

VisTrails and VTK Updates from Utah

Latest VisTrails Features

VisTrails Plug-in for ParaView

Streaming and Multi-core Functionality in VTK

VisTrails 1.3

- Released July 3rd, 2009
- SubWorkflows
- Control Flow Package
- Debugging Support
- Thumbnails
- VTK
 - Added InfoVis (Titan) support
 - Display progress for vtkAlgorithm subclasses
 - Support picking in VTKCell

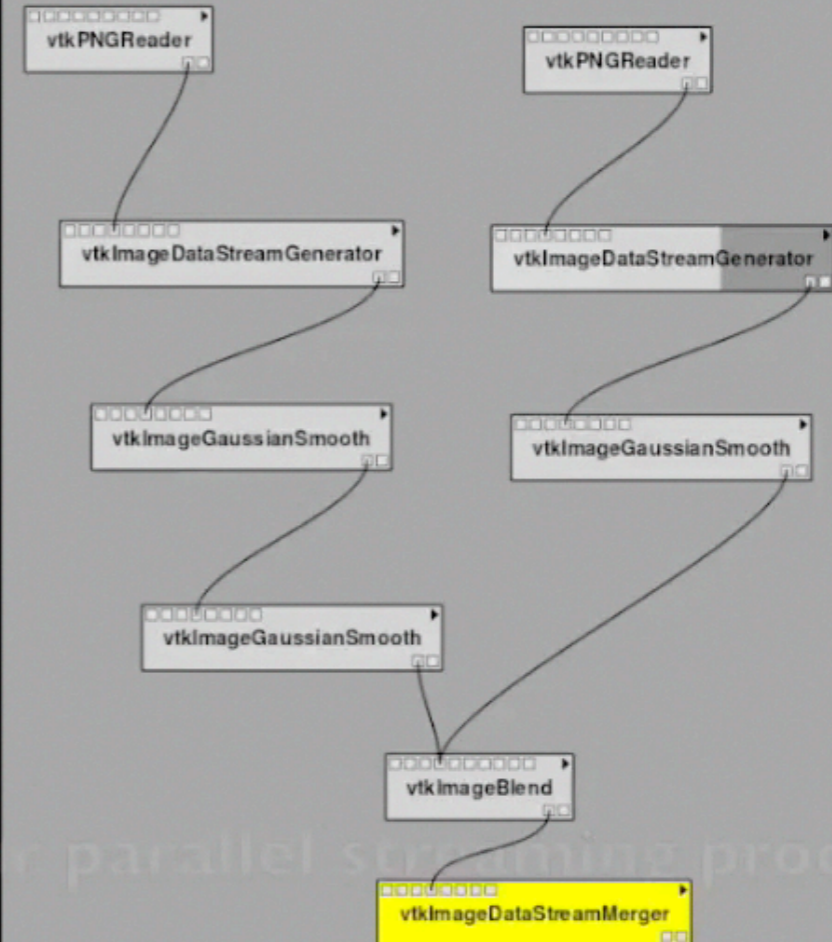
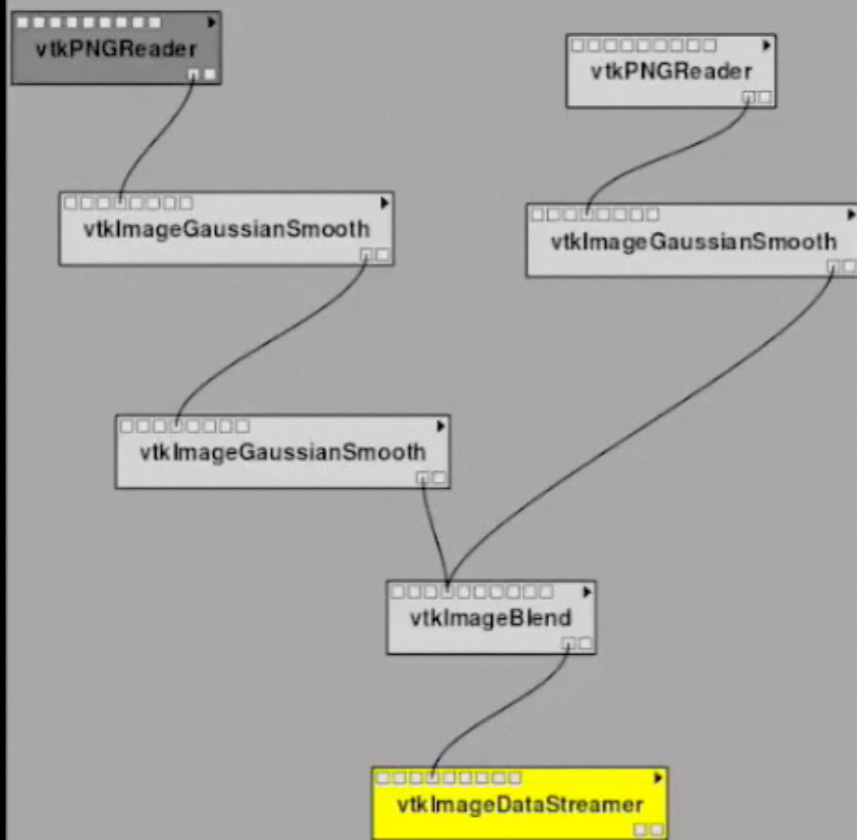
VisTrails Plug-in for ParaView

