

# オープンソース可視化ソフトウェアのための高速並列リーダコードの開発

## OpenFOAM native reader for ParaView 3

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## 専門

建築音響学 (音響数値解析)

- ・WindowsベースのCAE演習用教材の製作
  - OpenFOAM (Cygwinベース) + ParaView (Windowsネイティブ)
- ・OpenFOAM付属のParaView (当時はParaView2)用リーダー
  - OpenFOAMライブラリに依存
  - CygwinライブラリとWindowsネイティブ(MSVC++)ライブラリは非互換

- ・Windows上でParaViewからOpenFOAMデータを読み込むための選択肢

## 1. foamToVTK

○: プログラミング不要

×: データ変換の手間と容量、解析上のタイムステップ情報が失われる

## 2. ParaViewをCygwin上でビルド、OpenFOAMライブラリとリンク

×: 非現実的(無理でした)、性能が貧弱(特にI/O)

## 3. OpenFOAMライブラリに依存しない(ネイティブ)リーダーコードを作成

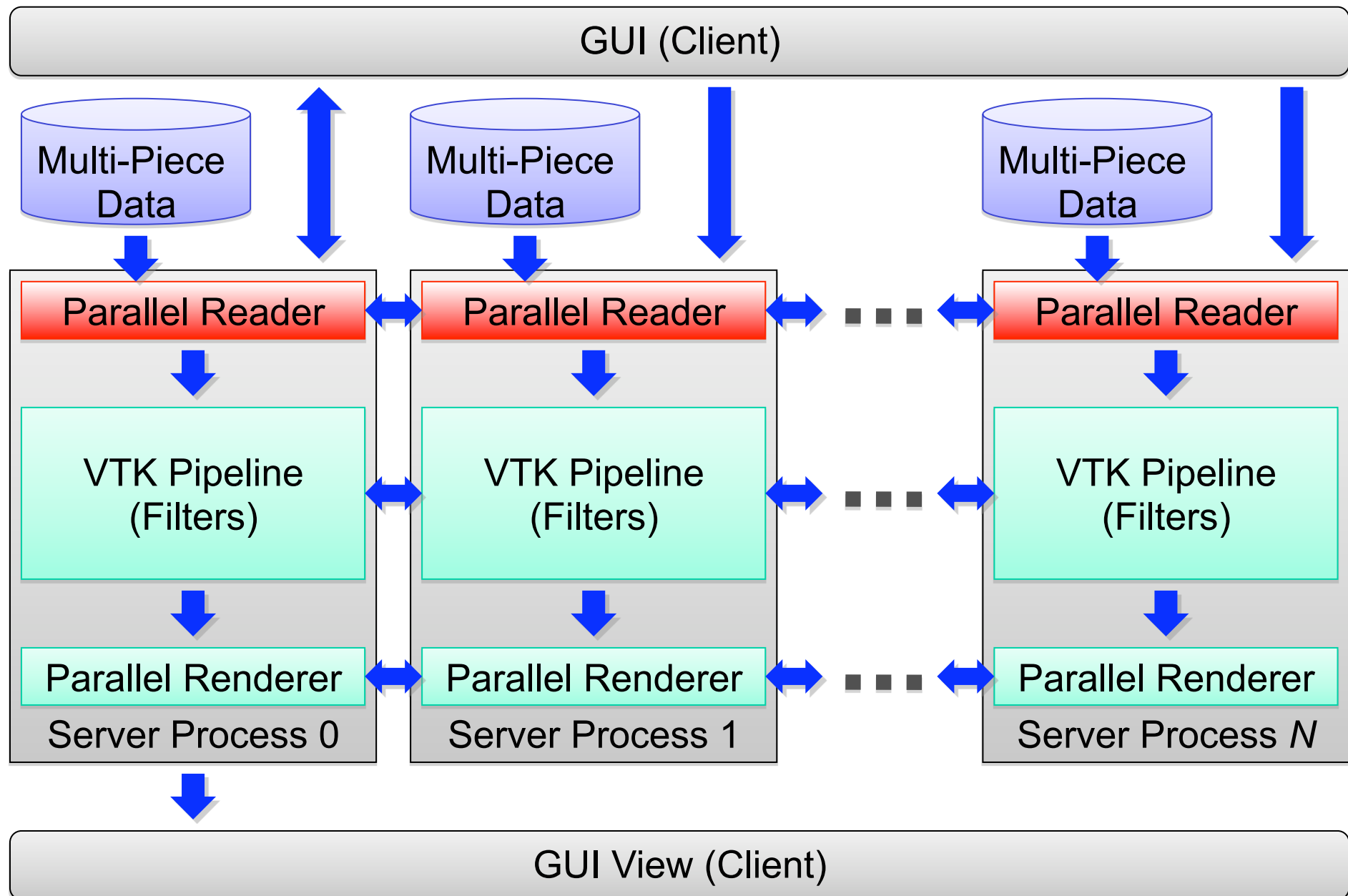
○: ParaView単体で動作、全てを開発者の好みで作成できる

×: 開発労力、実現可能性

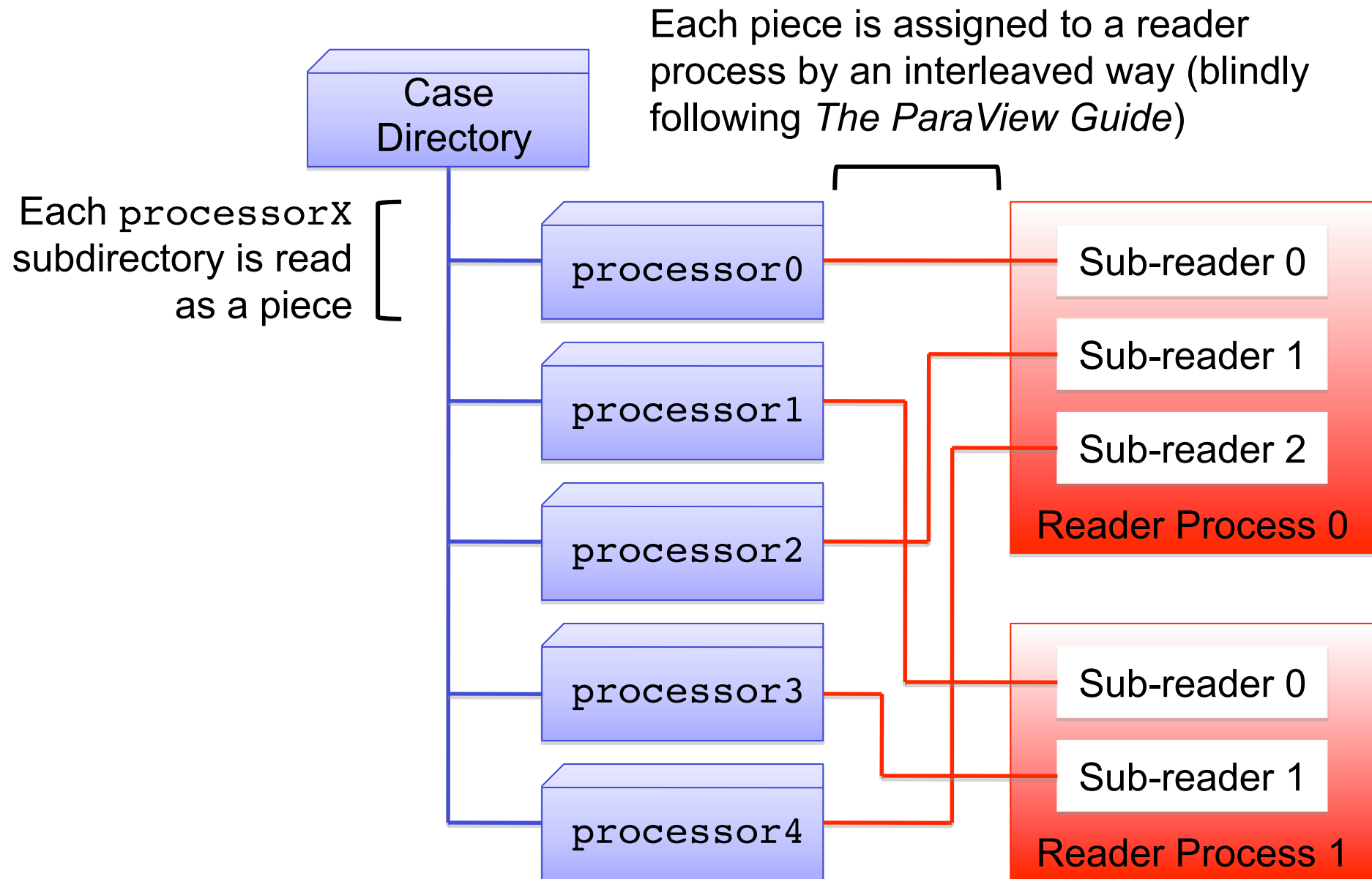
➡ 演習用教材以上の発展も見越して、3.のネイティブリーダー開発に決定

- ParaView does efficient rendering even for large (> 10 million cells) cases
- It's **I/O performance** that defines user experience in real situations
- We want a fast reader for OpenFOAM!
- NB: The following explanations about the reader implementation is not meant to be exhaustive. Please consult the actual source code for details.

