A NEW SOFTWARE FRAMEWORK FOR UNSTRUCTURED MESH REPRESENTATION AND MANIPULATION

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A Dissertation Submitted to the Faculty of the University of Tennessee at Chattanooga in Partial Fulfillment of the Requirements of the Degree of Doctor of Philosophy in Computational Engineering

The University of Tennessee at Chattanooga
Chattanooga, Tennessee

December 2013
ABSTRACT

This research presents a unique new software framework for representing and manipulating unstructured meshes in parallel, for use in modern scientific simulation codes. Due to the central nature of the unstructured mesh, this framework provides a variety of functionality, desirable throughout the lifecycle of an application, such as IO, parallel partitioning, phantom node data updates, adaptive refinement, derefinement and load balancing.

What makes the framework unique is a focus on generality: like a database, the user provides a programmatic schema defining the structure of the mesh, including topological descriptions of the valid mesh entities. The system extracts adjacency information from this input and allows the use of high-level queries for manipulating and processing the mesh. Advanced C++ techniques allow for a combination of high extensibility and highly optimizable code.

New applications can be built quickly, by taking advantage of the framework’s capabilities. Existing codes can incorporate the framework with minimal modification, due to the use of data proxies that mediate between the framework’s internal data structures and existing user data.

The design and implementation of this framework are discussed, and several representative applications are presented. Scalability results and analysis are included.
DEDICATION

To my beautiful wife: you are my heartbeat and my breath. You are the kick in my butt.

To my beautiful children: you are the goofiest and most brilliant kids on the planet.

We did it!
ACKNOWLEDGMENTS

I gratefully acknowledge the indispensable support and direction provided by my advisor, Dr. Kyle Anderson.

I also thank Dr. Sagar Kapadia for providing and patiently supporting the 3D flow solver used in this work.

To my entire committee: thank you for your contributions to this paper, and to the project as a whole.

To my colleagues and friends throughout the SimCenter, the Computer Science Department, and UTC at large: thank you for the encouragement.
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CHAPTER 1
INTRODUCTION

Computational simulations based on the numeric (approximate) solution of partial differential equations require a discretization of the solution domain over which to calculate values. Unstructured meshes are a historically popular choice for this discretization, as these meshes can easily be generated for complex geometries; and can, furthermore, be locally modified (or adapted) as a simulation progresses and higher mesh resolution is deemed necessary in specific regions of the domain [1].

This work explores a new general data structure and code library, Splatter, for representing unstructured meshes in MPI-parallel simulation codes. It is designed to efficiently represent arbitrary mesh entities, with associated data, and it supports mesh partitioning, adaptation (refinement and coarsening), and load-balancing.

A unique feature of Splatter is its highly flexible query syntax. The user may embed queries (such as for entity adjacency searches or topological feature extraction) directly in C++ code. Using standard C++ metaprogramming techniques, the compiler turns Splatter queries into optimized C++ code. This feature sets Splatter apart as an ideal candidate for experimental applications.

In Chapter 2, the need for computational meshes is discussed, as well as the value of general mesh-management frameworks. We discuss several modern mesh-management packages, and motivate the development of Splatter in the context of modern scientific software engineering.

In Chapter 3, the design of Splatter is discussed, with a focus on the design concepts that make the framework unique. Specifically, this includes a discussion on mesh entity adjacency and the definition of mesh entity types, the use of data proxies in a distributed memory application, and an overview of the framework’s embedded query syntax.
In Chapter 4, the C++ implementation of key framework components is covered, with a focus on C++ techniques for optimized performance. An analysis of key algorithms is also presented.

In Chapter 5, several applications of the Splatter framework are demonstrated, that take advantage of its unique architecture. Specifically, parallel partitioning, dynamic adaptive refinement and de-refinement and load-balancing are discussed. Additionally, the process of modifying an existing 3D computational flow simulation to use Splatter in presented. With minor modifications, an existing code can take advantage of advanced global mesh manipulation operations.

Finally, in Chapter 6, the results of this research are summarized, concerning the value of Splatter for parallel mesh management in scientific simulations. In closing, some plans for future work are suggested, including modifications to the Splatter framework for use in application codes consisting of multiple programming languages, and potential improvements to the query functionality.
CHAPTER 2
BACKGROUND

2.1 Unstructured Meshes

Computational simulations often involve the repeated solution of partial differential equations over some analysis domain. These computed solutions are inherently approximations, based on a discretization of both the underlying equations and the analysis domain.

The domain discretization provides specific points in space (and potentially time) at which solutions are determined. The point is to replace the continuous, infinitely resolvable physical domain with a finite number of calculable points.

Consider the simulation of air flow around an airfoil. This is a classic scenario, in which the scientist is interested in determining the density, pressure and velocity of air in the surrounding region, from which additional values such as lift may be obtained. Figure 2.1 illustrates an unstructured discretization suitable for such a simulation, in two-dimensions.

The simulation may proceed by approximating a solution of the Navier-Stokes equations at the vertices of this discretization, using information about the adjacent triangles to determine the volume that each vertex is representing.\(^1\)

The domain in this example has been completely subdivided into non-overlapping triangles, preserving the volume of the original geometry as well as possible, within the bounds of numeric error. Similarly, the surface of the airfoil has been discretized into straight-line edges that match up to the triangles along the boundary. This volume-conserving collection of spatial subdivisions, and corresponding boundary edges is called a computational

\(^1\)Different mathematical interpretations of this spatial discretization may be used, as long as they are compatible with the chosen discretization of the equations being solved.
mesh. It consists of a collection of mesh entities (in this case, the triangles and boundary edges).

This mesh is considered unstructured because there is no clear ordering of the mesh entities — that is, the connectivity between mesh entities is irregular [2]. This is in contrast to a structured mesh in which there is an implicit ordering of the mesh entities, due to an ordered set of refinements along each principal axis (a grid).

Conceptually, an unstructured mesh could contain any polytopal 2 entity types. The example in Figure 2.1 is, formally, a simplicial complex covering the domain [3], because it consists entirely of simplices (triangles, tetrahedra). A mesh need not be simplicial, however, and can easily involve more complex volume and surface elements, resulting in a general polytopal complex [4][3].

The choice of entity types to use in a mesh is mostly governed by implementation details of the application. Many solvers are developed to only work with simplices, but certain applications benefit from mixed types, such as using packed hexahedral entities along internal boundaries to resolve viscous effects in a flow simulation [5]. Pyramids and prisms can be used as transitional entities between the quadrilateral and triangular faces.

A mesh involves more than just geometric data. From a mathematical standpoint, the partial differential equations (PDE’s) solved over a mesh require boundary conditions.

---

1. n-dimensional polygon with flat sides
Different boundaries may impose different boundary conditions, and so a mechanism must be in place to associate mesh entities along boundaries with the appropriate conditions.

From the perspective of mesh management, the simplest implementation of multiple boundary conditions requires a simple integer flag variable associated with all boundary entities indicating the equation type to use for those entities. More complex boundary conditions may require the calculation of quasi-solution variables to store transient data along the boundary.

This concept is extended to volume entities as well, where different regions in the domain have different solution properties. For example, in [6] — a solid-oxide fuel-cell simulation — volume conditions distinguish between free flow regions and those in the electrode, which correspond to materials with a different porosity, motivating different flow equations for those particular regions. This particular simulation also identifies boundaries along which chemical reactions occur, which require the storage and processing of additional values.

As a rule, larger meshes yield higher quality application results. These larger meshes — larger, meaning more vertices and more entities of all relevant dimensions — demand increasingly more computational resources. Modern mesh-based applications can involve the use of many tens of thousands of individual processors, collectively using their memory to store mesh data and share in the computational load.

In this work, we develop a new software framework, *Splatter*, useful for the representation and manipulation of general unstructured meshes in parallel. The goal is to encourage application scientists to focus on the mathematics and physics of the problem they are solving, and use this framework to handle the mesh, and all of its related complexities.

