Introduction to ParaView

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Contents

- ParaView description, architecture and history
- User interface: the Pipeline Browser and the Object Inspector. ParaView objects: Filters, Representations and Views. Finding Data and Selection.
- Running ParaView in parallel.
- Hands-on practice: vector visualization, data analysis



What is ParaView?

An open-source application and architecture for display and analysis of scientific datasets.

- Application you don't have to write any code to analyze your data
- Architecture designed to be extensible if you want to code Custom apps, plugins, python scripting, Catalyst, ParaViewWeb
- Open-source BSD 3-clause license
- **Display** excels at traditional scientific vis qualitative 3D rendering
- Analysis data drill down through charts, stats, all the way to values
- ParaView parallel scales from notebooks to world's largest supercomputers



ParaView Architecture

ParaView Client	pvpython	ParaWeb	Catalyst	Custom App	
U	(Qt Widgets	s, Python Wra	appings)		Network
ParaView Server					
VTK					
OpenGL	MPI	lce	еТ	Etc.	



History

http://www.paraview.org/Wiki/ParaView_Release_Notes

- 1999 LANL/Kitware project (via ASCI Views)
 - Build an end user tool from VTK (TCL-TK interface)
 - Make VTK scale
 - October 2002 first public release, version 0.6
- 2002-2005 Versions 0.6 through 2.6
 - Continued growth under DOE Tri Labs, Army Research Lab and various other partnerships
- September 2005 ParaQ project started
 - Sandia, Kitware and CSimSoft
 - Make ParaView easier to use (Qt interface)
 - Add quantitative analysis
 - May 2007 version 3.0 released
- Continuing to evolve
 - -3.2, 3.4, 3.6, 3.8, 3.10, 3.12, 3.14, 3.98
 - 4.0.1, 4.1, 4.2, 4.3.1 (January 2015)













User Interface



He

p	Contents Search Contents Pix ParaView User Manual Sources Filters Readers Writers	Cylinder (CylinderSource) Create a 3D cylinder of a given radius and height. The Cylinder source can be used to add a polygonal cylinder to the 3D scene. The output of the Cylinder source is polygonal data containing both normals and texture coordinates.				
nline help		Resolution	This property indicates the number of divisions around the cylinder. The higher this number, the closer the polygonal approximation will come to representing a cylinder, and the more polygons it will contain	6	S	
		Height	This property specifies the height of the cylinder (along the v axis).	1.0		
		Radius	This property specifies the radius of the cylinder.	0.5		
		Center	This property specifies the coordinate value at the center of the cylinder.	0.0 0.0 0.0		
		Capping	If this property is set to 1, the ends of the cylinder will each be capped with a closed polygon. Otherwise, the ends of the cylinder will be	1	Accepts boolean values (0 or	
			ParaView Guide	9		

- The ParaView Guide (262 pages)
- The ParaView Tutorial
- ParaView Mailing Lists
- ParaView Wiki •





How to Use ParaView

1. Read in data: File \rightarrow Open, hit Apply

- Over 100 file formats supported
- Help/Readers readers compiled in
- 2. Add a filter to process data:
 - Tune filter properties, hit Apply
 - Repeat Step 2 as needed

8

- 3. Tune Display (for all Filter, View pairs) and View (for all Views) parameters
- 4. Save datasets, rendered results (screenshot or animation) or application state

Filter = an object that operates on data: reads its inputs and produces one or more outputs Reader = reads a file and produces an output Source = produces an output (Cylinder) Pipeline object = a filter, reader or source



Edit \rightarrow Undo



Filter Properties and the Apply Button

- Active Filter properties
- ParaView is meant to process large data it might take a long time when changing a filter property.

Properties Information Properties	
Apply 🖉 Reset 🗱 Delete 💡	
Search (use Esc to clear text)	Toggle auto apply
Radius 0.5 Center 0 0 0	Apply changes to parameters automatically



ParaView Dataset Types



- points, cells
- 10 values associated points and/or cells: scalars, vectors, tensors



Object Inspector Information Tab

- Information about the Active Filter's output
- Dataset Type
- Size (Bytes, #points, #cells)
- Geometric bounds
- Structured bounds
- Arrays:
 - Name
 - Association =point, i =cell)
 - Data Type
 - Data Ranges (and scalar/vector)
- Temporal Domain