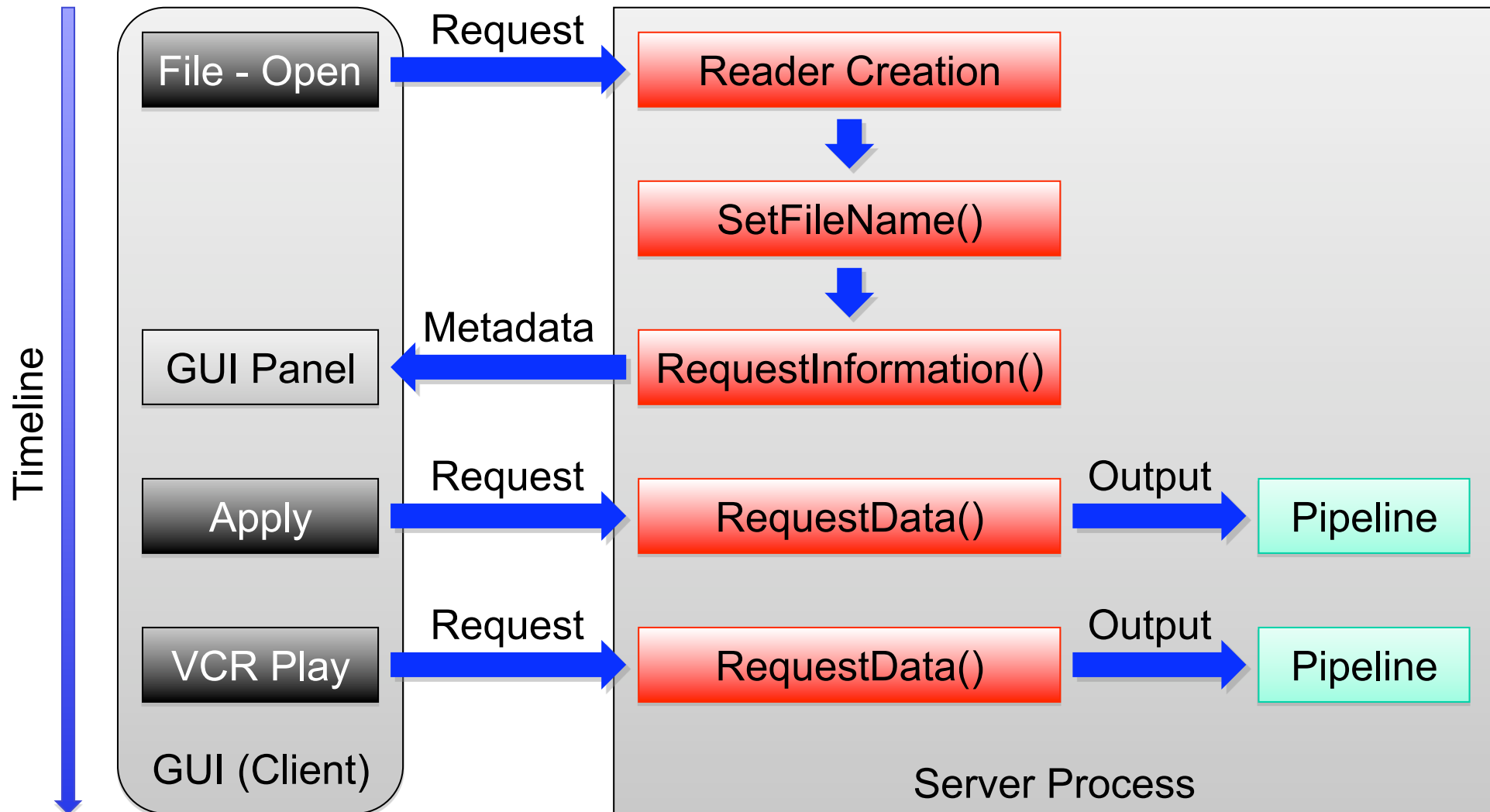
# ParaView server-client model



# Piece treatment in the reader



# ParaView reader request sequence (outline)





## RequestInformation()

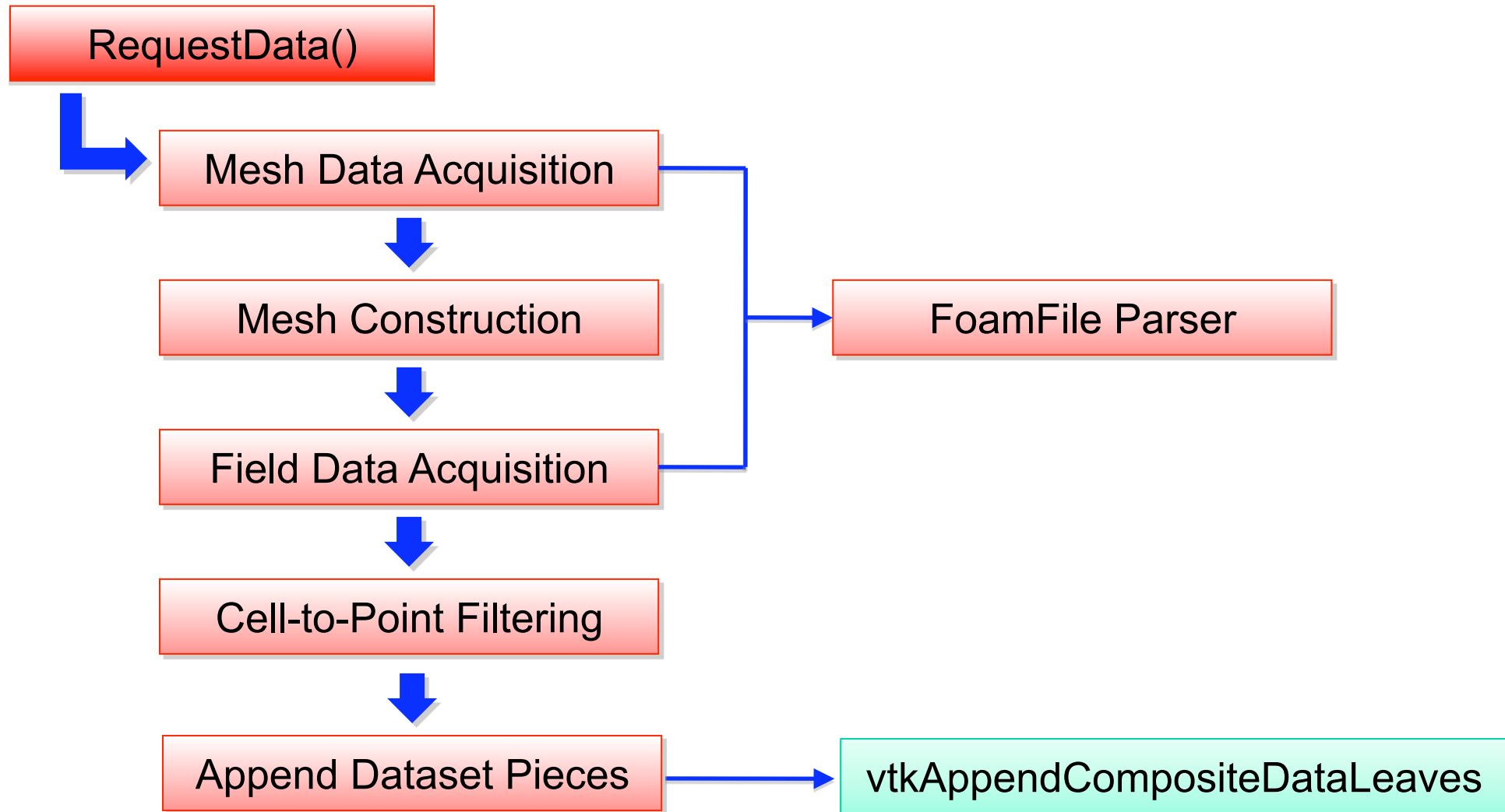
### Input information

- Number of server processes
- My process number
- ▶ Determine which `processorX` subdirectories to read

### Output metadata

- Number of data pieces ◀ Count the number of `processorX` subdirectories
- Number of timesteps
- List of timesteps
- ◀ List time directories
- List of boundary patches ◀ Obtain from `polyMesh/boundary` file
- List of cell/point/lagrangian arrays ◀ List field objects under a time directory
- Collect metadata to server process 0 (the only interprocess communication)

