

Postprocrocessing data in Cactus

Roland Haas, AEI

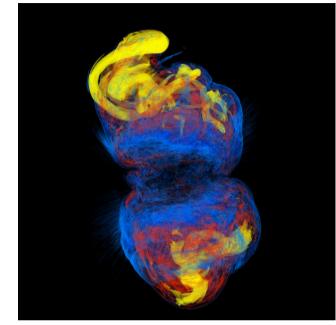






Postprocessing vs. visualization

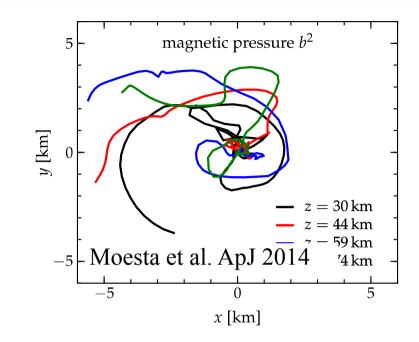
- quantitative analysis of simulation results
- compute extra quantities after simulation finishes
- complex calculations involving multiple variables, timesteps, refinement levels
 needs "human touch" and cannot be automated during runtime



Moesta et al. ApJ 2014

Postprocessing vs. visualization

- quantitative analysis of simulation results
- compute extra quantities after simulation finishes
- complex calculations involving multiple variables, timesteps, refinement levels
 needs "human touch" and cannot be automated during runtime



<< SimulationTools `

\$SimulationPath =

{\$HomeDirectory <>

/simulations/sliced_data/mode-analysis/"};

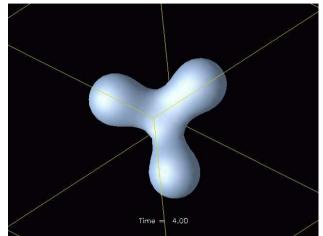
\$Simulation = "sherry/E25b12z1-p2sc3w-ft/z0-15";

ReadIterations [\$Simulation, "entropy", "xy"]
{5900 288, 5902 336, 5904 384, 5906 432, 5908 480,
5910 528, 5912 576, 5914 624, 5916 672, 5918 720,
5920 768, 5922 816, 5924 864, 5926 912,
5928 960, 5931 008, 5933 056, 5935 104,
5937 152, 5939 200, 5941 248, 5943 296}

Postprocessing in Cactus

specialized postprocessing codes

- CCE (PITTNullCode)
- Event horizon finder (Diener)
- MCMC poset analysis (Rideout)
- GW analysis tools
 - pyGWAnalysis (in ET)
 - SimulationTools (Hinder, public)
 - PostCactus (Kastaun, TBA)
 - <enter your name here>
- Dataset readers
 - SimulationTools, PostCactus
 - SciData (Radice, public)
 - Parma-postprocessessing tools (De Pietri, TBA)
 - FileReader (in ET), ReadInterpolate (Haas, public)
 - Replay (Haas, currently private)



Diener, CQG 2003

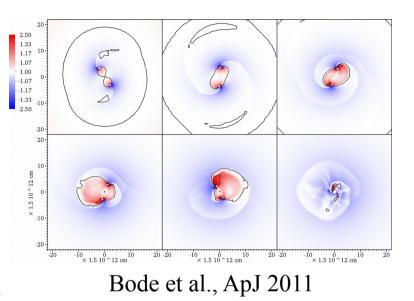
Visualization++

Vislt

- basic point-wise operations
- python-based data analysis

■ yt

- designed to postprocess Enzo data
- basic reader support for Carpet
- matplotlib/numpy/scipy
 - no direct support for anything but 1d ASCII data
 - <add you name here>



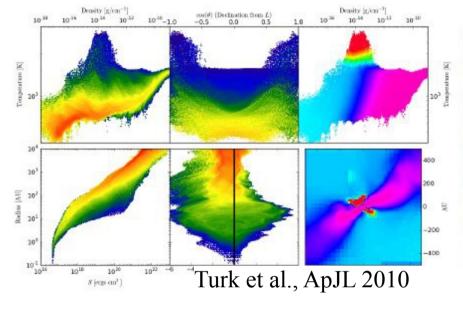
Greener grasses...