### 2.2 Mesh Frameworks

The concept of a mesh management framework is not a novel one. After all, parallel programming is “hard” [7] and application scientists of the world would greatly benefit from the existence of a reusable system for dealing with parallel unstructured meshes.
Other frameworks exist, and have inspired and directed the development of *Splatter* in key ways.

FMDB (Flexible Mesh DataBase) is a mesh management framework developed at Rensselaer Polytechnic Institute (RPI). Originally produced as part of Dr. Seegyoung Seol’s dissertation work [8], FMDB is based on topological concepts originally documented by Beall and Shephard (Dr. Seol’s PhD. advisor) in their seminal 1997 work [9]. FMDB underlies much of RPI’s considerable computational research output, including research on mesh adaptation [10, 11], entity reordering [12] and component-based high-performance computing [13, 14].

FMDB enables adjacency traversal and mesh manipulation in parallel, but the interface is a highly non-intuitive C API [15]. It has been criticized as using excessive memory [16]. Despite these subjective shortcomings, FMDB encompasses many key ideas, and is under active development.

Additionally, FMDB provides an ITAPS (Interoperable Technologies for Advanced Petascale Simulations) interface [17], which is a movement to formalize the interaction between reusable scientific software components. This is a subject of future work for *Splatter*.

MOAB (A Mesh-Oriented datABase) [18] is an open-source mesh-management framework from Argonne National Laboratory. It uses a reduced mesh representation to store entity adjacency. In addition to representing unstructured grids, it also supports structured grids. It has limited support for mesh modification [2].

The fact that MOAB does not support mesh modification well means that it could not be considered a substitute for other frameworks listed, but its use of a reduced mesh representation and corresponding search structures are intriguing ideas.

MSTK [19] is a mesh library from Los Alamos National Laboratory that is configurable to use either full or reduced mesh representation for storing mesh entities, and it supports general polygons and polyhedra. It does not, however, support mesh modification in parallel, so the user is limited by serial processing capabilities.
Notable mesh-management components exist in a number of full featured numerical solution frameworks. The Trilinos project from Sandia National Laboratory includes a mesh framework called STK (Sierra Toolkit Mesh) [20]. It supports general adjacency retrieval, as well as mesh refinement and load-balancing. Documentation is minimal, however [2], and it is clearly intended for use with other Trilinos packages. Similarly, libMesh [21] is a numerical framework originally developed at the University of Texas, that has a separate mesh-management subpackage that supports parallel mesh modification and load-balancing. It is, again, intended to be used along with the rest of the libMesh framework and may not be an appropriate choice for general codes.

This sampling of existing mesh frameworks includes some inspiring, powerful systems, but they require a significant commitment from their users. Integration of existing applications with these frameworks is difficult, due in no small part to their cryptic APIs and very specific usage patterns.

The goal behind Splatter is to provide comparable performance to these larger tools, in a manner that is owned by the user. It’s a framework that’s not a framework — it’s an unobtrusive core kernel of functionality required for processing distributed unstructured data, along with a variety of options for configuration and integration, and – perhaps most interestingly – an expressive embedded programming language for abstract mesh manipulation.

Over these chapters, it will become clear that the framework is extensible, it is unique, and it works.
3.1 Overview

_Splatter_ is a software framework primarily intended for the representation and manipulation of arbitrary unstructured meshes in parallel scientific simulation codes. Since the mesh is the centerpiece of many (typical) simulation code operations, the framework serves a variety of functions for use throughout the process.

_Splatter_’s primary responsibility is simply to store the mesh and any associated data in a way that allows users to iterate over the mesh elements and perform arbitrary calculations. In parallel, _Splatter_ imposes a fairly standard mesh partitioning scheme, and handles all inter-process mesh data synchronization. In more advanced applications, _Splatter_ allows dynamic topological changes to occur, such as adaptive refinement (and de-refinement), and is capable of dynamically redistributing the mesh among processors in order to better balance the load, in response to these topological changes.

We will see in Chapter 5 the process by which _Splatter_ functionality can be introduced to existing applications with minimal modification. This simplicity is due, in part, to the framework’s unique data model based on _proxies_. Mesh manipulation operations are written in terms of these proxies which are responsible for modifying associated user data structures.

_Splatter_ is designed to be extremely general. While most unstructured meshes are based on predictable geometric entities (tetrahedra, triangles, edges, etc.), it is conceivable that a user may want to represent _different_ entities – either unconventional geometric entities, alternate representations of conventional entities or something more abstract and unexpected. To handle this, _Splatter_ views the mesh like a database. The user provides, essentially, a schema describing the format of allowed mesh entities, and writes _queries_ that define mesh operations.
This design provides powerful capabilities that enable interesting applications. Section 5.3 describes an advanced use of this query functionality in the management of parallel bookkeeping information, supporting adaptive refinement and de-refinement.

3.2 General Mesh Representation

An unstructured mesh is, generally, a polytopal complex — an arrangement of non-overlapping, face-sharing polytopes (polyhedra in 3D, polygons in 2D) — resulting from some mesh generation process. A mesh generation process involves the spatial decomposition of an analysis domain, and the resulting complex is a volume-conserving discretization of the analysis domain’s geometry. For numeric purposes, the resulting polytopes are usually convex; for simplicity’s sake, the resulting polytopes are often simplices (tetrahedra, triangles). Figure 3.1 illustrates a 2D polygonal complex consisting of quadrilaterals, triangles, edges, and vertices.

![Figure 3.1 A polytopal complex in 2D](image)

Splatter can represent any polytopal complex, given the following constraints:

1. Each vertex in the polytope must be assigned a unique integer id.

2. Each polytope in the complex must be identified by a TYPE tag and an ordered tuple of its vertex ids.
The TYPE tag corresponds, typically, to the geometric classification of the polytope, which, in turn, provides a geometric interpretation of the node tuples.

Figure 3.2 illustrates how a 4-node tuple can be interpreted as a quadrilateral or a tetrahedron. The associated TYPE tag specifies which interpretation is valid. Note: this interpretation is strictly concerning the topological relationship between these nodes, and does not involve any spatial coordinates associated with the nodes.

![Figure 3.2 4 nodes could be a quadrilateral or tetrahedron](image)

Modern mesh generation software outputs unstructured meshes in a format compatible with these requirements [22]. In fact, The CFD General Notation System (CGNS) [23] – an AIAA Recommended Practice – aims to standardize the representation and distribution of unstructured meshes, and does so in a manner totally compatible with the above constraints.

Typically, a mesh generation process outputs the unstructured mesh as a collection of homogeneous lists of polytopes as tuples (each list consisting of a single TYPE – a list of triangles, a list of tetrahedron, a list of prisms, etc.). These polytopes are often associated with domain-specific data, such as boundary or region condition flags. Vertices are numbered consecutively and associated with their spatial coordinates.

As a matter of nomenclature, we refer to these vertices as *nodes*, and all polytopes are referred to as *mesh entities*. The geometric classification (TYPE tag) associated with mesh entities are *mesh entity types*. 
3.2.1 Mesh Entity Types

The mesh entity type imposes a geometric interpretation on a tuple of nodes. This type is consulted whenever a geometric operation must be performed, such as calculating entity volume or determining neighboring entities (adjacency search).

The type defines a tuple size, as well as a winding of the nodes. Given the tuple and tag, the original polytope can be constructed.

Consider a pyramid. The standard Splatter entity type representing a pyramid (defined in Section 4.2.1.3) imposes the following geometric properties (see Figure 3.3):

1. The tuple has 5 nodes.
2. The first four nodes correspond to the square base of the pyramid, ordered such that when following the right-hand rule the thumb is pointing at the 5th node, or peak of the pyramid.

This definition imposes a structure and order on the nodes contained in a pyramid tuple.

Furthermore, this geometric interpretation embeds adjacency information — in essence, answering the question “how can pyramids be positioned relative to other entities in a mesh?”

3.2.1.1 Adjacency

In Section 3.2, polytopal complex was defined as an arrangement of face-sharing polytopes. Adjacency, for the purposes of this work, is the relationship between two polytopes that share a face [9]. Adjacency information is highly valuable during feature extraction and mesh processing, such as is commonly performed during mesh-based applications, and is thus an important feature of a mesh-management framework.