- ParaView: http://www.vistrails.org/index.php/ParaView_Plugin
 - VisTrails plug-in will be included with next ParaView release

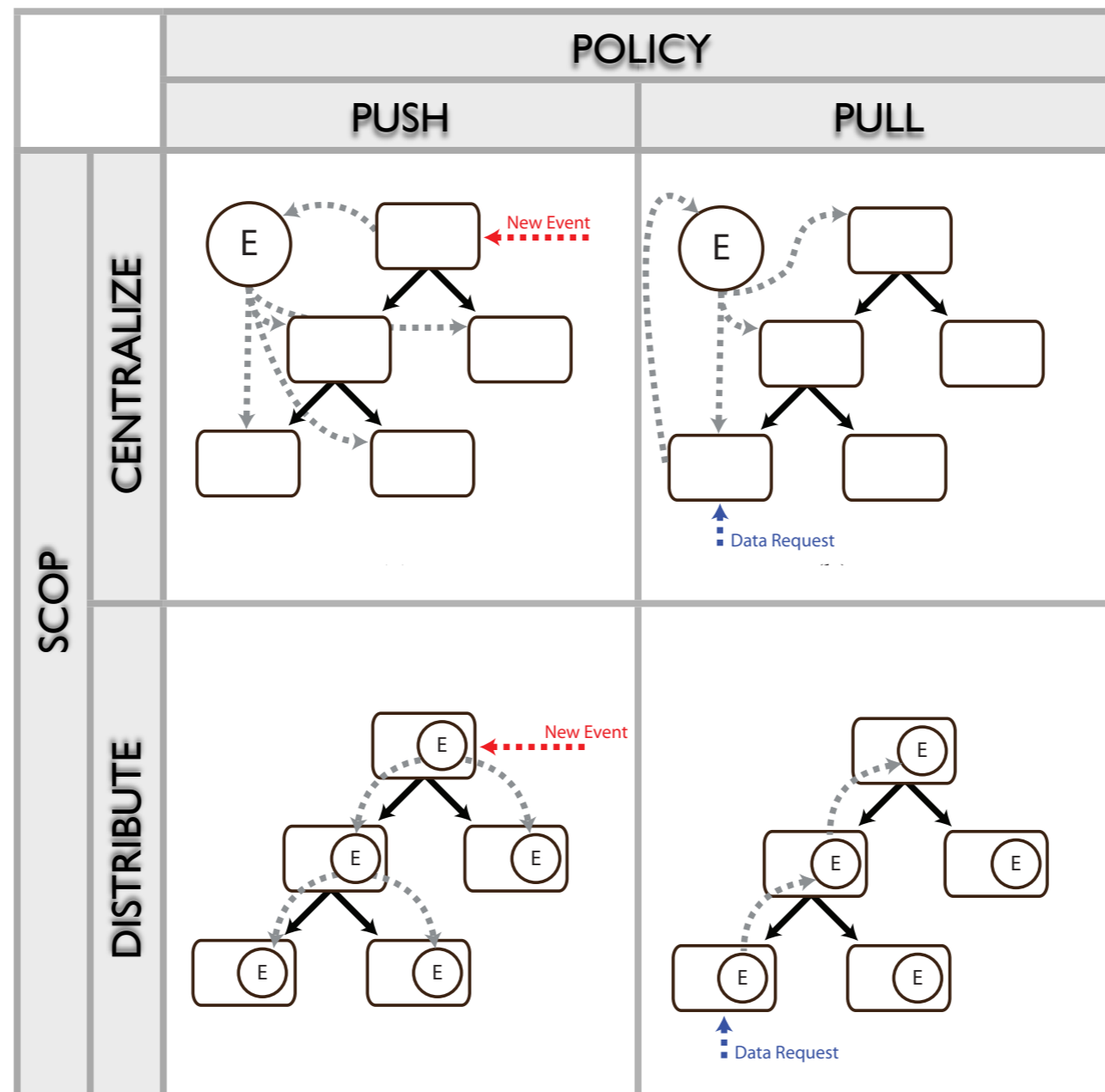
VisTrails Plugin for ParaView

[Callahan et al., IPAW 2008]

