

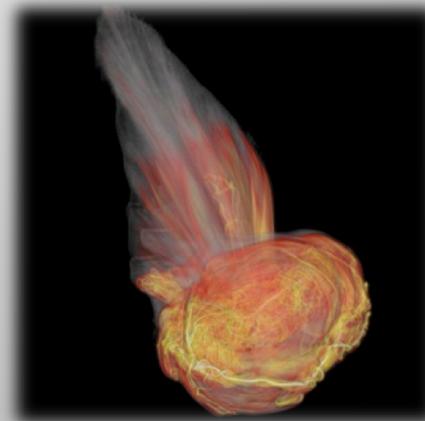
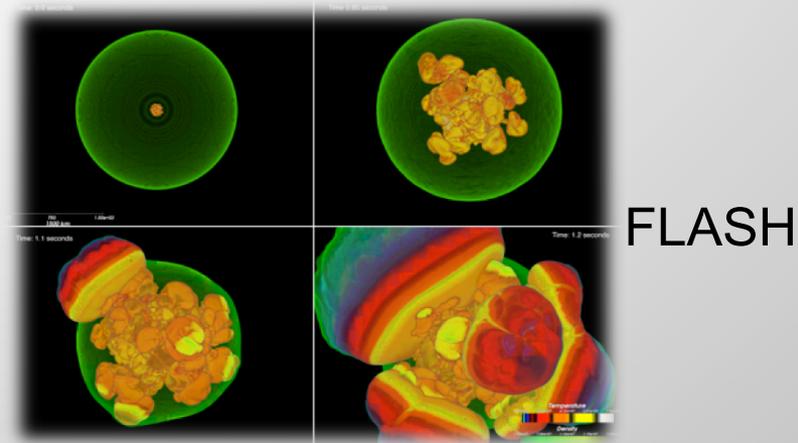
- Some readers are more robust than others.
  - For some formats, support is limited to flavors of a file a VisIt developer has encountered previously (e.g. Tecplot).



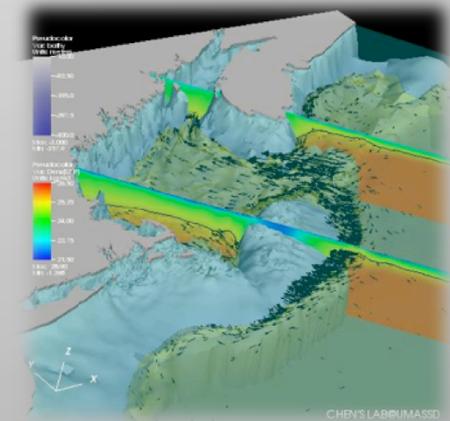


# Application Code Formats

- ANSYS
- Gale
- CASTRO
- CCM
- DDCMD
- Dyna3D
- Enzo
- FLASH
- FVCOM
- Gadget
- LAMMPS
- NASTRAN
- Nek5000
- OVERFLOW
- PATRAN
- Pixie
- S3D
- ZeusMP