Following the nomenclature introduced in [9], define
Figure 3.3 Pyramid ordering respects the right-hand rule

\( M \) the mesh

\( \{M^d\} \) an unordered list of the entities in \( M \) of dimension \( d \)

\( M^d_i \) or \( \{M^d\}_i \) a specific (the \( i^{th} \)) entity in \( \{M^d\} \)

\( \phi\{M^d\} \) the set of entities in \( \{M^d\} \) contained in or adjacent to \( \phi \)

Note: \( \phi \) may be a single entity or group of entities. The dimension of an entity is defined by the dimension of its primary metric. Specifically dimension is 3 for entities with volume (regions), 2 for entities with area (surfaces), 1 for entities with length (edges), 0 for entities with no size (nodes or vertices).

An entity \( A \) may contain other entities (subentities) that are downwards adjacent to \( A \). In that case, \( A \) is upwards adjacent to those subentities.
For example, $M_2^i \{ M^3 \}$ is the set of volume entities ($M^3$) upwards adjacent from the $i^{th}$ surface entity. $M^3_1 \{ M^2_i \}$ is the set of surface entities contained in (downwards adjacent from) the $i^{th}$ region entity.

Entities are *neighbors* if they are of the same dimension, and share a lower adjacency of a dimension one less. $M^3_1 \{ M^2_i \} \{ M^3 \}$ is the set of volume entities containing surface entities that are contained in the $i^{th}$ region entity, in other words the neighbors of $M^3_1$.

In the case of a pyramid entity, the adjacent lower-dimensional entities are the constituent 2-dimensional subentities (4 triangles and 1 quadrilateral), and their 1-dimensional edges and 0 dimensional nodes.

Given a specific pyramid, $Pyr$, $Pyr \{ M^2 \}$ are the surface (2D) entities defining the polygonal faces of the pyramid — specifically 4 triangles and a quadrilateral. Region entities, other than $Pyr$ that contain any of these would be neighbors of $Pyr$ (Figure 3.4).

With this nomenclature, it is possible to discuss the adjacency information maintained by the *Splatter* framework, and how it may be exploited by an application.

Figure 3.4 The pyramid and hexahedron are neighbors, sharing a quadrilateral
3.2.1.2 Allowed Entity Types

In *Splatter*, the user provides a programmatic definition of all valid mesh entity types (a standard set of types, containing edges, triangles, quadrilaterals, tetrahedra, pyramids, prisms, and hexahedra is part of the framework).

These mesh entity types are defined recursively, based on the adjacency concepts described above. Starting with the fundamental building block of all unstructured meshes, the 0-dimensional node, an edge can be defined as a 2-tuple of nodes with arbitrary winding. Triangles and quadrilaterals are built out of edges. Tetrahedra are built out of triangles; Pyramids are built out of triangles and quadrilaterals, etc.

In short, entities with dimension $d$ are specified in terms of the adjacent entities of dimension $d - 1$. These definitions embed enough information to support general adjacency search described in the next section.

This definition of allowed entity types, in conjunction with the arrangement of entity indices (see Section 3.4), effectively defines the schema for a mesh. The resulting mesh organization can be processed using user-defined queries. These concepts together yield a view of the mesh as a flexible database — one of the key concepts driving the entire *Splatter* design. Section 3.5 discusses the use of queries. Section 4.2.1.3 provides the details on entity type implementation.

3.2.1.3 Adjacency Search

To support these kinds of adjacency queries, a mesh management framework must maintain a search data structure that represents adjacency information between entities. This is a potentially complex task, especially when meshes are dynamic data structures — shifting between parallel partitions and undergoing topological transformations.

A full adjacency representation would store all upwards and downwards adjacencies for every entity in the mesh. If such a structure were possible, it would be very fast in that any adjacency query could be satisfied in a single access. As discussed, modern meshes are
very large (hence the need for parallel processing) and size of such a data structure would be extremely prohibitive. A reduced representation may use less memory at the expense of lengthier processing for certain lookups. A variety of representational options are well-presented in [9].

*Splatter* maintains a reduced set of adjacency relationships in memory that can be expanded to full upward and downward adjacencies in constant time — a reduced approach referred to as *circular adjacency*, also introduced in [9].

In this scheme, the only physical storage required is a map from each node to the set of containing entities with the highest dimension. (In a 3D mesh, it could be a quick lookup table mapping nodes to containing region entities).

To determine lower-dimensional entities containing a node, generate the subentities of the highest dimension using the patterns defined in the corresponding entity type. Since each subentity generation process lowers the dimension by 1, there are at most 3 such entity generations possible for a given node lookup. This is effectively constant time, on average, though some nodes may exist in a disproportionately high number of region entities. In this way, the worst case access would be $O(\text{max(entities per node)})$.

More complex adjacency lookups proceed by performing set intersection operations on the relevant entities. Algorithm 3.1 presents an algorithm for determining 3D entities that contain a given 2D (surface) entity.

The *Splatter* implementation of this concept is discussed in Section 4.2.2.2. It should be noted that the framework design allows the integration of different adjacency search structures through normal C++ inheritance mechanisms. This possibility is briefly discussed in Section 4.2.2.1.

3.3 In Parallel

Modern problems of interest are posed in terms of computational meshes containing potentially many millions (or billions) of nodes and entities. As larger meshes become
Algorithm 3.1 Determining 3D entities containing a given 2D entity

commonplace, the memory demands of the systems that process them are increased, and the algorithms that process the meshes take increasingly longer times.

To accommodate these large mesh sizes, techniques are employed to process meshes in parallel, on multiple processors simultaneously. Splatter is based on MPI [24], Message Passing Interface — a distributed memory parallelization framework, widely used for scientific applications. In MPI, processors have their own address space, and network communication is used to exchange values between processors.

Each processor is assigned a range of global nodes for which it is responsible. The region of the mesh consisting of these assigned nodes and the mesh entities that contain them is called the processor’s partition. Some entities contain nodes belonging to multiple processors. These entities exist along partition boundaries, and will appear in multiple partitions.

Splatter allows the dynamic modification of partitions. Node ownership can freely change, and entities transparently move between processors to appear in the required partitions. Because node ownership is based on global node ids, and processors are assigned
ranges of these nodes, general mesh migration between processors occurs in response to
global node renumbering and/or global node distribution range updates. Parallel partitioning
as well as load balancing (Chapter 5) are applications of a general renumber/redistribute
algorithm (Section 4.3).

3.4 Framework Organization

In Splatter, mesh entities are grouped into indices – an abstract term that can safely
be thought of as sequential collections (lists) of mesh entities. Different kinds of indices
are appropriate for different mesh entities, and these distinctions will be clarified in the
forthcoming chapter on implementation (Section 4.2.2).

Regardless of the index type, each index can be associated with arbitrary user data. Data is attached to indices using a Splatter construct called a data proxy. The data itself
remains fully accessible to user code.

When the framework needs to make topological changes to the mesh, or otherwise
requires that mesh entities be transferred between processors, the internal changes
determined by the application are applied indirectly, to the data proxy, which in turn applies
the changes to the user data.

This organization is depicted in Figure 3.5.

The philosophical implications of the proxy concept are significant and reflect strongly
on the overall design of Splatter. Existing mesh frameworks, as discussed in Section 2.2
expect a lot from their users – they store the mesh in proprietary internal data structures,
and expect applications to use their APIs to access mesh entities. Application scientists only
need to use Splatter calls when manipulating the global mesh.

Furthermore, research [25] indicates an interesting phenomenon present in the field of
scientific computing that impacts the adoption of new frameworks, even when the introduced
capabilities would be highly desirable: application scientists with practical programming
experience are often hesitant to integrate code from outside sources. Through the use of
data proxies, Splatter encourages iterative integration into existing codes, involving minimal code modification, that may enable more users to feel comfortable adopting the framework.