Multi-Threaded Streaming Pipeline

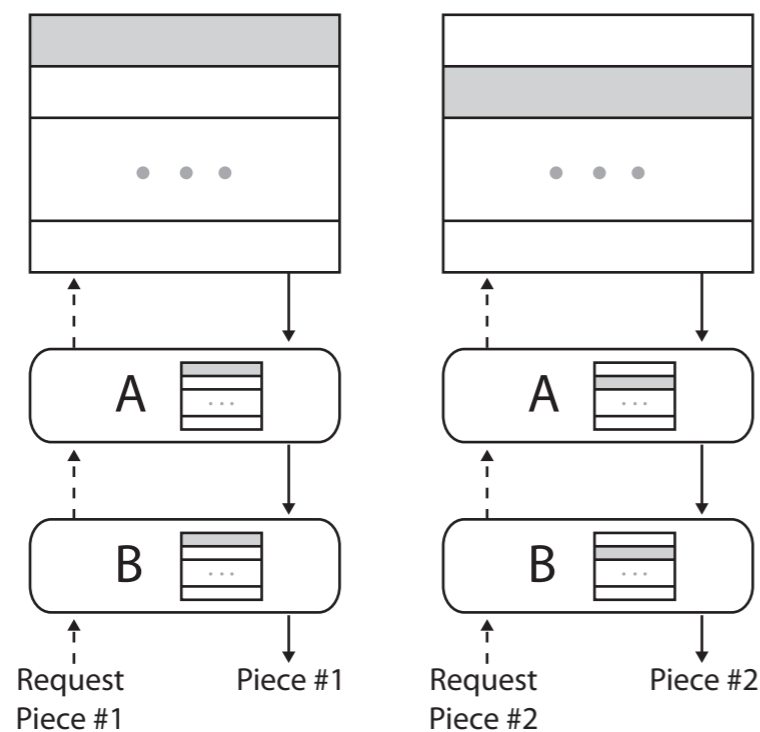


Executive Classification by Scope and Policy



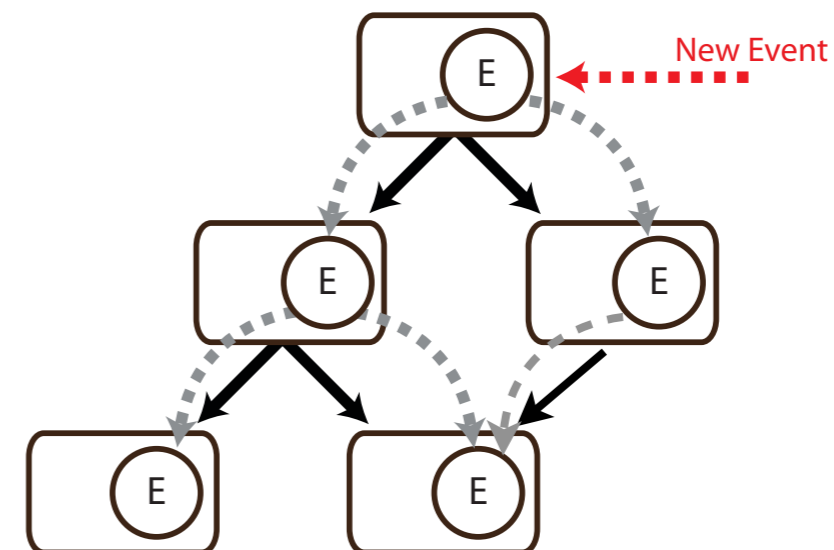