# Processing data request: Overview



- Implementation details follow

## FoamFile Parser

- Dedicated parser that handles C-like syntax of OpenFOAM file format
  - ◆ Covers many undocumented exceptional syntaxes
- Directly interacts with zlib for gzip-compressed format support
- Hijacks `crc32()` by an empty dummy function when possible (+5% performance)
- Uses own string-to-float conversion routine as a replacement to system `strtod()`
  - ◆ The **key part** that defines the reader performance for ascii cases
  - ◆ **Fast!**
  - ◆ Omits overflow/underflow handling
  - ◆ *Not* meant to be accurate until the last bit of mantissa
  - ◆ ... but proven to be reasonably accurate for postprocessing purposes

## Mesh Construction

- Convert OpenFOAM face-oriented polyMesh data structure to VTK cell-oriented unstructured grid
- The **key part** that determines initial case loading time

### 1. OpenFOAM polyMesh format

Face number

	Owner Cells	Neighbour Cells
0	Cell #0	Cell #0
1	Cell #1	Cell #1
2	Cell #2	Cell #2

Face-Points

Point #0	Point #1	Point #2	
Point #0	Point #1	Point #2	Point #3
Point #0	Point #1	Point #2	

## 2. Create intermediate cell-face list from owners and neighbours

Cell number

	Cell-Faces			
0	Face #0	Face #1	Face #2	
1	Face #0	Face #1	Face #2	Face #3
2	Face #0	Face #1	Face #2	

## 3. Create ordered cell-point list (VTK unstructured grid)

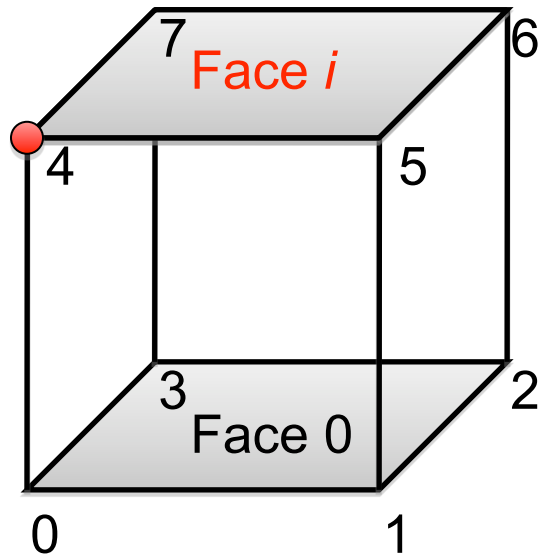
Cell number

	Cell-Points				
0	Point #0	Point #1	Point #2	Point #3	
1	Point #0	Point #1	Point #2	Point #3	Point #4
2	Point #0	Point #1	Point #2	Point #3	

# Processing Data Request: Mesh construction (3)

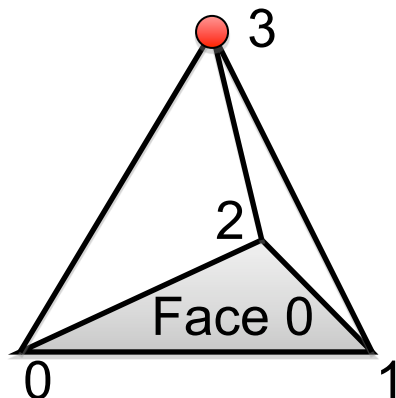
## Creation of cell-point list from cell-face/face-point list (a rough sketch)

Hexahedron and prism:



- Search for face  $i$  that does not share any of its vertices with Face 0
- Search for a pivot point which is the opposite point of the edge that starts from point 0 of face 0 and that does not belong to face 0

Tetrahedron and pyramid:



- Search for a point that does not belong to face 0

## Cell-to-Point Filtering

- Does roughly what **volPointInterpolation** in OpenFOAM does or what **vtkCellDataToPointData** in VTK does
- The filter stands at **the middle of the two** from accuracy point of view:
  - ◆ Does *not* do **inverse distance weighting** (following vtkCellDataToPointData)
    - ❖ Saves extra memory required to hold weighting factors
    - ❖ Saves extra computational load to do IDW
  - ◆ Does account for **boundary values** (following volPointInterpolation)
    - ❖ Overrides filtered values at boundary points by boundary values
    - ❖ Also accounts for all neighboring boundary values at patch-edge points

# Timing tests (1): Setup

## Testing environment

- Mac Pro 3.0 GHz 4-core, 16GB RAM 1.0TBx3 RAID0, OS X 10.5.5
  - OpenFOAM 1.5.x OS X Port 2008-10-08
  - ParaView 3.5-CVS 2008-11-11
- Not an officially supported platform of OpenFOAM, take as a rough indication. Also note the benchmarks are meant to show difference in design philosophies, not to judge absolute technical superiorities.