In a typical Splatter application, there is a section of code that does the initial setup: creating the indices of mesh entities managed by the framework, attaching the appropriate data structures (via proxy) to these indices, and potentially registering hooks for when topological changes occur (see Section 5.3). Elsewhere, simple framework calls that perform basic tasks like synchronizing phantom data and saving restart files, as well as more complicated refinement and load-balancing calls, are isolated sections of code — not necessarily impacting any user algorithms.

3.5 Queries

Splatter provides an embedded query syntax that allows the user to process meshes in parallel in an abstract, highly expressive way. This query syntax, along with the user-definable entity schema, completes the interpretation of the mesh as a database.

These queries serve as a replacement for the concept of iterators used in other mesh frameworks, and allow the user to traverse, process and extract features of the mesh.

Queries are used for tasks like the following:
1. traversing the complete set of volume entities, perhaps to populate a linear system, as used in PDE-based simulation codes

2. creating a new index containing only the volume entities along a region interface

3. traversing an entity’s neighbors

4. iterating over edges that need to be refined, and updating their *upwards adjacent* neighbors (Section 5.3)

Queries are chains of individual *query modules* operating on a stream of mesh entities. These modules can roughly be classified as follows:

1. **sources**: introduce new mesh entities into the stream

2. **filters**: selectively process incoming entities and optionally pass entities to the next module in the chain

3. **terminators**: process incoming entities and terminate

4. **conditions**: process incoming entities and evaluate as *true* or *false* for use in appropriate filters and terminators

This is a non-strict tetrachotomy in that some modules could be classified as both *filters* and *sources*, and it does not adequately provide for the roles of *utility* modules – *technically* filters that provide meta-behaviors such as entity stream routing.

Regardless, it is an extremely flexible system, as these modules can be chained in any syntactically legal order. It is fairly trivial to develop new, application-specific query modules to invoke custom behaviors on the stream.

It should be noted that any particular query functionality is an add-on to the core *Splatter* components. In other words, these query modules are written entirely in terms of public API calls. The significance of this is that alternate query syntaxes and functionality can seamlessly coexist with the existing query functionality.

The true power of this query component is twofold:
1. It enables the succinct expression of complex algorithms, leading to a higher degree of correctness and ease of use.

2. The resulting executable is highly optimized.

### 3.5.1 An Example

Listing 3.1 contains a typical query. It builds a result set containing tetrahedral entities adjacent to a boundary.

```plaintext
for_each("boundary") >>=
faces_in(&m,"volume") >>=
save_temp(results) >>=
end()
```

Listing 3.1 A typical Splatter query

Recall that a query represents a stream of mesh entities, and contains query modules as classified above.

1. **for_each** is a source, introducing new entities into the stream. Every query must begin with a source. In this particular example, `for_each("boundary")` indicates that all entities part of the index named “boundary” should be introduced into the stream.

2. **faces_in** is a filter. In this example, the input is the stream of boundary entities as described above. The output is a stream of the entities in the “volume” index that contain those boundaries. Note: the &m is a Splatter handle, required for efficiency purposes.

3. **save_temp** is another filter. It provides a mean for capturing entities in the stream, and is one way of collecting results from a query. The presence of “temp” in the name
indicates that these results should be considered temporary. It would cease to remain valid after structural changes to the mesh.

4. **end** is a *terminator*. In this case it merely indicates the end of the query, and is required.

### 3.5.2 Standard Query Modules

Table 3.1 documents all standard query modules in the current implementation. Syntactically, queries may contain these in any order, though the first module must be the only source, and the last module must be the only terminator. Certain filters in the table (*skim*, *sort*) refer to a *subquery*. In those cases, any legal sequence of query modules may be a parameter to the filter module. These queries must start with a filter or terminator — not a source. Custom query modules are easy to write, and are described in Section 4.4.1.
Table 3.1 Standard query modules

<table>
<thead>
<tr>
<th>Name</th>
<th>Parameters</th>
<th>Functionality</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Sources</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>for_each</td>
<td>index, range(optional)</td>
<td>stream all entities from index</td>
</tr>
<tr>
<td>all_faces</td>
<td>index, range(optional)</td>
<td>synonym for for_each</td>
</tr>
<tr>
<td>one_face</td>
<td>index, entity id</td>
<td>stream a single entity from index</td>
</tr>
<tr>
<td><strong>Filters</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>skim</td>
<td>condition(optional), sub-query</td>
<td>if true, copy stream to subquery</td>
</tr>
<tr>
<td>where</td>
<td>condition</td>
<td>pass entities through when condition is true</td>
</tr>
<tr>
<td>subfaces</td>
<td>none</td>
<td>convert incoming entities to all subentities</td>
</tr>
<tr>
<td></td>
<td></td>
<td>defined by adjacency</td>
</tr>
<tr>
<td>unique</td>
<td>optimized(optional)</td>
<td>only pass unique entities to output</td>
</tr>
<tr>
<td>count</td>
<td>int variable</td>
<td>store count of entities passed through in variable</td>
</tr>
<tr>
<td>dump</td>
<td>ostream variable(optional)</td>
<td>print all entities to stream</td>
</tr>
<tr>
<td>flag</td>
<td>container, value</td>
<td>set container[entity] to value</td>
</tr>
<tr>
<td>save_ids</td>
<td>container</td>
<td>store entity id in container</td>
</tr>
<tr>
<td>save_temp</td>
<td>temp_index</td>
<td>store entity in temp_index</td>
</tr>
<tr>
<td>save_temp_uniq</td>
<td>temp_index</td>
<td>store entity in temp_index if it is not already there</td>
</tr>
<tr>
<td>faces_in</td>
<td>handle^1, index</td>
<td>faces in index containing input stream</td>
</tr>
<tr>
<td>store</td>
<td>special</td>
<td></td>
</tr>
<tr>
<td><strong>Terminators</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>end</td>
<td>none</td>
<td>end the query</td>
</tr>
</tbody>
</table>

Continued on next page
<table>
<thead>
<tr>
<th>Name</th>
<th>Parameters</th>
<th>Functionality</th>
</tr>
</thead>
<tbody>
<tr>
<td>split</td>
<td>subquery1,</td>
<td>route stream to all subqueries</td>
</tr>
<tr>
<td></td>
<td>subquery2,</td>
<td></td>
</tr>
<tr>
<td></td>
<td>subquery3(<em>optional</em>)</td>
<td></td>
</tr>
<tr>
<td>sort</td>
<td>special</td>
<td>see discussion in Section 4.2.3.3</td>
</tr>
</tbody>
</table>

**Conditions**

<table>
<thead>
<tr>
<th>Name</th>
<th>Parameters</th>
<th>Functionality</th>
</tr>
</thead>
<tbody>
<tr>
<td>flag</td>
<td>container,</td>
<td>true when <code>container[entity]==value</code></td>
</tr>
<tr>
<td></td>
<td>value</td>
<td></td>
</tr>
<tr>
<td>owns</td>
<td>none</td>
<td>true when entity is owned on local rank</td>
</tr>
<tr>
<td>phantom</td>
<td>none</td>
<td>true when entity has a non-local node</td>
</tr>
<tr>
<td>needs</td>
<td>none</td>
<td>true when entity has a local node</td>
</tr>
<tr>
<td>negate</td>
<td>condition</td>
<td>true iff condition is false</td>
</tr>
<tr>
<td>faces_in</td>
<td>handle, index</td>
<td>returns true if index contains input stream</td>
</tr>
</tbody>
</table>

**Other**

<table>
<thead>
<tr>
<th>Name</th>
<th>Parameters</th>
</tr>
</thead>
<tbody>
<tr>
<td>fetch</td>
<td>special</td>
</tr>
</tbody>
</table>
3.5.3 Adjacency Queries

To support adjacency search, the standard query modules `subfaces` and `faces_in` are of most use. In terms of the nomenclature introduced in Section 3.2.1.1, `subfaces` replaces incoming entities $M_d^i$ with the downwards adjacent entities $M_d^i\{M^{d-1}\}$.

`faces_in`, when used as a filter, relates incoming mesh entities to a user-defined index, $I$, (e.g., `faces_in(&m,"tets")` is looking in the index named “tets”). Effectively, this module replaces incoming $M_d^i$ with $M_d^i I_x$ in the stream \(^2\) where $x \geq d$ and depends entirely on the nature of $I$.