	 Informatio 	n	. 8
5 J W 1			
Data Hierarchy			
∃ Multi-block Dataset			
Element Blocks	sk ID: 1 Tupo		- 11
Unnamed blog	ck ID: 1 Type	HEX	100
Face Blocks	ck ib. z type		
- Edge Blocks			
Element Sets			
🕀 Side Sets			_
Face Sets			÷
Edge Sets			Ľ
Statistics			
Type: Unstructured	l Grid		
Number of Cells: 480	00		
Number of Points: 672	24		
Memory: 1.4 MB			
Data Arrays			
Name	Data Type	Data Ranges	
ACCL	double	[0, 0], [0, 0], [0, 0]	1
 DISPL 	double	[0, 0], [0, 0], [0, 0]	
 GlobalNodeId 	idtype	[1, 6724]	555 J
 PedigreeNodeId 	idtype	[1, 6724]	
♦ VEL	double	[0, 0], [0, 0], [0, 0]	
EQPS	double	[0, 0]	
GlobalElementid	idtype	[1, 4800]	
🍯 ObjectId	int	[1, 1]	
PedigreeElementId	idtype	[1, 4800]	
🍈 KE	double	[1.46764e+06, 2.96e+06]	
Bounds			
X range: -5.2 to 5.2 (de	elta: 10.4)		
Y range: 0 to 5.2 (delta	: 5.2)		
Z range: -15 to 0 (delta	a: 15)		
Time			
Index Value			
0 0			1
- 1 0.000	100074		
2 0.000	199905		
	299964		
5 0.000	400087		
6 0.000	599935		
7 0.000	700049		
7 0.000 8 0.000	700049 800035		



Multiple Views

ė

builtin:

Slice1



- Split (Vertical, Horizontal), Maximize, Close buttons
- Active view: Display and View properties pertain to it •
- Right-click to link cameras



Display Properties

- **A Representation** (a display): object that stores visual characteristics of one particular data set in one particular view
- Properties associated with the Active Filter and Active View.

Properties (o	lisk_out_ref.ex2) (C	
🗖 Display (Uns	tructuredGridR	epre 🕝	<u> </u>
Representation V	olume		-
Coloring			
◆ Temp	•		-
Show	🔒 Edit	Resc	ale
Styling			
Opacity			
Lighting			
Specular 🕞	0		
Cube Axes			
Show Axis		Edit	
Select Mapper	rojected tetra		-
🕂 View (Rende	r View)	C	



Color Map Editor Mapping Scalar Range - Color Palette Color Map Editor $\Theta \Theta \Theta$ 虢 Rescale to data Interpret Values As Categories range Mapping Data Rescale to custom range Rescale to data range over all time-steps Invert the 0 transfer function Data: Choose preset Use log scale when mapping data to colors Enable opacity mapping for surfaces Save to preset Automatically rescale transfer functions to fit data **Color Mapping Parameters** Color Space Diverging ÷ Nan Color

🚰 Update

(in





Color Map (Transfer Function) Editor





View Properties

Properties associated with the Active View





Find properties (for Filters, Displays and Views)

 $\Theta \odot \odot$

Properties

 Search for properties 		Apply	👌 Reset 🛛 💥 I	Delete ?
 Toggle on/off advanced 				
properties	Advanced	Search		555
	Properties	 Properties (Str 	reamTracer1)	
		Vectors	V	÷
Properties		Integration Paramet	ers	
		Integration Direction	BOTH	\$
Apply 🥝 Reset 🛛 🗱 Delete	?	Integrator Type	Runge-Kutta 4-5	+
		Streamline Paramet	ers	
		Maximum Streamline Length		0 20.15999984741211
 Properties (StreamTracer1) 		Seeds		
Integration Parameters		Seed Type	Point Sou	trce ÷
Initial Step Length 0.2		Show Point		Center on Bounds
Minimum Step 0.01		Point 0	0	0.0799999237060
Maximum Step 0.5		Number of Points 10	00	(
Streamline Parameters		Radius 2		
Maximum Streamline Length	0.15999984741211	Note: Move mouse a	and use 'P' key to	change point position
Display (GeometryRepresentation)		🖞 Display (Geom	netryRepresentation	1)

Multi-View Visualization Pipeline



Pipeline Browser





Information Tab – shows output data for the active filter





View Properties – acts on active view Representation Source Representation Data **Representation** Filter Ð Representation Ð Data **Representation** • Representation **Filter** View Data View **Kitware**

Filters

- Filters Menu
 - Recent
 - Common
 - Data Analysis
 - Statistical
 - Temporal
 - Alphabetical
- Quick Launch
 - PC/Linux
 CTRL-Space
 - Mac
 ALT-Space
- Apply Undo/Redo

