

VizSchema – An Approach for Attribution of Data

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Simulation Data and VizTools are Diverse

CH-X CORPORA

- Data
 - ASCII
 - All kinds of home grown binary format
 - Self-described data formats
 - NetCDF
 - HDF5 (our current choice)
- VizTools
 - IDL
 - Matlab
 - AVS/Express
 - Lately moving to open standard tools
 - Vislt (our current choice)
 - ParaView



- Vislt supported by VACET SciDAC
- One needs to write a reader for each type of data format to transform into what Vislt expects



One Cannot Write One Reader For All HDF5 data

- HDF5 consists of groups (like directories), datasets (like files – end leaves) and attributes (for small data and metadata)
- One can organize data in many ways using HDF5 constructs
- One could use any kinds of names and no metadata at all
- How one can understand what is what?
 - What is supposed to be visualized?
 - What order is used (row-major etc)?
 - Where is the mesh of the data?
 - What are the components of the mesh?





- writing readers
- undocumented data as much as I hate undocumented code

VizSchema is an Attribution Standard

- Based on experience working with
 - VORPAL (uniform and unstructured meshes and particles)
 - NIMROD (structured meshes)
 - UEDGE (structured, multi-domain meshes)
 - TXFLUID (unstructured meshes)
 - FACETS (combination of the above)
- VizSchema
 - Data Model (agreement about data organization and metadata)
 - C++ reader (independent of Viz tool) of HDF5 data into in memory viz objects
 - Vislt plugin
- Funded by FSML grant (DOE SBIR, FES), FACETS grant (DOE SciDAC) and Tech-X Corporation

VizSchema: Minimalistic but Enough for Viz and Analysis

- Viz entities (based on our experience):
 - Variables (live on external mesh)
 - Variables with meshes (spatial info is mixed in)
 - Meshes
 - Derived variables
- Metadata
 - Identifying the entities and specifying their kinds (if any)
 - Providing information needed for minimal viz
- Principles
 - Metadata is minimal
 - Metadata is in attributes starting with "vs"
 - Groups and datasets names are not regulated

Variables Need to State Type, Centering (and Ordering)



Variables With Mesh Show Where to Find Coordinates

Meshes Specify Kinds And Things to Build Itself

•Structured grid has just a list of points

- •Need vsOrder (if not default)
- •Rectilinear mesh has list of numbers in each direction
- •Uniform mesh has number of points in each direction, max and min in each direction
- •Unstructured mesh needs points and elements (tris, quads, tets, hexs, prisms, etc)
- •The list of meshes will grow
- •Work with users to provide alternative ways to describes same kinds of meshes



- Count on expression language of Vislt
- Use variables as basis
- Make viz richer

How To Adopt VizSchema?

- Change your I/O
 - VORPAL
 - FACETS (Fusion SciDAC)
 - NIMROD (MHD)
 - PolySwift++ (nanotech)
- Or change your files using PyTables (very easy interface to modify and add attributes)

```
h5file = tables.openFile(fileName, mode='a')
dataSet = h5file.getNode("/" + dataSetName)
dataSet.attrs.vsType = "variable"
h5file.close()
```

- Changing old VORPAL outputs to fit evolving schema
- Changing SYNERGIA output
- First step is look at "h5dump –A" command and send to us...



Future Directions

- Finish parallel plugin (started by G. Weber)
- More codes and updating schema as needed
- VORPAL and FACETS skin
- NetCDF?
- Auto-generation of correct markup from a text or XML document



Information

- VizSchema information and download: <u>https://ice.txcorp.com/trac/vizschema/wiki/</u> WikiStart
- One of standard Vislt plugins
- sveta@txcorp.com



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