Listing 3.2 demonstrates these concepts, determining boundary faces adjacent to an incoming region entity stream.

```plaintext
<input stream> >>=
subfaces() >>= // yields surface entities
faces_in(&m,"bnds") >>= // replace with bnds containing subfaces
<output stream>
```

Listing 3.2 Determining boundary faces adjacent to an incoming region entity stream

`faces_in`, when used as a condition, does not replace the input stream; it is used to test whether an entity is contained by any index contents. When used with where, this acts as a filter of valid entities.

Listing 3.3 demonstrates this usage, generating 2D components from region entities and filtering out those that exist in a “bnds” index, and then removing duplicates. The resulting query stream returns all 2D faces that exist between two region entities.

\(^2\)the contents of $I$ of dimension $x$

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3.5.4 Result Sets

To facilitate integration with larger algorithms, queries may use `save_temp` or `save_ids` to capture mesh entities from the query stream for further processing. Furthermore, result sets may be shared explicitly with neighboring ranks based on arbitrary user criteria, rather than the default data sharing model imposed by Splatter for normal indices. The `sort` query module mentioned in Table 3.1 is used for this purpose, and examples of its use will be seen in Section 5.3.

As with any new language, making best use of Splatter queries is a matter of experience. It is very easy to write a query that uses excessive memory and takes excessive time due to redundant processing. It is the hope that as the framework matures and attracts users, static query analyzers may be developed to help quantify the amount of work done by a query and lead to smarter queries.

The software implementation of the query modules, however, is capable of generating extremely optimized machine code. These queries are written entirely in C++, using C++ templates and a technique often referred to as `template metaprogramming`. Through this technique arbitrary user queries are transformed, via standard C++ compilers, into highly optimizable inline function calls.
3.6 Summary of Design Principles

This chapter has provided an overview of the driving design principles behind the Splatter framework, and attempted to motivate the implementation details provided in Chapter 4.

In summary, this framework provides extreme user-defined flexibility in terms of what kinds of mesh entities and associated data are managed. It allows the user to process the mesh in terms of high-performance, abstract queries. It integrates with application code in a nonintrusive way.

It is believed that full integration with Splatter from the outset of a development project can greatly accelerate the timeline for deliverable software, without imposing ubiquitous, cryptic API calls and design patterns. Users comfortable with the framework can freely involve the use of Splatter queries in their algorithms, and benefit from the high-performance and high expressibility they offer. It is hoped that Splatter’s extensible query system will foster experimentation and applications in problem domains heretofore unconsidered.
CHAPTER 4
IMPLEMENTATION

4.1 Overview

This chapter discusses the implementation of key data structures and algorithms in the Splatter framework. For the full API documentation, see Appendix C. All code is in standards-compliant, portable C++.

4.2 Framework Architecture

As described in Chapter 3, Splatter maintains a collection of mesh entity indices, with data attached to them. These indices are distributed across the set of MPI processors involved in the mesh. In this section, we discuss the architectural and algorithmic facets of this arrangement, specifically the implementation of the splatter::index and splatter::data_proxy classes, as well as the global mesh handle and organizational centerpiece: the splatter::part_mgr.

4.2.1 The Local Partition Manager

The splatter::part_mgr (partition manager) class defines the main access point for all Splatter functionality. Each process will instantiate one of these objects, per mesh, and it contains all information regarding the local partition. Additionally, part_mgr objects act as a handle on the global mesh, and can be used collectively — assuming all distributed part_mgr’s agree — to make global changes to the mesh involving node creation and entity distribution (see Section 4.3).

As a central component in the framework, the part_mgr contains several members with system-wide significance:
1. an instance of `parallel_ctx`, which encapsulates details of the parallel environment containing the mesh

2. an instance of `ownerdb`, which is the authority on node and entity ownership throughout the framework

3. a collection of `entity_cfg` objects, which define all allowed mesh entity types for the current mesh (see the discussion of adjacency in Section 3.2.1.1).

```cpp
splatter::part_mgr mgr(topo::num_std_entities, topo::std_entities);
mgr.init(splatter::parallel_ctx(my_custom_communicator));
```

Listing 4.1 One way to configure a new `part_mgr`

Several options for constructing and initializing a new `part_mgr` exist – refer to the class documentation in Appendix C. Listing 4.1 illustrates one way to construct and configure a new `part_mgr` to use the framework’s standard topological entities on a custom MPI communicator.

### 4.2.1.1 The Parallel Context

In MPI terminology, a `Splatter` mesh is bound to an entire MPI communicator. Every process participating in this communicator holds a stake in mesh ownership, and participates in mesh operations. Applications may freely create any number of communicators, allowing the existence of multiple meshes simultaneously managed by different sets of processors. Also, a single communicator may own multiple meshes simultaneously, simply by creating multiple `part_mgr` instances.

The `splatter::parallel_ctx` class is an encapsulation of an MPI communicator with a variety of convenience methods used in parallel communication. The `parallel_ctx`
member of `part_mgr` is *the* authority parallel context for the associated mesh, and can be accessed using `part_mgr::pctx()`.

Listing 4.2 contains the salient details of the `parallel_ctx` class’s public interface.

```cpp
class parallel_ctx
{
public:
  /*! number of ranks assigned to this MPI communicator */
  int np() const;

  /*! this process's rank on this MPI communicator */
  int rank() const;

  /*! this MPI communicator */
  MPI_Comm& comm();

  /*! wrapper around MPI_Reduce, using op as reduction function */
  template <typename T> T reduce(T in, MPI_Op op) const;

  /*! wrapper around broadcast, selecting configured root as source of information */
  template <typename T> void broadcast(std::vector<T>& vec, int root=-1) const;
};
```

Listing 4.2 Main functionality of `parallel_ctx`

4.2.1.2 Entity Distribution

In MPI, each processor in a communicator is assigned a unique integer called a `rank` between 0 and `NP`, where `NP` is the number of processors in the communicator.

These ranks are used during network communication to identify the endpoints of an MPI data exchange operation. Additionally, many MPI programs are written in a SIMD-style\(^1\), with all processes executing the same code. These ranks are used within application

\(^1\)Single Instruction Multiple Data
code to customize the behavior on each processor; often this simply involves using the rank to choose the data on which to operate.

This pattern is followed within Splatter. The global set of node ids is broken into \( NP \) contiguous ranges, where again \( NP \) is the number of processors in the mesh’s parallel context. Each processor is assigned one of these ranges based on its rank.

A role of the \texttt{part\_mgr} is to ensure that each processor agrees on this node distribution. This responsibility is delegated to a subcomponent of type \texttt{splatter::ownerdb} (ownership database). This singular \texttt{ownerdb} within the \texttt{part\_mgr} houses the official, mesh-wide node distribution, and provides numerous methods for determining the ownership of nodes and entities in general.

Internally this distribution is stored as a single \texttt{int[]} array, called \texttt{node\_dist}, of size \( np + 1 \) values (once again, \( np \) is the number of processors in the mesh’s parallel context). The nodes owned by the processor with rank \( r \) are the ones identified by global ids in the range \([\text{node\_dist}[r], \text{node\_dist}[r + 1])\). During mesh partitioning, all processors agree on the contents of this array.

The set of node ids distributed across all processors are known as \textit{global} node ids, because they are globally unique over the entire mesh. Since a range of these nodes is assigned to each rank, it is desirable to simplify the way that locally owned nodes are referenced on a given processor. To do this, the concept of \textit{local} node ids is introduced. These ids are \textit{not} unique throughout the mesh, but are unique on a given processor. These node ids always start at 0 on each rank, and extend contiguously to provide an id for each locally stored node.

For example, if rank 3 is assigned global node ids 4032 - 8900, then \textit{on rank} 3, local node 0 maps to global node 4032 and global node 8900 maps to local node 4868.

The node ownership concept corresponds directly with the concept of \textit{partition} introduced in Section 3.3. A processor’s partition is defined as the set of nodes assigned to the processor and any mesh entities that contain them.
Due to the presence of mesh entities on partition boundaries, partitions will contain entities that in turn contain nodes owned by other processors.