Calculator

Contour

Clip

💮 Glyph

Stream Tracer

Warp By Vector

Group Datasets

Slice

Threshold

Extract Subset





Query Data by Attributes Values – Find Data Dialog

<u>File Edit View</u>	View Sources Filters Tools Catalyst Macros Help	
	🐯 💱 🔊 🙉 🛃 🧣 👔 🗽 🕼 📣 🕨 🕪 🕪 🛱 Time: 0.00429999 43 🌩 of 44	
	🛱 🔁 🗃 🕼 EQPS 🔹 💌 🐨 Surface 📼 🔀 🔀 📫 🗱 🛱	1 #1 #4 🔎 © © C.
	Find Data	
	Create Selection +	
builtin:	Find 🥡 Cell(s) 🔻 from can.ex2	RenderView1
👁 💼 can.ex2	2 EQPS v is >= v 1.5 ?	
	Block ID 🔻 is 💌	
Properties Inf	Run Selection Query	
	Current Selection (can.ex2 : 0)	
P Apply	Show: 🥡 Cell(s)	
Search (use E	se E Block Number Cell ID Cell Type EQPS 3loba	
Properties (c	es (c 2 35 Hexahedron 1.97048 36	
🗖 Display (Uns	Uns	EQPS 2.894e+00
Representation	on 2 2 75 Hexahedron 2.13094 76 • • • • • • • • • • • • • • • • • • •	24
Coloring	Selection Display Properties	1.8
EQPS	Selection Color	
Show	show	1.2
Scalar Coloring	ring Freeze Selection Extract Selection Plot Selection Over Time 🔀 <u>C</u> lose	0.6
X Map Scalars		E_0.000e+00
Interpolate Scal	e Scalars Before Mapping	
	(č)	



Query Data Visually - Selection

- Visually select interesting data
- shown in all compatible views
- can then label, extract etc
 - 'Select Cells On' to get nearest
- cells



Select Points On' to get nearest points



'Select Cells Through' to get all cells intersecting a frustum



'Select Points Through' for selecting points inside a frustum





Exporting data, images, sessions

• File \rightarrow Save *

- Active filter's data, prompted for file format
 - List of file formats given in help primarily kitware formats + exodus, ensight, xdmf/hdf5, csv
- Screen shot, either selected view or all
- Export visible scene in a format for high quality rendering
 - eps, pdf, ps, svg, pov, vrml, webgl, x3d, x3db
- Movie
 - Image sequence, avi, ogg, ffmpeg \rightarrow avi
- State
 - for restoring ParaView session later



What to Expect from Parallel Processing

Serial + Parallel = 1 (percentage that you cannot/can parallelize)

• Amdahl's Law $Speedup(CPUs) = \frac{1}{Serial + \frac{Parallel}{Serial + \frac{P$ aka Strong scaling If data size is fixed, don't expect great scalability.

More processors != faster

Gustafson's Law

Speedup(CPUs) = CPUs * Parallel + Serial aka Weak scaling As data size grows, you must have more resources.

More disk and IO = higher resolution possible



What to Expect from Parallel Processing

- Parallel != Faster
- Parallel \rightarrow Larger Problem Size



Large Data processed by ParaView



1 billion cell asteroid detonation simulation

¹/₂ billion cell weather simulation



source: Sandia National Lab





ParaView's Running Modes



DS = data server RS = render server



Connecting to a Server

•Follow instructions at http://www.alcf.anl.gov/user-guides/paraview-cooley

•File \rightarrow Connect

Configuration	1	Server	
Cooley cs://cc010.cooley.p		10.cooley.pub.alcf.anl	.gov:8000
		Name	Cooley
Add Server	Edit Server	Server Type	Client / Serve
Load Servers	Save Servers	Host	cc010.cooley
		Port	8000





Level of Detail – Maintain Interactivity



Type 1: Geometrically based

- Edit \rightarrow Settings \rightarrow Render View \rightarrow
- LOD threshold = 0.1
- Down-samples geometry while interacting



Level of Detail – Maintain Interactivity



Type 2: Image Based

- Edit \rightarrow Settings \rightarrow Render View \rightarrow
- Remote Render Threshold = 0.1
- Image Reduction Factor = 10
- Down-samples pixels while interacting



representation -VIEW

(see also http://www.paraview.org/Wiki/The_ParaView_Tutorial)

Hands on practice: vector visualization

- Load disk_out_ref.ex2
 - An exodus format file
 - Enable all variables
- Information tab
 - Multi-block (group of datasets)
 - Not time varying
 - Roughly 8000 cells and points, 2MB —
 - 11.5 units in diameter, 20 units in height
- Show as surface with edges to see structure
- Set opacity to 0.5
- Looks like a cylinder with a recess



file

reader







Kitware

Putting it together: data analysis

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2.



Show	howing disk_out_ref.ex2 🔻 Attribute: Point Data 💌 Precision: 6 🖨 🗔 🖽 🛄							
	Block Number	Point ID	AsH3	CH4	GaMe3	GlobalNo		
0	2	0	0.183459	0.000971915	0.00628244	143		
1	2	1	0.155209	0.000883944	0.00513434	706		
2	2	2	0.155209	0.000883943	0.00513428	3173		
3	2	3	0.183458	0.000971913	0.00628236	1829		
4	2	4	0.181883	0.00102504	0.00602588	6566		
5	2	5	0.152606	0.000928225	0.00486082	6690		
•						••		







Thank You. Questions?