CASTRO

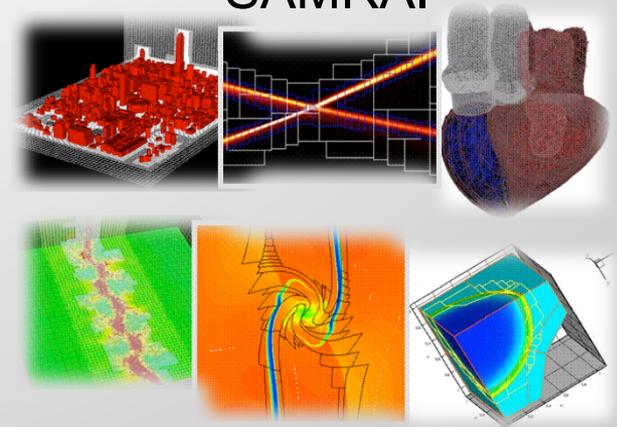


FVCOM

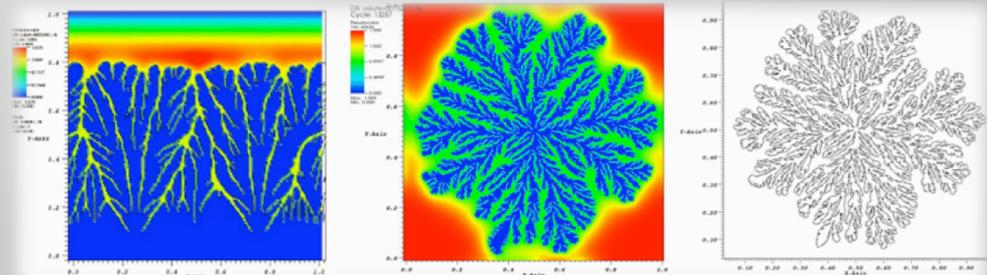
# Application Toolkit Formats

- Adventure I/O
- BoxLib
- Chombo
- ITAPS
- OpenFOAM
- SAMRAI
- Spheral

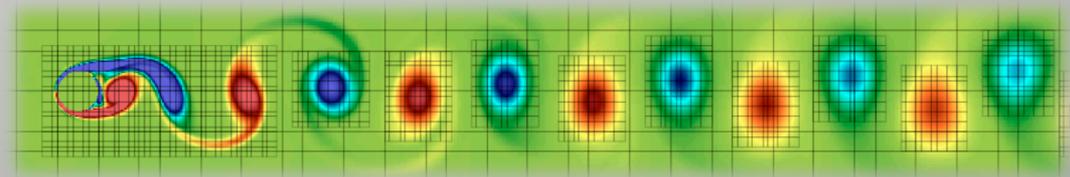
SAMRAI



ITAPS

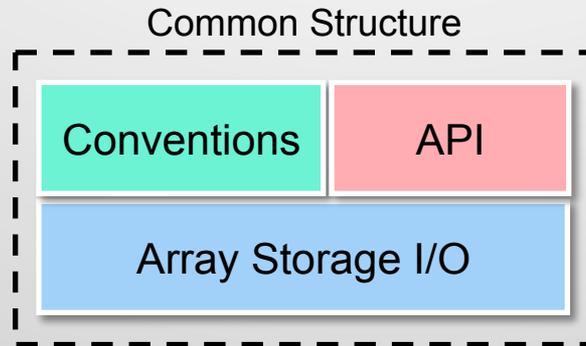


Chombo

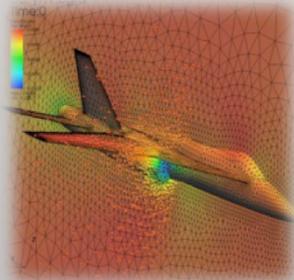


# General Scientific Data Formats

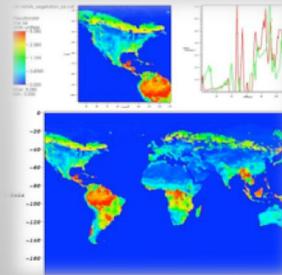
- ADIOS
- CGNS
- Exodus
- HDF5
- H5Part
- NETCDF
- PDB
- Silo
- XDMF



CGNS

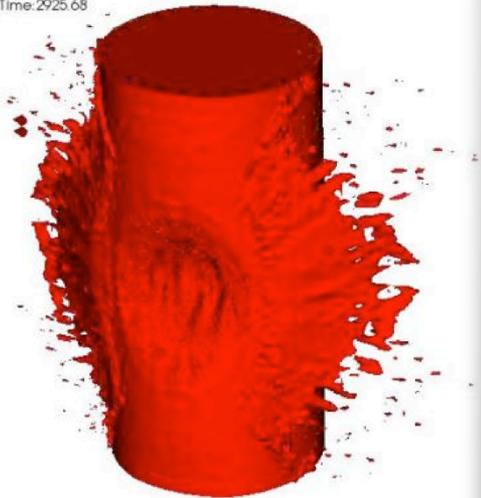


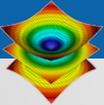
NETCDF



Silo / Ale3d

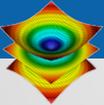
DB: cp2\_064.04408  
 Cycle: 4408 Time: 2925.68  
 Pseudocolor  
 Var: con\_clam  
 Max: 1.000  
 Min: 0.000





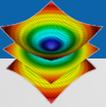
# File formats that VisIt supports

- Common array writing libraries:
  - NETCDF
    - VisIt reader understands many (but not all) conventions
  - HDF5
    - Pixie is most general HDF5 reader
    - Many other HDF5 readers
- Xdmf: specify an XML file that describes semantics of arrays in HDF5 file
- VizSchema (Vs): add attributes to your HDF5 file that describes semantics of the arrays.



# Silo file format

- Silo is a mature, self-describing file format that deals with multi-block data.
- It has drivers on top of HDF5 and “PDB”.
- Fairly rich data model
- More information:
  - <https://wci.llnl.gov/simulation/computer-codes/silo>