Challenges in Achieving Efficiency

Streaming Pull



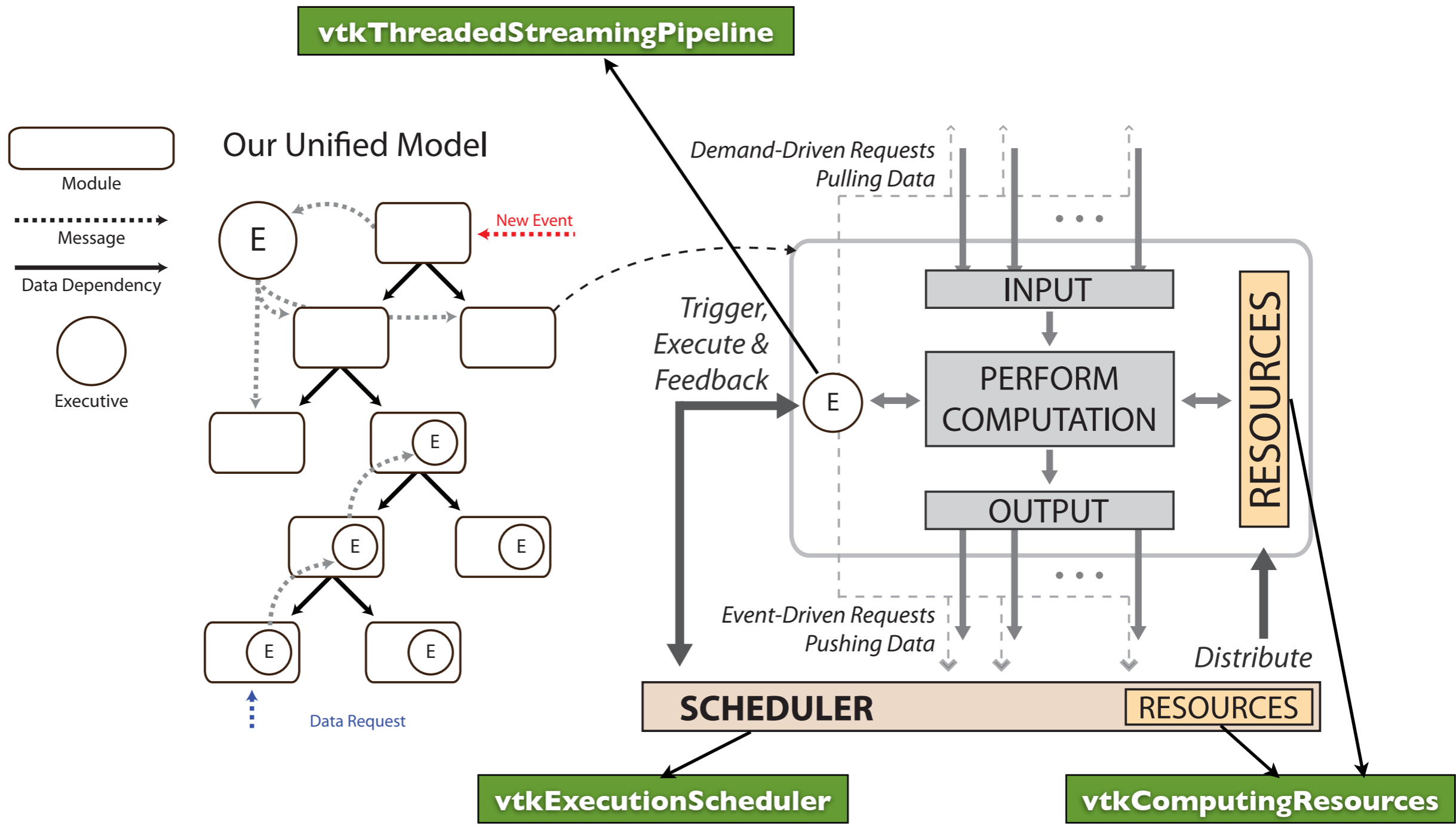
lack of pipeline
parallelism

Push