Application algorithms typically require information about all nodes present in every mesh entity on the local partition. *Splatter* identifies these non-local nodes as remote dependencies, creates local *phantom* nodes linked to them and provides the ability to periodically refresh attached data from their remote counterparts (Section 4.2.3).

These phantom nodes are assigned local ids and are indistinguishable from locally owned nodes. For many algorithms, no special care — other than the periodic synchronization of data — is needed.

The *ownerdb* is responsible for providing all local-to-global node mappings (and vice versa), for all local nodes, including these local phantom nodes.

Listing 4.3 contains the full public interface of the *splatter::ownerdb* class. As discussed, it contains methods for determining global node ownership as well as these local-global node mappings. For efficiency, certain lookup methods have variations to use when it is known that no phantom information is present.

Two important methods available via the *ownerdb* are:

1. **bool owns(int g)**, which returns true if global node *g* is owned by the current rank, and false otherwise

2. **int owner(int g)**, which returns the rank of the processor that owns global node *g*.

   The result of *owns* can be determined in \(O(1)\) (constant) time because it requires a simple test to see if *g* is in the global node range for the local rank.

   The result of *owner(int g)* can be determined in \(O(\log(np))\) time, where *np* is the number of processors. This is done using the binary search algorithm seen in Algorithm 4.1.

   In cases where authority over a multi-node mesh entity must be exerted, a mesh entity’s owner is considered to be the owner of the smallest global node id appearing in the entity. An open question is whether or not this particular entity ownership strategy
class ownerdb
{
    public:
        bool owns(int g); // do I own global node g?
        int owner(int g); // what rank owns global node g

        int high(); // what is my highest global id
        int low(); // what is my lowest global id

        int g2l(int g); // global->local
                       // (assumes owns(g))

        int l2g(int l); // local->global
                       // (assumes l is valid local)

        int g2l_p(int g); // global->local
                           // (using phantom lookup)

        int l2g_p(int g); // local->global
                           // (considering phantoms as local)

        int nlocal(); // number of locally owned nodes
        int nglobal(); // number of global nodes in mesh
        int nphantom(); // number of phantom nodes
        int nlocal_p(); // number of local nodes + nphantom
};

Listing 4.3 The public interface of splatter::ownerdb

Algorithm 4.1 Determining global node owner using node_dist

input : g – global id
input : node_dist – node distribution array of size np
low ← 0
high ← np
repeat
    mid ← (low + high) / 2)
    if g < node_dist[mid] then
        high ← mid
    else if g ≥ node_dist[mid + 1] then
        low ← mid + 1
    else
        return mid
end
until low ≥ high
illegal node
return -1

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introduces unacceptable biases in parallel algorithms, perhaps causing lower ranks to receive a disproportionate amount of work. No such problems have been detected during the development of this framework.

4.2.1.3 Entity Type Configuration

*Splatter* is designed to allow user-defined mesh entity types. These types are specified by the user as instances of `splatter::entity_cfg`.

Each `entity_cfg` specifies:

1. a string identifying the name of the entity (used for debugging)
2. the number of nodes required for an entity of this type (usually the number of vertices in the polytope)
3. the dimension, $dim$, of this geometric shape (currently unused by the implementation)
4. the number of constituent subentities (called subfaces) of dimension $dim - 1$ (downward adjacencies)
5. for each subentity
   (a) the type of the subentity
   (b) the tuple of entity nodes (positions) needed to generate the subentity

Listing 4.4 contains the C++ definition of the `entity_cfg` data type, as well as the creation of the `entity_cfg` instance corresponding to quadrilaterals in *Splatter*’s standard entity list.

`entity_cfg` objects always appear in contiguous arrays of compatible, mutually-defined objects. One of these arrays is always active meaning it is the current set of allowed entity types. With this in mind, entity types are referred to universally by the integer
struct entity_cfg
{
    std::string name;
    int dim;        /* dimension */
    int nnodes;     /* number of nodes */
    int numsubfaces; /* number of sub entities */

    struct
    {
        int subface_type;
        int subface_nodes[SPLATT_MAX_SUB_EntITY];
    } subfaces[SPLATT_MAX_SUB_EntITY];
};

/* definition of topo::QUAD */
entity_cfg[] std_entities =
{
    ...

    { "quad", 2, 4, 4,
        {
            { topo::EDGE, { 0, 1 } },
            { topo::EDGE, { 1, 2 } },
            { topo::EDGE, { 2, 3 } },
            { topo::EDGE, { 3, 0 } }
        }
    }
    ...
};

Listing 4.4 Definition of entity_cfg and configuration of topo::QUAD instance

position of the corresponding entity_cfg value in the containing array. topo::EDGE, in
Listing 4.4, is an integer equal to the position of a similar entity_cfg definition for edges.

Notice how topo::QUAD is defined recursively in terms of topo::EDGE. Read the
subface list as follows:

1. Edge 1 contains nodes 0 and 1 from the quad.
2. Edge 2 contains nodes 1 and 2 from the quad.
3. Edge 3 contains nodes 2 and 3 from the quad.
4. Edge 4 contains nodes 3 and 0 from the quad.
These recursive entity type definitions are processed by the framework to automatically generate adjacency information between entity types. For example, based on the definitions of adjacency introduced in Section 3.2.1.1, a quadrilateral is *upwards* adjacent to its constituent edges, because it is defined in terms of them. Any other shapes that are *upwards* adjacent to edges are potential *neighbors* of the original quadrilateral.

These two specific values — `topo::QUAD` and `topo::EDGE` — are provided by the standard entity list that comes with the framework. `topo::std_entities` contains internally consistent definitions of node, edge, triangle, quadrilateral, tetrahedron and pyramid. An example of configuring a new `part_mgr` with these standard entities was seen in Listing 4.1.

### 4.2.1.4 Other Functionality

The `part_mgr` contains other functionality and data for facilitating the processing of the mesh. Most importantly, the `part_mgr` houses all entity indices — this is the subject of Section 4.2.2. Important global algorithms accessed through the `part_mgr` are the subject of Section 4.3.

Here is a list of minor functions that are worthy of note. Documentation and demonstrations of these are available in the Appendix.

1. the capability to save and load *restart files* containing arbitrary user data, allowing applications to restore previous states of processing

2. modification hooks, which allow the user to specify arbitrary code that should be executed when topological changes occur in the mesh. These are used extensively in the refinement and coarsening demonstrations in Chapter 5.

#### 4.2.2 Mesh Entity Indices

*Splatter* indices are sequential collections of mesh entities. They are constructed and accessed via the `part_mgr`.

Examples of typical indices include:
1. the collection of all local nodes
2. the collection of all surface boundary entities
3. the collection of all internal volume entities

`splatter::index` is a virtual superclass, currently extended by two different concrete index types, and infinitely extensible to support future applications. The superclass provides two main sets of functionality:

1. the ability to associate index contents with arbitrary user data – a process referred to as attaching data. This is explored in detail in the forthcoming section on data proxies (Section 4.2.3).
2. the ability to quickly iterate over index contents

These indices are associated with data, such that every entity in an index has a corresponding entry in the associated data.

Examples of typical user data include:

1. spatial coordinates of individual nodes (associated with all local nodes)
2. boundary condition tags (associated with all boundary entities)
3. volume condition tags (associated with all volume entities)

### 4.2.2.1 Explicit Indices

The primary subclass of `splatter::index` is `splatter::explicit_index`. A single `explicit_index` contains entities of a single entity type, and thus may be considered a homogeneous collection of mesh entities. It is called an explicit index, because it explicitly contains all the nodes of all contained entities.

These indices are distributed across all mesh processors. When mesh movement occurs (Section 4.2.3) explicit entities that are directed to move to other processors will appear in the corresponding explicit index on the target processor.
In addition to storing these entities, the explicit_index maintains a search structure, called a fast_index, for quick node → entity lookups, meaning “given a node id, quickly determine all entities that contain it.”