Enzo/yt

- arithmetic on variables, incl. derivatives
- subset selection based on shapes, thresholds
- reductions of data: mimimum location, center of mass

SpEC/ApplyObservers

- swiss army knife postprocessing
- "replays" saved data to evolution code
- used extensively for regular simulations



```
DataBoxItems=
Add3Plus1ItemsFromGhPsiKappa(
psi=psi:kappa=kappa:OutputPrefix=:
AdmEnergyIntegrandEvo(
Output=EadmIntegrand;
InvMetric=Invq; kappa=kappa;
Coordinates=Inertial::MappedCoords;
Observers =
IntegralOverStrahlkorperH5Dat(
StrahlkorperDataBoxBaseName = ADMSurfIntegral;
Input = EadmIntegrand;
OutputNames = EtotADM;
ApplyFormulae = A;
FileName = totADM2090.h5;
VolumeMetric = q;
);
```

Future postprocessing needs

GW analysis seems in good shape

- support for precessing datasets (GWFrames, Boyle)
- multi-d postprocessing is mixed bag right now
 - yt-style data manipulation
 - interactive and scripted use
 - reductions and integrals
 - slices and subsets, isosurfaces
 - MPI parallelized for large datasets
 - full support for mesh refined datasets
- issues, choices
 - pure scripting code? reuse C code?
 - free as in beer?
 - homegrown solution? join existing project?
 - reading many hdf5 files is slow (indexing helps a bit)
 - Speed. May need to process TBs of data



coord = rx.mesh.getVtxCoords
return (coord[0]**2 + coord]

def create_reactor(multfact=1.0,
 fuel = from_atom_frac({'U23:
 cool = from_atom_frac({'H1':
 xpoints = [0.0, 0.075, 0.15,
 ypoints = xpoints
 zpoints = np.linspace(0.0,]

def isinrod(ent, rx, radius=0.4; """returns whether an entity

In [7]:

Out[7]:

rx = create_reactor()
render(rx, dt=2.5e-31, frames=10

Contenders

SimulationTools

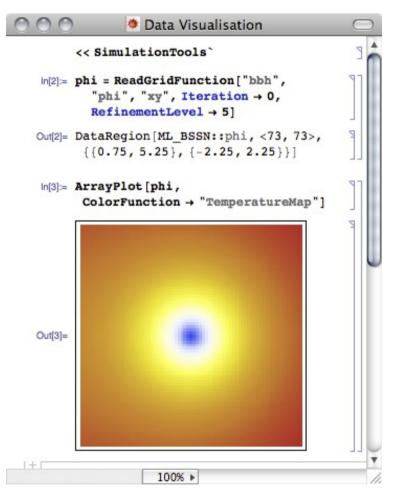
- currently in use, mature
- simple, powerful user interface
- not designed for 3d datasets
- Mathematica based, no multi-node support

PostCactus

- several users
- simple user interface
- not designed for 3d datasets

■ yt

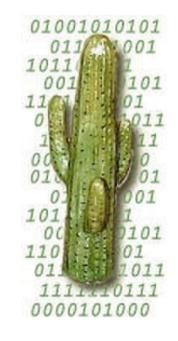
- many users, mature
- simple user interface
- can do almost all we want
- cannot read our data



Hinder, SimulationTools

Replay thorn

- generalized file reader to read 3d data into grid during evolution
 - easy to integrate into evolution code once happy
- uses Carpet
 - everything looks the same as during evolution
 - full access to interpolators/reduction ops
 - MPI parallelization
- uses Cactus file reader
 - slow
 - parses all files twice
 - no way to set cctk_iteration
- compiled code
 - fast
 - hard to experiment
- not loved by people who used it.



References

- SimulationTools: http://www.simulationtools.org
- PostCactus: see Wolfgang Kastaun's talk
- yt: see Jonah Miller's talk
- PyGWAnalysis: https://svn.einsteintoolkit.org/pyGWAnalysis
- ReadInterpolate: https://github.com/rhaas80/ReadInterpolate