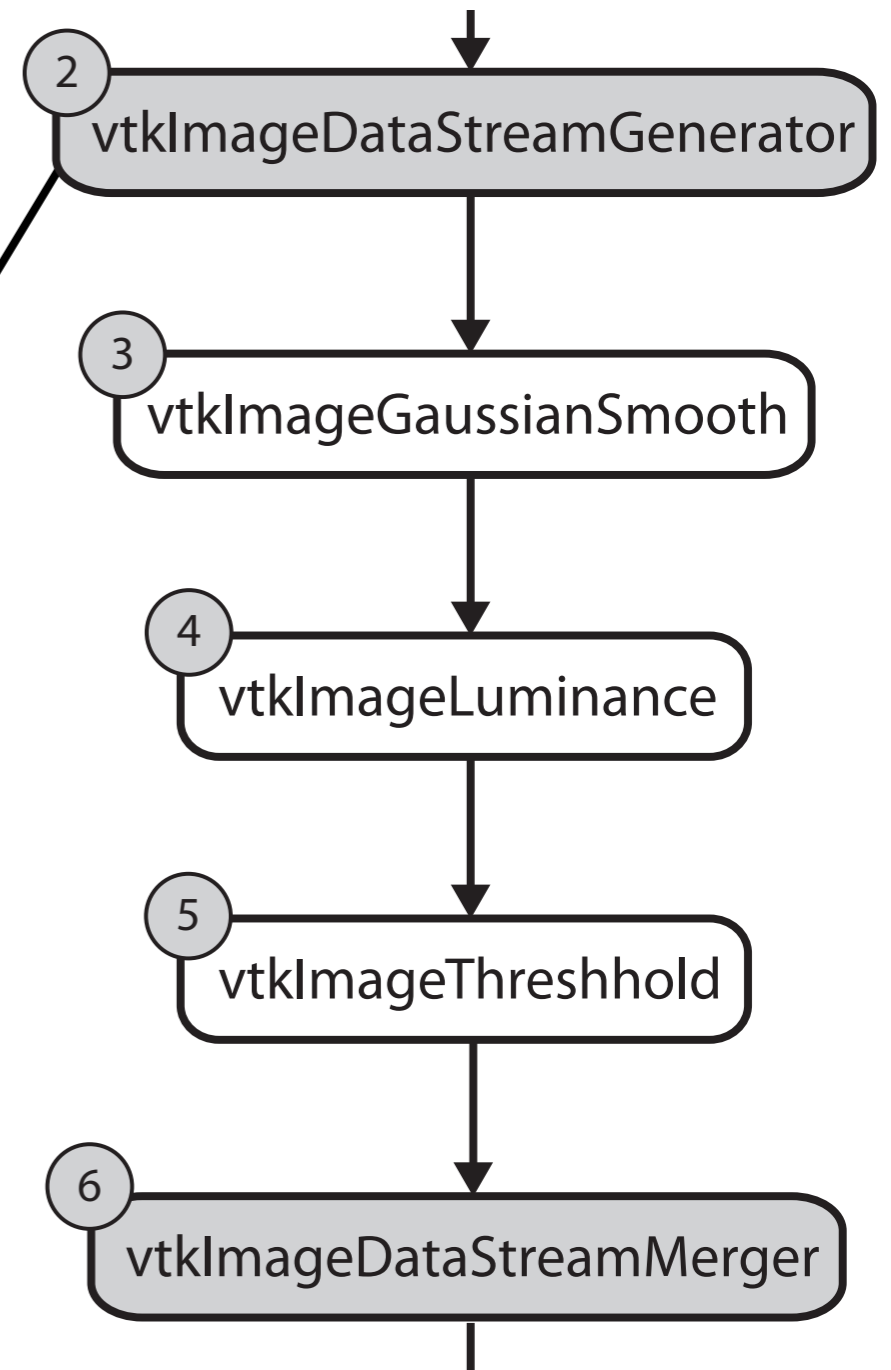
inefficiency due to
repeated updates

Adding Multi-Threaded Streaming to VTK



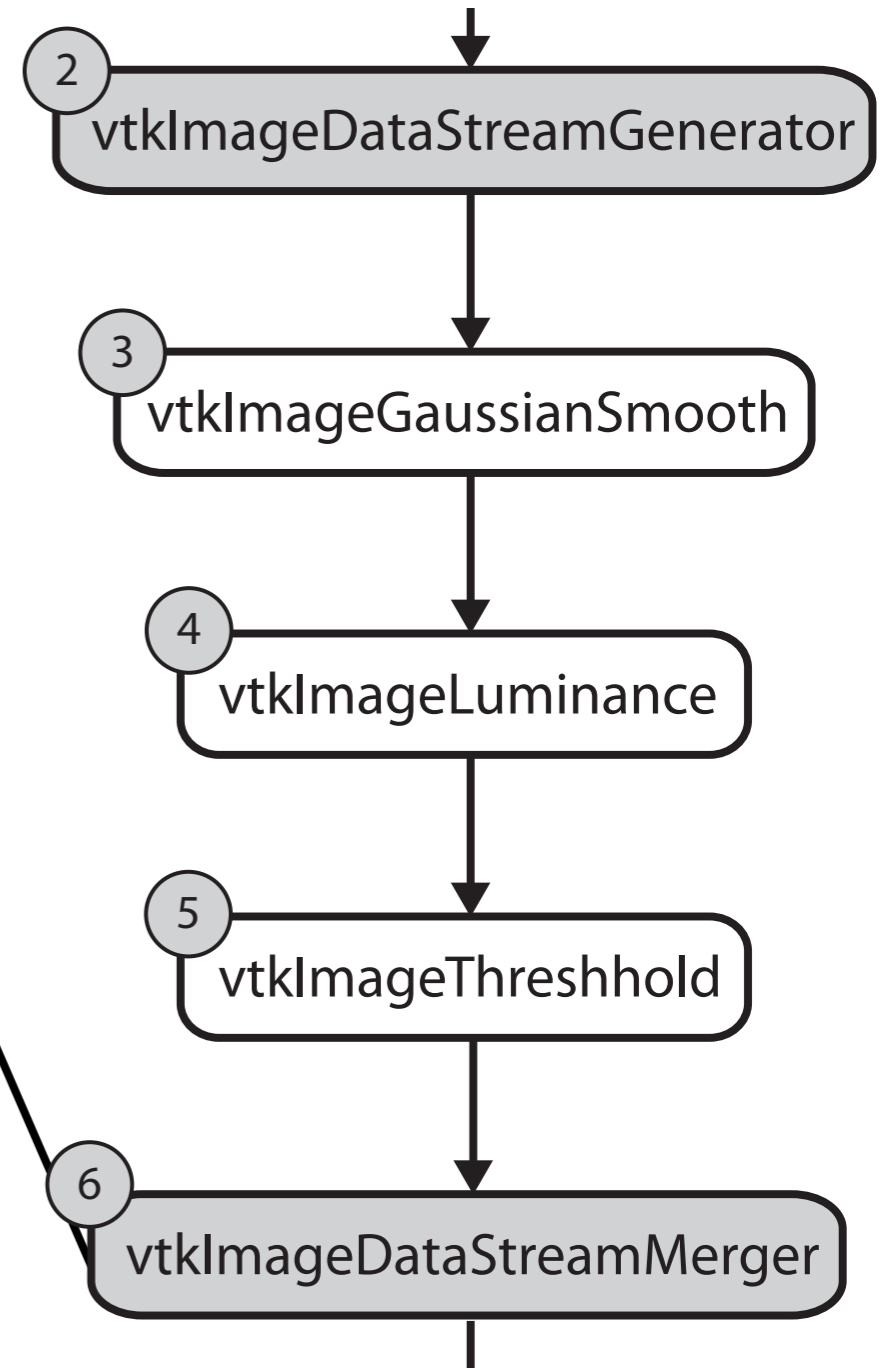
Example: Using Push for Streaming

```
while (!EndOfStream())  
    // Read in next piece  
    ...  
    this->GetExecutive()->Push()
```