# Silo features

WCI | B Codes - SILO

<https://wci.llnl.gov/codes/silo/>

## Welcome to Silo

### A mesh and field I/O library and scientific database

Structured Rectilinear Mesh

Gridless Point Mesh

Structured (Curvilinear) Mesh

Arbitrary Subsets

Silex browser for Silo files

Constructive Solid Geometry (CSG) Mesh

Unstructured Zoo (UCD) Mesh

Adaptive Mesh Refinement (AMR) Mesh

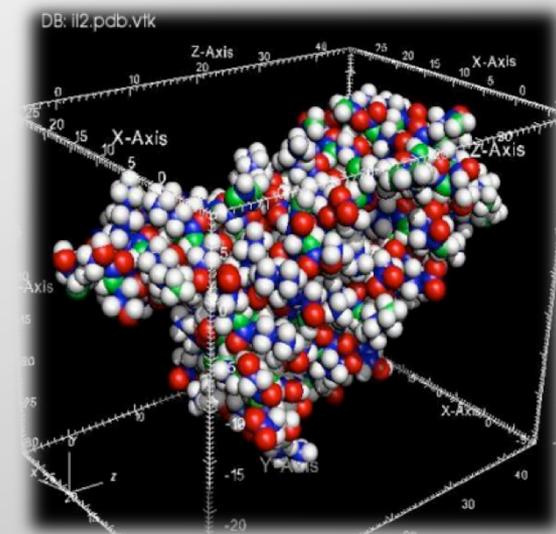
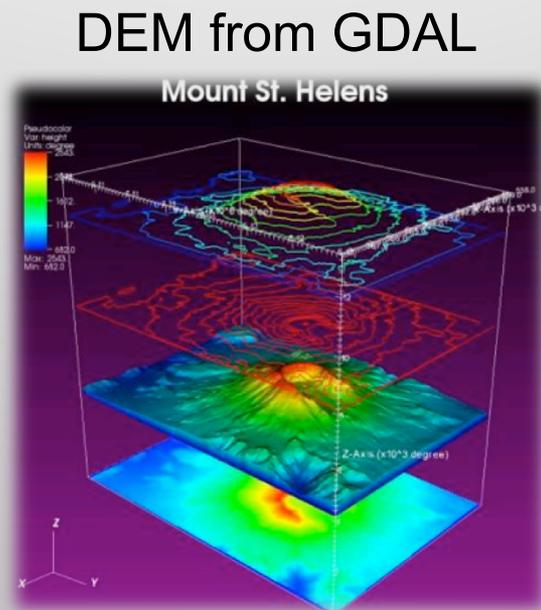
Mixing Materials

Arbitrary Polyhedral Mesh

XY Curve

# Specialized Scientific Data Formats

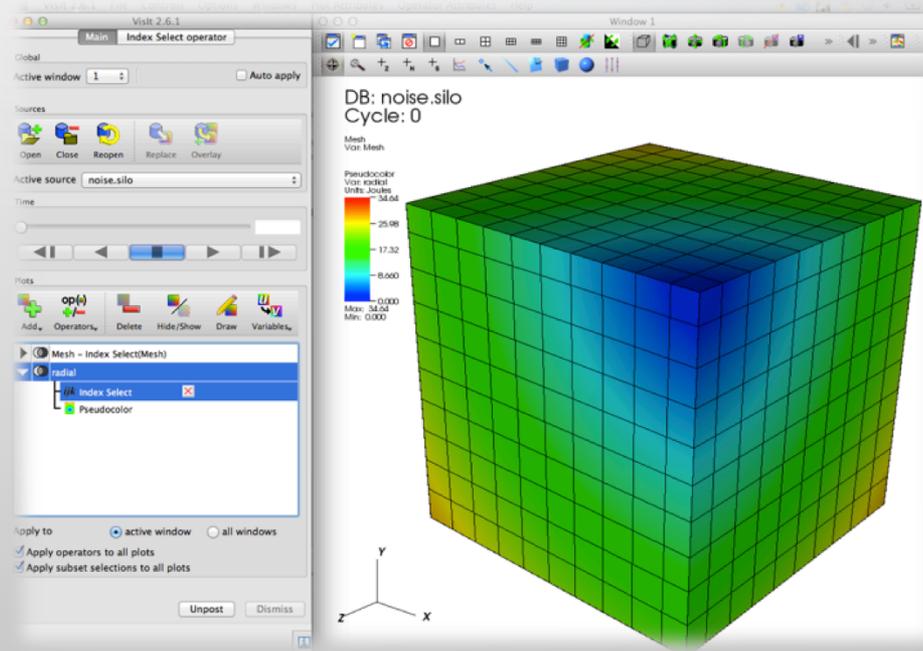
- BOW
- FITS
- GDAL
- MatrixMarket
- ProteinDataBank
- ESRI Shapefile
- XYZ

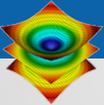


Protein Data Bank

# Visualization Formats

- VTK
- EnSight
- GMV
- Plot3D
- Tecplot
- Vis5D
- Xmdv





# VTK File Format

- The VTK file format has both ASCII and binary variants.
  - Great documentation at: <http://www.vtk.org/VTK/img/file-formats.pdf>
- Easiest way to write VTK files: use VTK modules
  - ... but this creates a dependence on the VTK library
- You can also try to write them yourself, but this is an error prone process.
- Third option: `visit_writer`



## File Formats

for VTK Version 4.2

(Taken from The VTK User's Guide  
Contact Kitware [www.kitware.com](http://www.kitware.com) to purchase)

### VTK File Formats

The *Visualization Toolkit* provides a number of source and writer objects to read and write popular data file formats. The *Visualization Toolkit* also provides some of its own file formats. The main reason for creating yet another data file format is to offer a consistent data representation scheme for a variety of dataset types, and to provide a simple method to communicate data between software. Whenever possible, we recommend that you use formats that are more widely used. But if this is not possible, the *Visualization Toolkit* formats described here can be used instead. Note that these formats may not be supported by many other tools.