Listing 4.5 illustrates the creation of an explicit_index for storing entities of type topo::TET. The variable mgr is the part_mgr object designed to contain the new TET index. This particular index is given the name “tets”.

```cpp
std::vector<int> tet_nodes;
// missing code that loads tet_nodes with values ...

idx = mgr.add_explicit_index("tets", topo::TET, tet_nodes,
    SPLATT_STEAL_DATA | SPLATT_PHANTOM_DEPS | SPLATT_FAST_INDEX);
```

Listing 4.5 Creating a new explicit_index

topo::TET is the standard entity type for tetrahedra. This type is defined to require 4 nodes per entity, providing an obvious interpretation of the ints contained in the tet_nodes vector: specifically, there are 4 nodes per entity in the index, and thus tet_nodes.size()/4 total tetrahedra.

The final argument to add_explicit_index is a bitwise-OR’d collection of special Splatter flags, which configure the behavior of this index, as well as the part_mgr’s relationship with the index. These particular flags may be interpreted as follows:

1. SPLATT_STEAL_DATA – the index should remove the contents of tet_nodes and store the node values internally. This is appropriate for use in a subroutine that sets up the initial part_mgr, since tet_nodes may now be safely discarded. Without this flag, the vector continues to store all node data, and the explicit_index processes the node contents using a dynamically created proxy.
2. **SPLATT_PHANTOM_DEPS** – nodes included in `tet_nodes` that are not owned locally should introduce phantom node dependencies into the `part_mgr` (see the discussion of `ownerdb` in Section 4.2.1.2).

3. **SPLATT_FAST_INDEX** – the framework should optimize internal data structures, potentially at the expense of extra memory, to facilitate the quick lookup of entities containing a given node.

   Generally, a statement such as that seen in Listing 4.5 would occur in an isolated “setup” method. Once created, Splatter assumes full responsibility for the contents and parallel distribution of the entities contained in `tet_nodes`.

### 4.2.2.2 Entity Search

Section 3.2.1.1 introduced the concept of *circular adjacency*. `explicit_index` objects provide the implementation of this concept, and are used during queries to extract topological mesh features.

To satisfy adjacency searches, particularly those accomplished using queries, any index must provide the ability to quickly search for entities containing a given node.

The logic behind this was presented in Section 3.2.1.1, particularly in the discussion of *circular adjacency* data structures: because we can use the `entity_cfg` structure to generate all subfaces of an entity, if we can find the `parent` entity quickly using an `explicit_index`'s search functionality, then we can find all subface entries (perhaps in other indices) that contain a given node.

The framework class that contains circular adjacency information is called `splatter::fast_index`. Instances of this class provide, effectively, a mapping from global ids to sets of entities containing them.

Listing 4.6 contains the public interface of the `fast_index` data structure. The primary use of these objects is through the overloaded `operator[]`(`int g`), which returns
a **splatter::intset** – a custom data structure representing a unique set of integers – populated with the entities containing g.

```cpp
class fast_index
{
public:
  fast_index();

  // specify the range of "local" ids
  fast_index(int low, int high); // range of 'local' ids

  // update the range of ints we consider "local"
  status update(int low, int high);

  intset& operator[](int g);

  const intset& operator[](int g) const;

  void clear();

  /** erase unused global structures **/
  void purge();
};
```

Listing 4.6 The public interface of **splatter::fast_index**

Originally, this functionality was implemented using standard C++ containers: `std::map<int, std::set<int>>`, that is a **map** from **int** to **sets** of **ints**. This implementation was problematic in two ways:

1. The memory usage was extremely high. Internally, both the **map** and **set** implementations involved a large number of individual allocations, resulting in a ridiculously large **page table size** (a standard memory management data structure used in various operating systems) for a moderately sized mesh.
2. The standard \texttt{set} container does not provide any mathematical set operations, which are very useful for adjacency searches.

The \texttt{fast\_index} implementation cut memory usage by more than half, and uses a custom data structure for integer sets (\texttt{splatter::intset}) that provides a fast set intersection operation (again, useful for adjacency queries).

More significantly, map lookups with \texttt{fast\_index} are much faster than those with the standard \texttt{map} container: Since \texttt{map} is tree-based, the time taken for any lookup is \(O(\log N_{\text{local}})\), where \(N_{\text{local}}\) is the number of local nodes. With the \texttt{fast\_index}, most node lookups are \(O(1)\).

To achieve the \(O(1)\) performance, the following observation was made: because of the nature of \textit{Splatter} partitioning, \textit{most} node lookups are for those nodes owned by the local rank. To optimize the \texttt{fast\_index} for local node ranks, the index uses a \texttt{std::vector<intset>} to store local node results, and a \texttt{std::map<int,intset>} to store results for all other nodes (mostly phantom nodes). An overwhelming majority of node lookups occur with local nodes, so most of the actual lookups take place in constant time using the contiguous \texttt{vector}. Looking up non-local nodes operates in \(O(\log N_{\text{phantom}})\), where \(N_{\text{phantom}}\) is the number of non-local nodes present in the index. If a partitioning is \textit{good} (Section 5.2), \(N_{\text{phantom}}\) is much smaller than \(N_{\text{local}}\).

Another optimization that takes place within the \texttt{fast\_index} concerns the rather dynamic nature of partitioning over the course of some \textit{Splatter} applications. Generally speaking the range of \textit{locally owned} node ids could change rapidly as entities are shifted subtly between partitions, such as during load-balancing. To compensate for this, the range of nodes considered \textit{local} is decoupled from the actual range defined by the partitioning.

When a mesh redistribution results in a different range of assigned global nodes, the \texttt{fast\_index} members of the various indices are \textit{updated} to use the new range. Within the code for \texttt{fast\_index::update}, heuristics are evaluated to determine whether or not to physically update the internal index components (that is reassigning the node values handled by the \texttt{vector} versus the \texttt{map}).
Generally, the algorithm decides that the index should be updated if the discrepancy between the old and new node ranges would result in too many local node ids falling outside the range handled by the fast_index’s vector. Too many is defined by a constant provided when the framework is compiled (SPLATT_FI_RATIO_THRESH).

The end result is a very fast search structure that responds intelligently to mesh updates. It choose to perform these relatively expensive index updates only when the benefit outweighs the expense.

The splatter::intset objects used in the fast_index allow very fast set intersection operations. To check for the existence of a specific entity in an index, simply intersect the sets returned from the fast_index for each of the nodes in the entity. If the resulting set intersection contains any values, then the desired entity is present, specifically it exists at the locations contained in the resulting intersection. Each individual search takes $O(1)$ time, on average, and the time for set intersections is linear in the size of the set ($O(|\text{intset}|)$), also known as “the average number of entities per node”. The resulting performance analysis is $O(\text{width} \times \text{average}|\text{intset}|)$.

For typical polytopal complexes, this equates to a constant.

This entity lookup algorithm was presented in Algorithm 3.1.

The search data structure and entity lookup algorithm work perfectly for correct mesh entities in a true polytopal complex. The flexibility inherent in Splatter’s entity type configuration, however, allows for mesh entities that are not correct (see an example in Section 5.3.4.1).

Entities used in atypical applications could contain duplicate node numbers. Applying the lookup algorithm in such a case could result in false positives: matches that do not truly contain the desired search term.

Atypical algorithms could also define non-polytopal entities, with subentities that do not appear as faces or edges in the shape (perhaps an internal edge connecting nonadjacent nodes). With the current algorithm, searching for such an edge could return false positives — entities that contain the searched-for edge nodes, but without the actual connecting edge.
These are generally experimental applications, and there are ways to account for this possibility. One option is to define a new index type with a more appropriate search structure.

Alternately, the fast_index can be used to narrow down search possibilities, but the results from the search must be verified with a second-stage test. That is the approach taken in Section 5.3.4.1.

As suggested above, alternatives to circular adjacency exist and are desirable for certain applications. This current work is completed entirely using this adjacency structure, but new indices could be created (as proper, separate extensions of splatter::index that provided alternate search functionality).