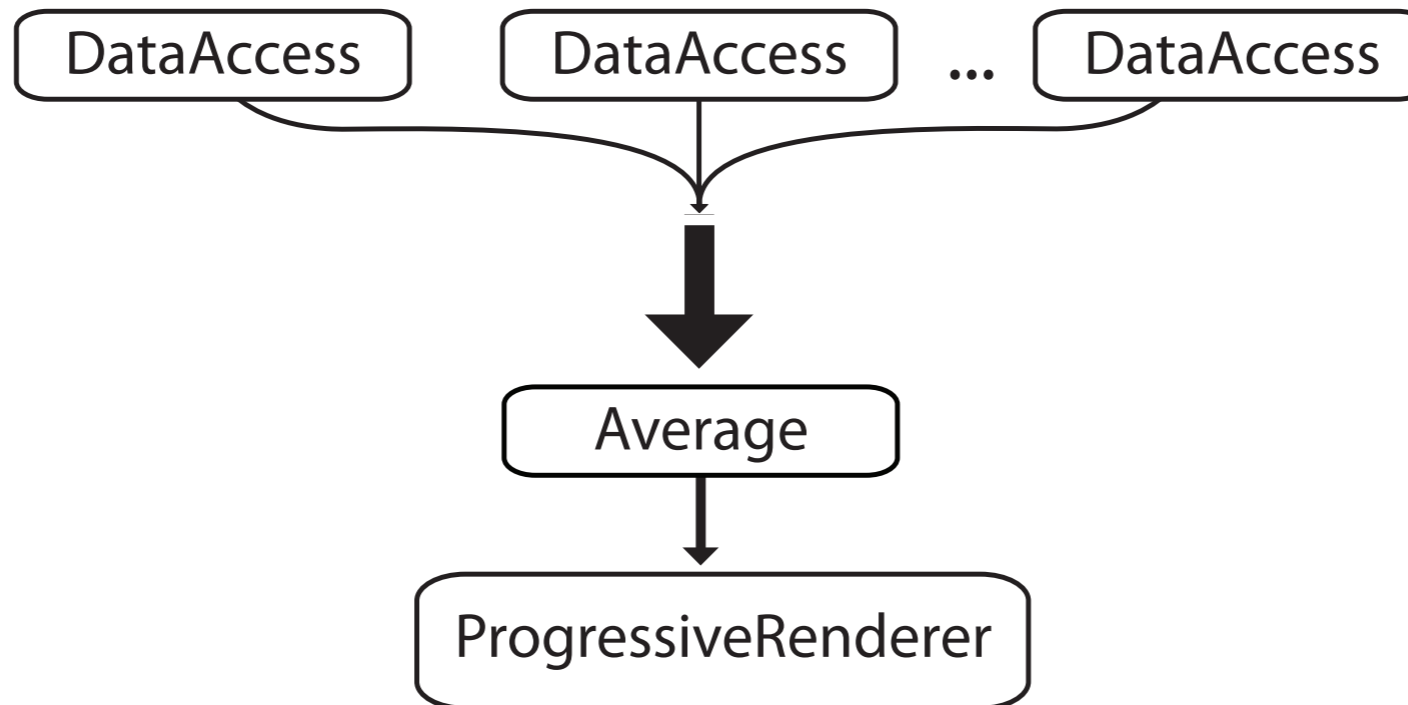


Example: Using Pull for Streaming

```
for(i=0;i<numPieces;i++)  
    // Set desired region  
    ...  
    this->GetExecutive()->Pull()
```