There are two different styles of file formats available in VTK. The simplest are the legacy, serial formats that are easy to read and write either by hand or programmatically. However, these formats are less flexible than the XML based file formats described later in this section. The XML formats support random access, parallel I/O, and portable data compression and are preferred to the serial VTK file formats whenever possible.

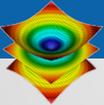
#### Simple Legacy Formats

The legacy VTK file formats consist of five basic parts.

1. The first part is the file version and identifier. This part contains the single line: `# vtkDataFile Version x.x`. This line must be exactly as shown with the exception of the version number `x.x`, which will vary with different releases of VTK. (Note: the current version number is 3.0. Version 1.0 and 2.0 files are compatible with version 3.0 files.)
2. The second part is the header. The header consists of a character string terminated by end-of-line character `\n`. The header is 256 characters maximum. The header can be used to describe the data and include any other pertinent information.
3. The next part is the file format. The file format describes the type of file, either ASCII or binary. On this line the single word ASCII or BINARY must appear.
4. The fourth part is the dataset structure. The geometry part describes the geometry and topology of the dataset. This part begins with a line containing the keyword DATASET followed by a keyword describing the type of dataset. Then, depending upon the type of dataset, other keyword/data combinations define the actual data.
5. The final part describes the dataset attributes. This part begins with the keywords POINT\_DATA or CELL\_DATA, followed by an integer number specifying the number of points or cells, respectively. (It doesn't matter whether POINT\_DATA or CELL\_DATA comes first.) Other keyword/data combinations then define the actual dataset attribute values (i.e., scalars, vectors, tensors, normals, texture coordinates, or field data).

An overview of the file format is shown in **Figure 1**. The first three parts are mandatory, but the other two are optional. This you have the flexibility of mixing and matching dataset attributes and geometry, either by operating systems file manipulation or using VTK filters to merge data. Keywords are case insensitive, and may be separated by whitespace. Before describing the data file formats please note the following.

- *dataType* is one of the types bit, unsigned\_char, char, unsigned\_short, short, unsigned\_int, int, unsigned\_long, long, float, or double. These keywords are used to describe the form of the data, both for reading from file, as well as constructing the appropriate internal objects. Not all data types are supported for all classes.



## VisIt Writer writes VTK files

- It is a “library” (actually a single C file) that writes VTK-compliant files.
  - The typical path is to link `visit_writer` into your code and write VTK files
- There is also Python binding for `visit_writer`.
  - The typical path is to write a Python program that converts from your format to VTK
- Both options are short term: they allow you to play with VisIt on your data. If you like VisIt, then you typically formulate a long term file format strategy.
- More information on `visit_writer`:
  - <http://visitusers.org/index.php?title=VisItWriter>

# Python VisIt Writer in action

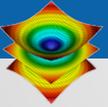
```
import visit_writer
import math
import sys

nX = 20
nY = 20
conn = []
for i in range(nX-1):
    for j in range(nY-1):
        pt1 = j*(nX) + i;
        pt2 = j*(nX) + i+1;
        pt3 = (j+1)*(nX) + i+1;
        pt4 = (j+1)*(nX) + i;
        conn.append([ "quad", pt1, pt2, pt3, pt4 ])

pts = []
rad = []
for i in range(nX):
    for j in range(nY):
        pts.extend([ float(i), float(j), 0 ])
        rad.append( math.sqrt(i*i + j*j) )

var_datum = [ "radius", 1, 1, rad ]
vars = [ var_datum ]
visit_writer.WriteUnstructuredMesh("ugrid.vtk", 0, pts, conn, vars)

sys.exit()
```