## Timing instrument

- “Tools” -> “Timer Log”

## Enabled fields

- p, U



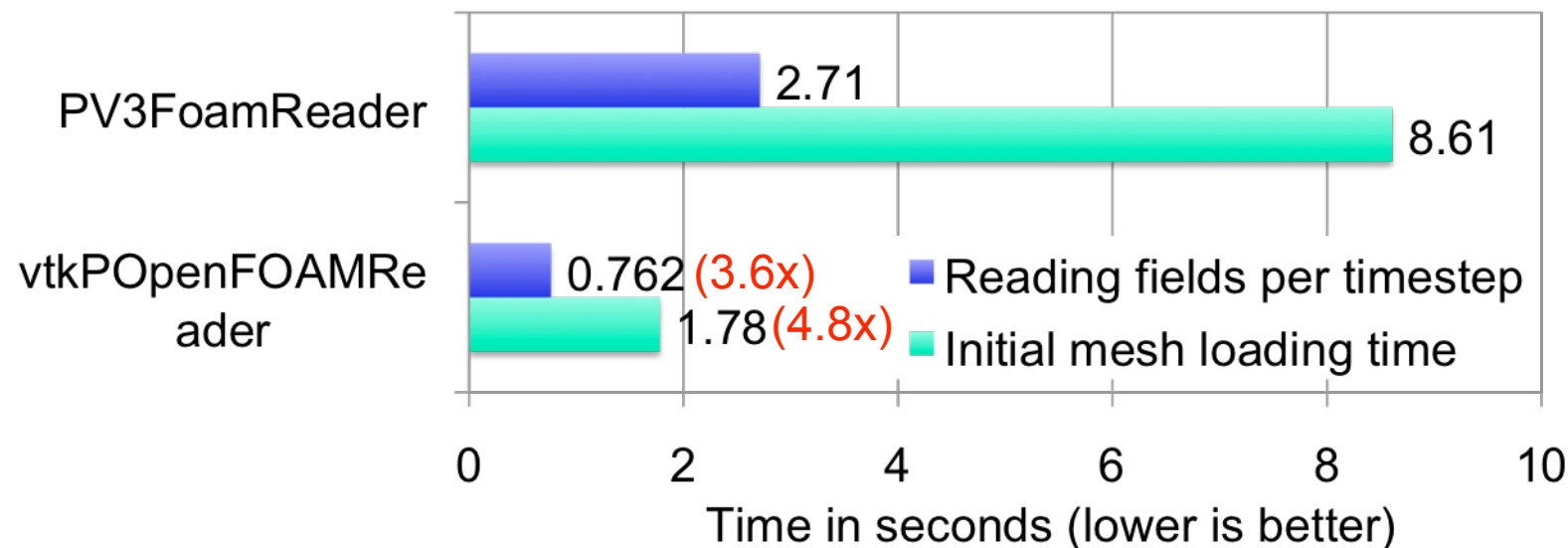
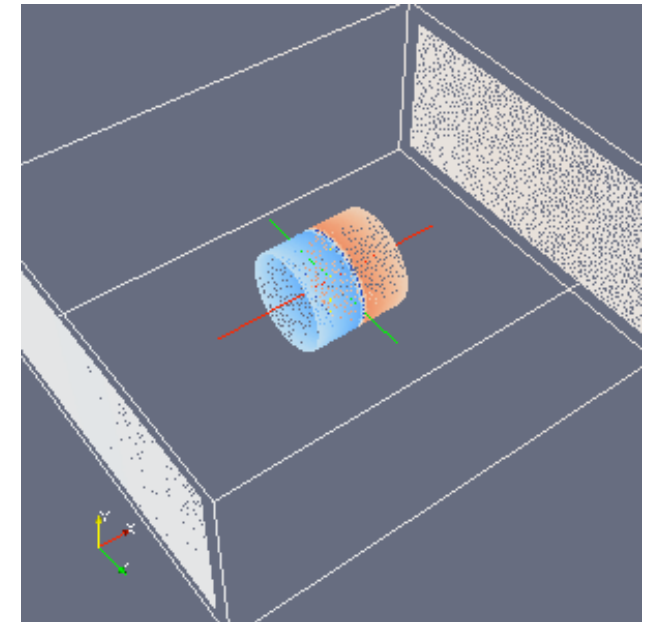
# Timing tests (2): Simple serial case