Example: Progressive Rendering



Push

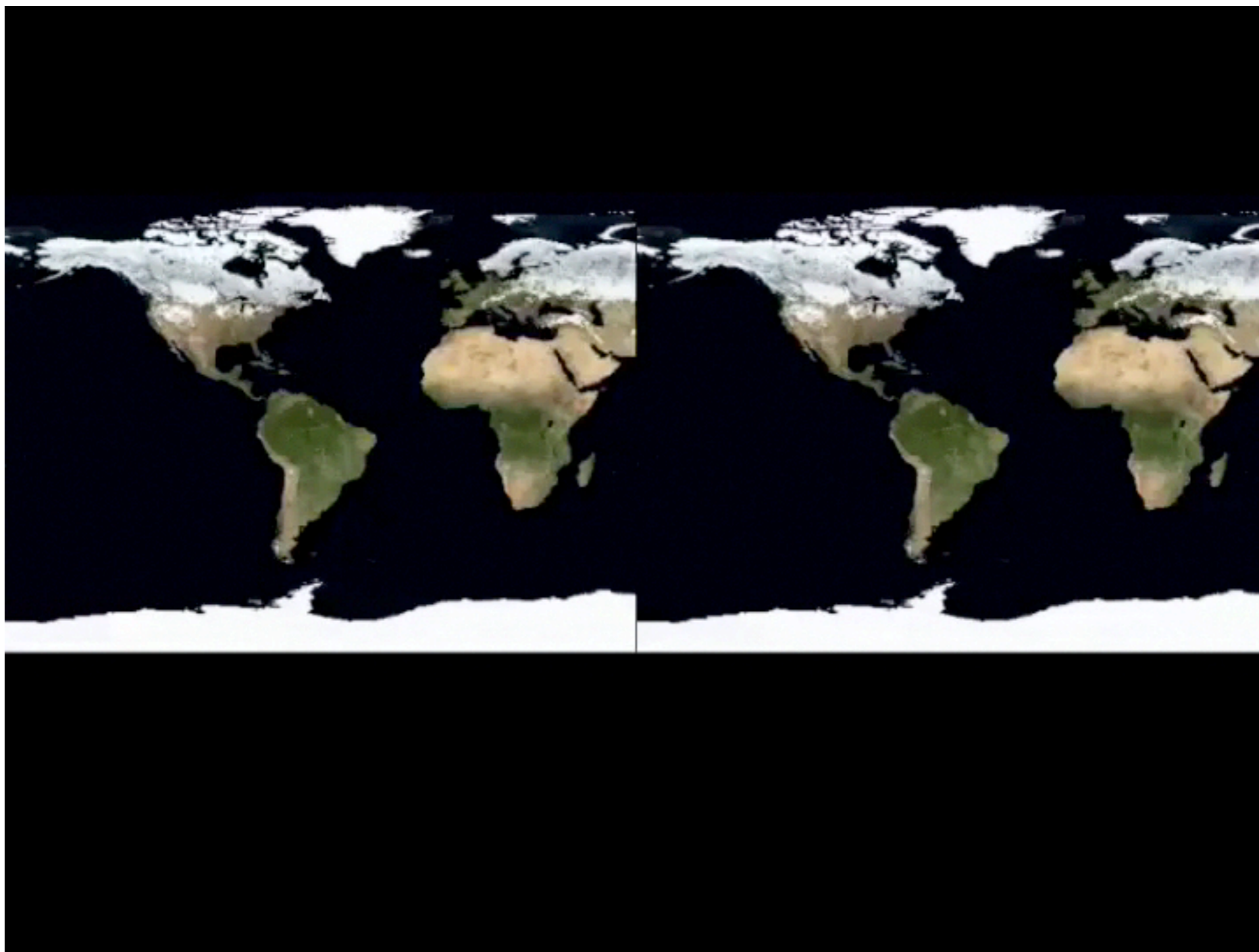
```
viewportChangedEvent()  
  
while (LOD>0)  
    // Set LOD of DataAccesses  
    ...  
  
    Push(<list of DataAccess>)  
  
    LOD = LOD - 1
```

Pull

```
viewportChangedEvent()  
  
while (LOD>0)  
    // Propagate LOD to DataAccesses  
    ...  
  
    Pull(Average Module)  
  
    LOD = LOD - 1
```

- Better Pipeline Parallelism
- Simpler Interface

ViSUS



Current Status

- Committing into VTK
 - Available for TESTING soon
- Adding various Scheduling Strategies
 - For example TBB
- Extending to GPU/Cluster
 - Preliminary results on GPUs