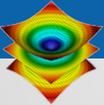


# Graphics Formats

- Image
  - (PNG, JPEG, TIFF, BMP, etc.)
- RAW
- STL
- Wavefront OBJ

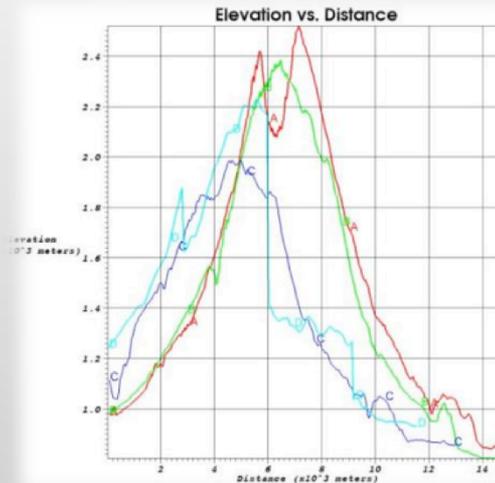
Carina Nebula





# General ASCII Data Formats

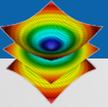
- Curve2D
- Lines
- PlainText
- Point3D



```

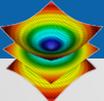
2.72727272727 7.57851239669
2.77777777778 7.78703703704
2.82828282828 7.99938781757
2.87878787879 8.21556473829
2.92929292929 8.4355677992
2.9797979798 8.65939700031
3.0303030303 8.8870523416
3.08080808081 9.11853382308
3.13131313131 9.35384144475
3.18181818182 9.59297520661
3.23232323232 9.83593510866
3.28282828283 10.0827211509
3.33333333333 10.3333333333
3.38383838384 10.587771656
3.43434343434 10.8460361188
3.48484848485 11.1081267218
3.53535353535 11.374043465
3.58585858586 11.6437863483
3.63636363636 11.9173553719
3.68686868687 12.1947505357
3.73737373737 12.4759718396
    
```

	i=0	i=1	i=2	i=3	i=4	i=5
j=7	2.517243	2.550414	2.581495	2.609803	2.634335	2.653569
j=6	2.472034	2.503052	2.531701	2.557125	2.578064	2.592629
j=5	2.427398	2.456259	2.482482	2.505081	2.522616	2.532976
j=4	2.383583	2.410415	2.434426	2.454567	2.469347	2.476640
j=3	2.340819	2.365857	2.388012	2.406262	2.419193	2.424868
j=2	2.299279	2.322814	2.343538	2.360524	2.372542	2.377986
j=1	2.259063	2.281395	2.301101	2.317398	2.329294	2.335572
j=0	2.220195	2.241595	2.260633	2.276686	2.289012	2.296766



# Practical Tips for Using VisIt

- How to get VisIt to read your data
- **How to get help when you run into trouble**



# How to get help when you run into trouble

- FAQ
  - <https://wci.llnl.gov/simulation/computer-codes/visit/faq>
- VisIt Users Mailing List
  - Address: [visit-users@elist.ornl.gov](mailto:visit-users@elist.ornl.gov)
  - Info: <https://elist.ornl.gov/mailman/listinfo/visit-users>
  - Archive: <https://elist.ornl.gov/pipermail/visit-users/>
- VisIt Users Wiki
  - <http://www.visitusers.org>
- VisIt Users Forum
  - <http://visitusers.org/forum/YaBB.pl>
- Priority support for specific user groups:
  - VisIt-help-{XYZ} Mailing Lists
- Reference Manuals
  - <https://wci.llnl.gov/simulation/computer-codes/visit/manuals>

# FAQ: <https://wci.llnl.gov/simulation/computer-codes/visit/faqs>

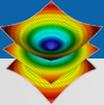
The screenshot shows a web browser window displaying the 'Frequently Asked Questions about Visit' page. The browser's address bar shows the URL <https://wci.llnl.gov/simulation/computer-codes/visit/faqs>. The page header includes 'Weapons and Complex Integration' and a search bar. A navigation menu shows 'About Us', 'Science', 'Simulation', 'Facilities', and 'Jobs'. A sidebar on the left lists 'Computer Codes' (ALE3D, MERCURY, MIRANDA, SPHERAL) and 'Visit' (Co-Design, Support Libraries, Basic Science Simulation, Visualization). The main content area features a breadcrumb trail 'home / simulation / computer codes / visit / faqs' and a title 'Frequently Asked Questions about Visit'. Below the title is a sub-navigation menu with 'Visit Home', 'Downloads', 'What's New', 'Screen Shots', 'Gallery', and 'FAQs'. The FAQ list contains 33 numbered items, such as 'Contact information', 'Supported platforms', and 'Building Visit on a Windows computer'.

home / simulation / computer codes / visit / faqs

## Frequently Asked Questions about Visit

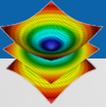
Visit Home Downloads What's New Screen Shots Gallery FAQs

- Contact information
- Supported platforms
- Optimal hardware/software
- Debugging problems starting Visit or opening files
- Stereo rendering
- Visit won't run on Linux
- Slow performance on Linux
- Slow performance using SSH
- No output in visualization window
- Accessing data on remote machine
- Running Visit in parallel
- Supported data file formats
- Getting your data into Visit
- Making a movie of your data
- Setting your user name to connect to a remote machine
- Cannot connect to a remote computer
- Building Visit on a Windows computer
- Installing Visit on a MacOS X computer
- Hanging at 12% on Windows computers
- Getting the Plugin Developer's Guide
- Writing a plugin for Visit
- When new versions of Visit are released
- What is new in the latest version of Visit
- Compilers that can be used to build Visit
- Visit's licensing agreement
- Slow performance with ATI cards on Linux
- Custom plugins with a downloaded Visit binary
- Getting HDF5 data into Visit
- Getting NETCDF data into Visit
- When I run Visit on my Linux machine, I get a black screen
- I get the message 'Publisher cannot be verified' when installing Visit on Windows
- Which libraries should I enable in build\_visit?
- How do I acknowledge Visit when I use it to generate images and/or movies?