Parallelepiped geometry meshed with tetrahedra

File format: Gzipped-Ascii

Case type: Serial case

Number of cells: 773,543 cells



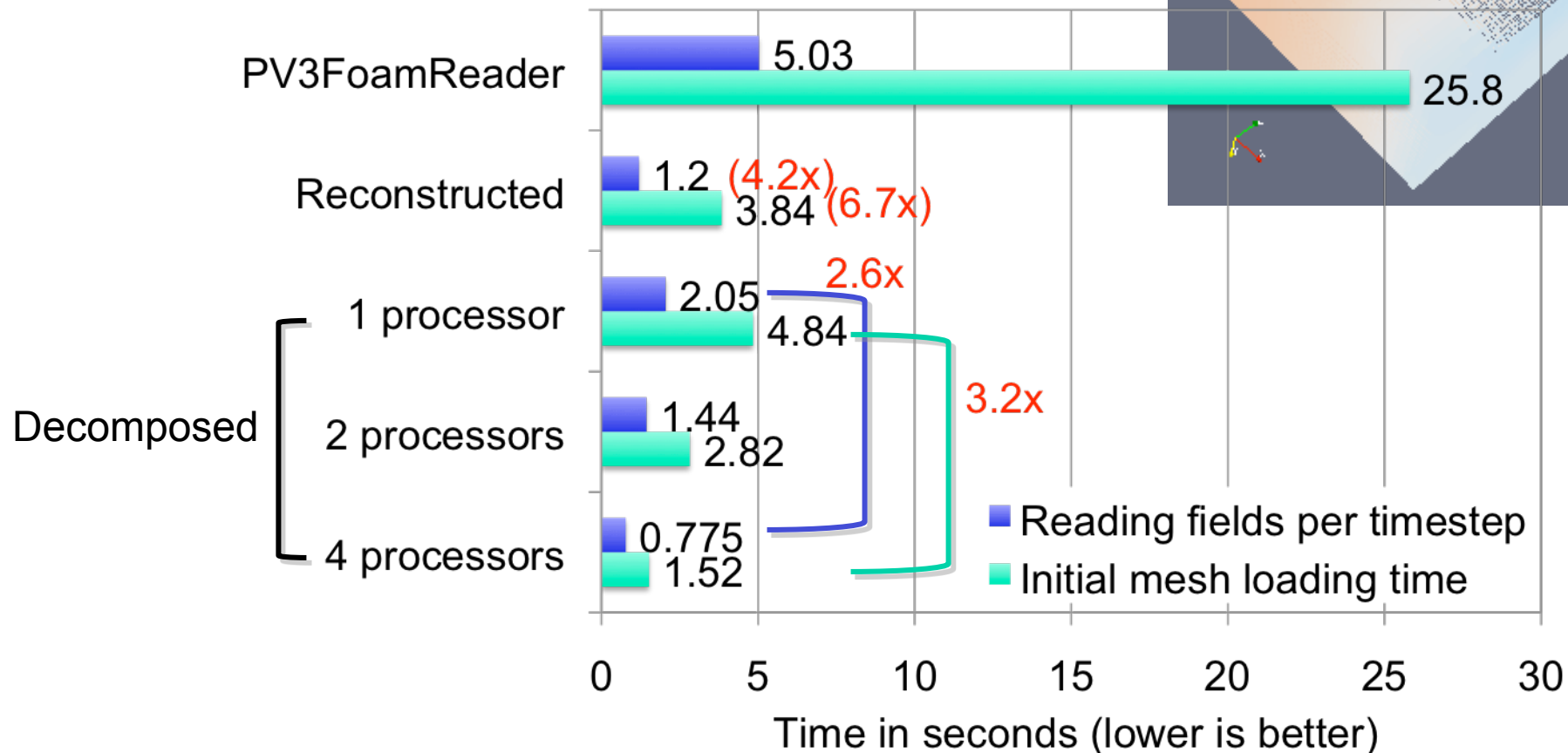
# Timing tests (3): Parallel case

Parallelepiped geometry meshed with hexahedra

File format: Gzipped-Ascii

Case type: Serial / parallel-decomposed cases

Number of cells: 1,291,208 cells



# Timing tests (4): Parallel large case

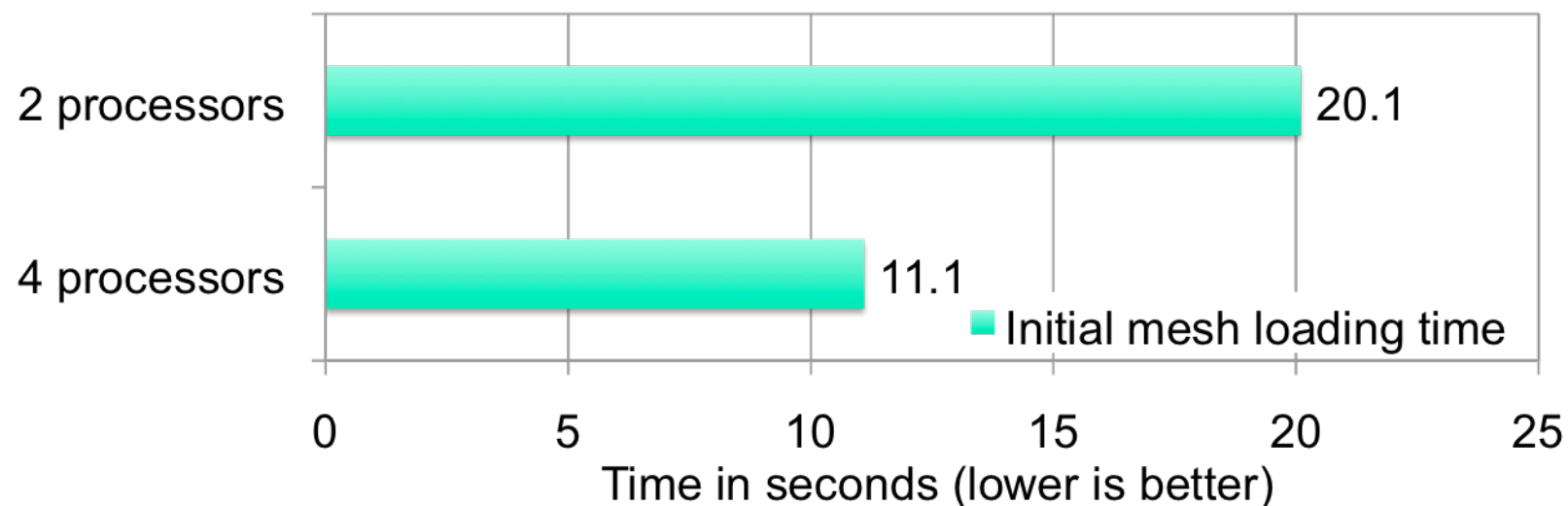
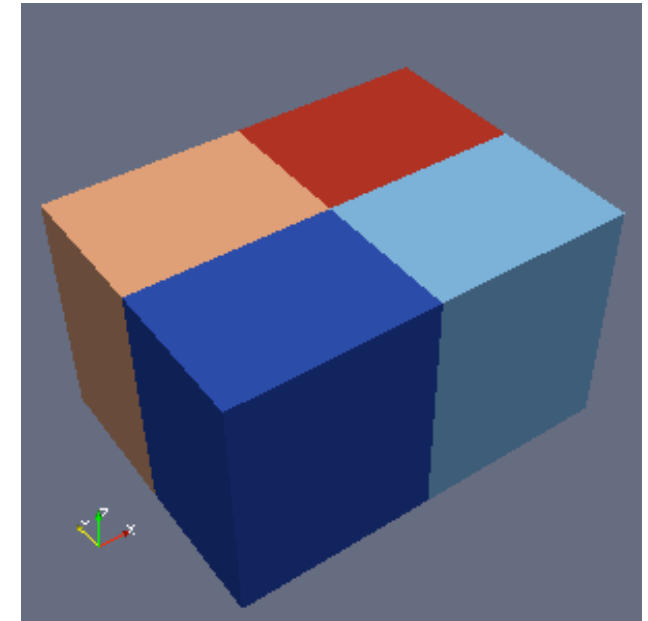
Parallelepiped geometry meshed with hexahedra

File format: Gzipped-Ascii

Case type: Parallel-decomposed case

Number of cells: 12,150,000 cells

(about 10x of the previous case)



## Summary

- Implemented an OpenFOAM parallel reader for ParaView
- Found to be 3x – 7x (typically 4x – 5x) faster than PV3FoamReader in serial
- Parallel tests showed 2.6x – 3.2x speedup for 4 processors

## Future works

- Make the reader a part of official ParaView/VTK distribution (involves politics)
- Geometry filter optimization (rather a matter of ParaView itself than the reader)

Thanks for listening!

The reader code is available at

[http://openfoamwiki.net/index.php/Contrib\\_Parallelized\\_Native\\_OpenFOAM\\_Reader\\_for\\_ParaView](http://openfoamwiki.net/index.php/Contrib_Parallelized_Native_OpenFOAM_Reader_for_ParaView)