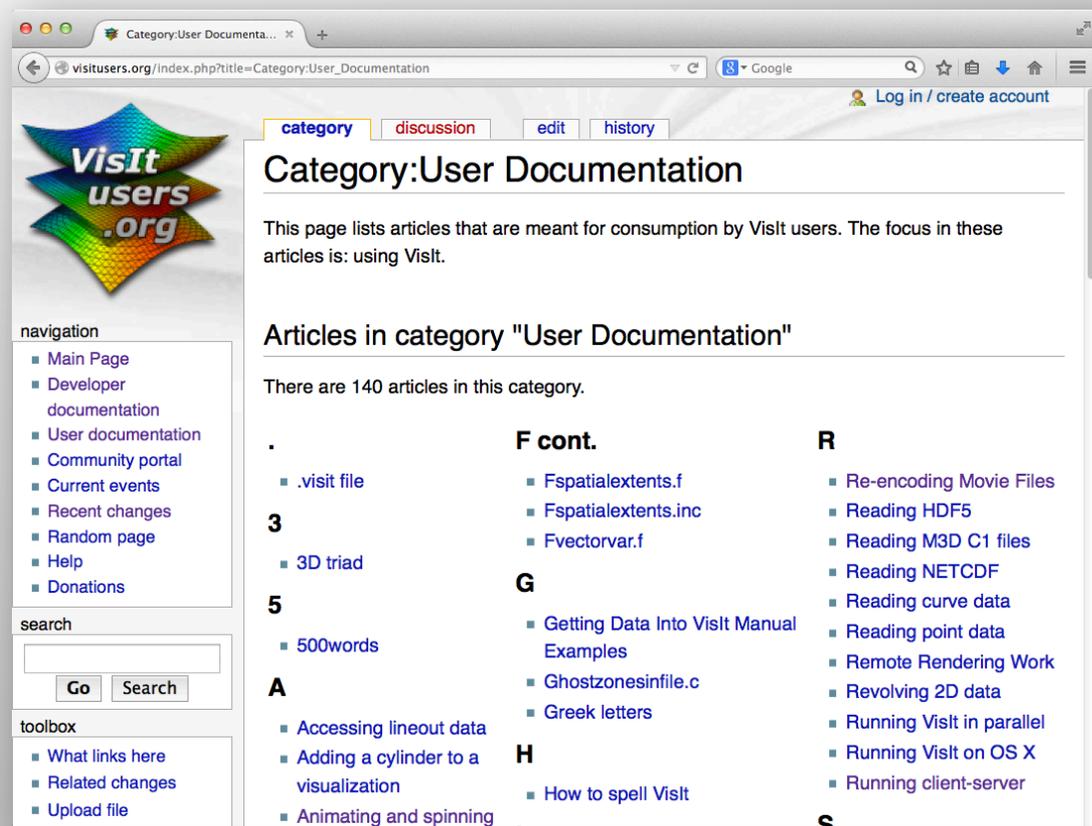
# Visit-users Mailing List

- You may only post to mailing list if you are also a subscriber.
- Approximately 400 recipients, approx. 300 posts per month.
- Developers monitor mailing list, strive for 100% response rate.
- Response time is typically excellent (O(1 hour)).
  - International community participates ... not unusual for a question from Australia to be answered by a European, while all US developers are asleep.
- List Address: [visit-users@ornl.gov](mailto:visit-users@ornl.gov)
- More information: <https://email.ornl.gov/mailman/listinfo/visit-users>
- Archive: <https://email.ornl.gov/pipermail/visit-users/>



# VisItusers.org

- Great source for VisIt tips and recipes.
- Users section has lots of practical advice:
  - “I solved this problem using this technique”
  - “Here’s my script to do this analysis”



Category:User Documentation

This page lists articles that are meant for consumption by VisIt users. The focus in these articles is: using VisIt.

Articles in category "User Documentation"

There are 140 articles in this category.

	<b>F cont.</b>	<b>R</b>
<ul style="list-style-type: none"> <li>▪ .visit file</li> </ul>	<ul style="list-style-type: none"> <li>▪ Fspatial extents.f</li> <li>▪ Fspatial extents.inc</li> <li>▪ Fvectorvar.f</li> </ul>	<ul style="list-style-type: none"> <li>▪ Re-encoding Movie Files</li> <li>▪ Reading HDF5</li> <li>▪ Reading M3D C1 files</li> <li>▪ Reading NETCDF</li> <li>▪ Reading curve data</li> <li>▪ Reading point data</li> <li>▪ Remote Rendering Work</li> <li>▪ Revolving 2D data</li> <li>▪ Running VisIt in parallel</li> <li>▪ Running VisIt on OS X</li> <li>▪ Running client-server</li> </ul>
<b>3</b>	<b>G</b>	
<ul style="list-style-type: none"> <li>▪ 3D triad</li> </ul>	<ul style="list-style-type: none"> <li>▪ Getting Data Into VisIt Manual Examples</li> <li>▪ Ghostzonesinfile.c</li> <li>▪ Greek letters</li> </ul>	
<b>5</b>	<b>H</b>	
<ul style="list-style-type: none"> <li>▪ 500words</li> </ul>	<ul style="list-style-type: none"> <li>▪ How to spell VisIt</li> </ul>	
<b>A</b>		
<ul style="list-style-type: none"> <li>▪ Accessing lineout data</li> <li>▪ Adding a cylinder to a visualization</li> <li>▪ Animating and spinning</li> </ul>		
		<b>S</b>

VisItusers.org is the VisIt project’s staging area for usage recipes and future formal documentation.

# VisIt Users Forum

- <http://www.visitusers.org/forum>
- Increasingly popular option; you can post without receiving 300 emails a month
  - But it is viewed by less people and less well supported.
- Google indexes these pages.

Members viewing this topic (1): **Hank Childs.**

**pseudocolor plot legend attributes in python (Read 18 times)**

**Jennifer**  
YaBB Newbies  
★  
Offline  
  
Posts: 4  
Fort Collins, CO

**pseudocolor plot legend attributes in python**  
11/07/10 at 19:06:30

Hello. I want to set the attributes for a pseudocolor location of the legend (turn off Let VisIt manage number of Tic Marks, and the label appearance (I set these properties in a python script? If so, how

I tried to use the Command Control to record the  
"# Logging for AddAnnotationObject is not imple  
# Logging for SetAnnotationObjectOptions is not

Thanks,  
Jennifer

[Back to top](#) 

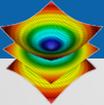
**Hank Childs**  
YaBB Moderator  
★★★★★  
Online  
  
I use VisIt and I develop VisIt  
Posts: 135  
Davis, CA

**Re: pseudocolor plot legend attributes in python**  
**Reply #1** - 11/07/10 at 19:47:03

Hello Jennifer,

Each plot has an index and the plot's legend is re

```
>>> GetAnnotationObjectNames()
('Plot0003',)
>>> a = GetAnnotationObject("Plot0003")
>>> a
active = 1
managePosition = 1
position = (0.05, 0.9)
xScale = 1
yScale = 1
```

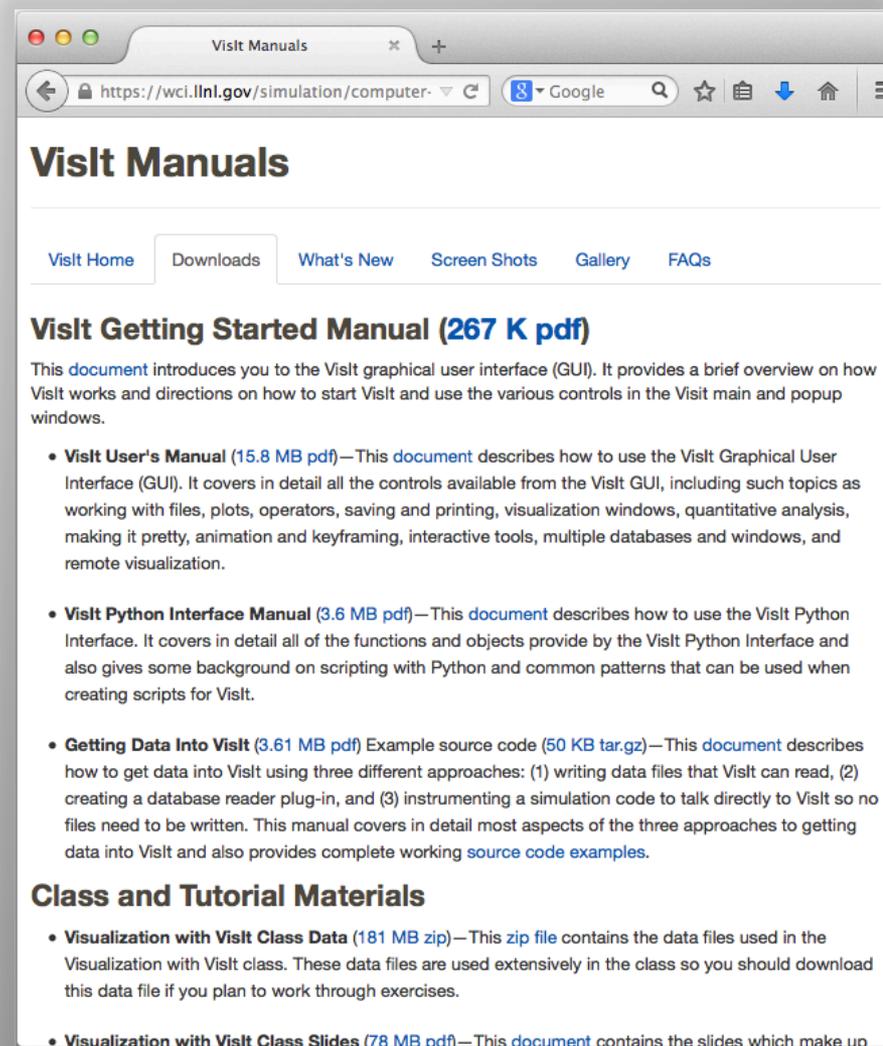


## Visit-help-`{XYZ}`

- Some customer groups pay for priority VisIt support:
  - These customers can post directly to specific visit-help-`{XYZ}` support lists without subscribing.
  - The messages are received by all VisIt developers and supported collectively.
- Example Lists:
  - visit-help-asc, visit-help-scidac

# Manuals & Other Documentation

- Getting Started Manual
- Users Manual
- Python Interface
- Getting Data Into VisIt
- VisIt Class Slides
- VisIt Class Exercises
- {Tutorials}



The screenshot shows a web browser window with the URL <https://wci.llnl.gov/simulation/computer->. The page title is "VisIt Manuals". The navigation menu includes "VisIt Home", "Downloads", "What's New", "Screen Shots", "Gallery", and "FAQs". The main content area features a section titled "VisIt Getting Started Manual (267 K pdf)". Below this title, there is a paragraph of introductory text and a list of links to other manuals and resources.

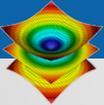
**VisIt Getting Started Manual (267 K pdf)**

This [document](#) introduces you to the VisIt graphical user interface (GUI). It provides a brief overview on how VisIt works and directions on how to start VisIt and use the various controls in the VisIt main and popup windows.

- **VisIt User's Manual (15.8 MB pdf)**—This [document](#) describes how to use the VisIt Graphical User Interface (GUI). It covers in detail all the controls available from the VisIt GUI, including such topics as working with files, plots, operators, saving and printing, visualization windows, quantitative analysis, making it pretty, animation and keyframing, interactive tools, multiple databases and windows, and remote visualization.
- **VisIt Python Interface Manual (3.6 MB pdf)**—This [document](#) describes how to use the VisIt Python Interface. It covers in detail all of the functions and objects provide by the VisIt Python Interface and also gives some background on scripting with Python and common patterns that can be used when creating scripts for VisIt.
- **Getting Data Into VisIt (3.61 MB pdf)** Example source code ([50 KB tar.gz](#))—This [document](#) describes how to get data into VisIt using three different approaches: (1) writing data files that VisIt can read, (2) creating a database reader plug-in, and (3) instrumenting a simulation code to talk directly to VisIt so no files need to be written. This manual covers in detail most aspects of the three approaches to getting data into VisIt and also provides complete working [source code examples](#).

**Class and Tutorial Materials**

- **Visualization with VisIt Class Data (181 MB zip)**—This [zip file](#) contains the data files used in the Visualization with VisIt class. These data files are used extensively in the class so you should download this data file if you plan to work through exercises.
- **Visualization with VisIt Class Slides (78 MB pdf)**—This [document](#) contains the slides which make up



# Resources

## ■ Presenters:

- Cyrus Harrison [cyrush@llnl.gov](mailto:cyrush@llnl.gov)
- Jean Favre [jfavre@cscs.ch](mailto:jfavre@cscs.ch)
- Brad Whitlock [bjw@ilight.com](mailto:bjw@ilight.com)
- David Pugmire [pugmire@ornl.gov](mailto:pugmire@ornl.gov)
- Robert Sisneros [sisneros@illinois.edu](mailto:sisneros@illinois.edu)

## ■ User resources:

- Website: <https://wci.llnl.gov/simulation/computer-codes/visit/>
- Wiki: <http://www.visitusers.org>
- Email List: [visit-users@ornl.gov](mailto:visit-users@ornl.gov)

## ■ Development resources:

- Email List: [visit-developers@ornl.gov](mailto:visit-developers@ornl.gov)
- SVN: <http://portal.nersc.gov/svn/visit>