One reasonable approach would be to incorporate a half-edge data structure [26, 27] — this search mechanism maintains explicit upwards adjacency information unlike the current implementation, and thus could prove more efficient for certain kinds of queries.

4.2.2.3 Implicit Indices

implicit_index objects represent a sequence of entities defined implicitly by a range of values, rather than by explicitly enumerated entity tuples. These are used exclusively for representing collections of nodes.

The part_mgr maintains a single implicit_index exclusively for representing the sequence of local nodes. These nodes are stored implicitly in the index as the range of global values assigned to the local processor, augmented by the set of phantom nodes stored in the ownerdb.

Implicit indices offer no search mechanism or other capabilities. (Searching, in this case, is handled entirely by the ownerdb.) The primary role of these indices in the framework is to allow the attachment of user data to the nodes themselves, without having to store the node ids.

The real value of implicit_index will become clear during the discussion of data proxies in Section 4.2.3.
4.2.2.4 Attaching Data

Recall that an index is a sequence of entities. Attaching data involves taking a similar sequence of data elements and pairing it up with the index. The sequences must be of the same length, and the values match up position-by-position. That is, the 0th entity owns the 0th data element; the 50th entity owns the 50th element, etc.

A data sequence attached in this way becomes managed by the `part_mgr`. As mesh entities are moved between processors, or reordered locally, the attached data elements follow.

4.2.2.5 Working with Indices

In many programming environments maximum flexibility and high-performance are at odds with each other. Throughout Splatter, however, a consistent implementation pattern is followed that enables both flexibility and high performance.

This implementation pattern is relevant to the discussion on indices because working with mesh indices is a fundamental operation in the framework. It must be fast.

Splatter is written entirely in C++, a programming language commonly used in scientific computing. Because this language is compiled directly for a target CPU architecture, it is possible to generate extremely fast programs. A major factor dictating the speed of a compiled C++ application is the quality of the compiler’s optimizer.

A general rule of thumb for writing code that is to be processed by an optimizing compiler is “give the compiler as much information to work with as possible”. By following this rule, the developer can lean heavily on the expertise and experience of the compiler developer and take advantage of architecture-specific optimizations, making great strides towards having “fast code” with, otherwise, little effort.

Unfortunately, certain aspects of C++ tend to undermine the efficacy of optimizers. Consider, specifically, the concept of polymorphism, from the Greek meaning many shapes — a great promise of object oriented programming. The “normal” polymorphic approach is to envision a hierarchy of data types. Algorithms written in terms of the general superclasses
of the hierarchy may be seamlessly applied to instances of the derived superclasses. Specific functionality from the subclasses will kick in during the algorithm, causing the code to change shape in response to the specific data types involved.

This is a powerful programming model for complex systems, but — at least in C++ — this flexible behavior is only possible when several criteria are met, each of which has a detrimental effect on performance:

1. The general data structure must be a pointer or reference (aka a fancy pointer).

2. The methods called on the general data structure must be declared virtual.

The problem with pointers and references is the level of indirection between the variables being operated on, and the data being manipulated. Using pointers violates our first rule of writing optimizable code: the compiler does not have access to information surrounding the actual data being operated on, just the pointers!

Access to these values can not be optimized by the compiler, because the values themselves are not yet defined. They are going to be pointed at during runtime.

Virtual methods, introduced by the virtual keyword, push this concept even further. These virtual members are identified by the compiler as elements of a class that may have been overridden in a subclass. Because of this possibility, at runtime when such a member is referenced, the objects must be inspected to determine which method implementation is appropriate (not unlike the use of standard function pointers).

Code that calls a virtual function will always require the use of the call stack. Parameters are pushed on to the stack, a subroutine call is invoked with the virtual subroutine code pointer, and when that routine is finished, the stack is popped.

When high performance is required, such as in a tight number-crunching loops, virtual function calls should be avoided.

On the other end of the performance spectrum lies inline functions. Functions of this type are entirely accessible — source code and all — to the optimizing compiler. Inline function calls can be replaced by the compiler with the actual code from the function body.
Call stack manipulations are removed from the optimized code, allowing the compiler to further optimize access to that function’s local variables.

### 4.2.2.6 Iterating over Virtual Indices

To optimize access to virtual subclasses of `splatter::index`, techniques involving C++ templates are used. These techniques, sometimes referred to as compile-time polymorphism are designed to preserve the aspects of inheritance that lend themselves well to the design of complex systems, while still allowing the compiler to highly optimize the code.

We have the general problem of needing to iterate over the contents of an `index`, without using virtual accessors to access the mesh contents.

The solution for the case of `index` is representative of the framework philosophy in general: rather than iterate over the index contents, have the index `apply` a functor\(^2\) to itself. This is implemented as a non-virtual templated method `apply` on the virtual index superclass.

Listing 4.7 shows the definition of `index::apply`. C++ does not allow virtual templated methods, but this implementation is spiritually virtual, in that a call to this method immediately and explicitly translates into a call to `do_apply` on the actual subclass object.

Two downsides exist, but neither is intractable:

1. Adding a new subclass of `splatter::index` requires modification of this `apply` method.

2. When `index::apply` is expanded by the template processor, it in turn expands all subclass versions of `do_apply`, even if they are not called. This would result in a negligible amount of code bloat – binary contents in the executable resulting in higher memory requirements.

\(^2\)often called a function object
template <typename OP, typename IT>
void index::apply(const OP& op, IT start, IT end)
{
    switch(_type)
    {
        case SPLATT_IMPLICIT:
            static_cast<implicit_index*>(this)->
            do_apply<OP,IT,&OP::operator()>(op, start, end);
            break;
        case SPLATT_EXPLICIT:
            static_cast<explicit_index*>(this)->
            do_apply<OP,IT,&OP::operator()>(op, start, end);
            break;
        default:
            ERROR("cannot 'apply+iterators' to index with type " << _type);
    }

    return;
}

Listing 4.7 Apply a functor to a range of mesh entities in an index.

do_apply is defined for each concrete index subclass. The do_apply method explicitly
iterates over the index contents, applying the functor to each entity. Since do_apply is in
turn templated in terms of the functor, the code for the functor is available to the optimizing
compiler during the compilation of do_apply. The end result is a tight loop over the index
contents calling the body of functor as if it were declared inline.

For this to work on any index, functors must be defined in such a way that they can
process any mesh entity. This simply means that the functor must accept general enough
parameters that could represent any mesh entity.

This is formalized through the splatter::index_op class (Listing 4.8). Specifically,
any functor that extends this class can be used in a call to index::apply. Because this is
handled by the template processor, there is nothing special about this index_op. It merely
exists to help the user write a functor class that will work. Attempting to implement the
operator() method, but failing to take the right parameters, will result in a compile-time
error since the abstract virtual operator has not been properly provided.
class index_op  
{
public:
   // idx -- an index
   // eltno -- entity position within index
   // etype -- entity type for this entity
   // nnodes -- number of nodes in this entity
   // nodes -- actual nodes in this entity
   virtual void operator()( splatter::index* idx, int eltno, int etype,
                            int nnodes, int* nodes) const =0;
};

Listing 4.8 Expected functionality of a functor used in apply

To reiterate: the index_op class is unknown in the apply method, so no attempt at calling this virtual operator will ever be attempted. The native code in the actual subclass will be expanded via template, and in turn highly optimized.

4.2.3 Data Proxies

Data proxies are objects that serve as mediators between parallel Splatter algorithms and proxied local data structures. They are designed to implement specific parallel data movement protocols by translating them into operations on arbitrary data structures.

They are of particular use when dealing with index objects and their attached data. Protocols are initiated with a data structure describing details of the corresponding data movement. That data structure can be used to invoke a protocol on the data proxy managing an index’s entity nodes as well as on every proxy managing data that is attached to that index. The end result is the equivalent data movement operations (defined by the proxy) being applied to each individual data sequence (the index itself, as well as each attached collection of data elements). All data is moved in the same way and ends up reunited in their new location.

As discussed earlier, indices and data elements are related by their positions in the corresponding sequences. Those positional relationships are preserved even though the entities and data may be moving to entirely new processors.

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4.2.3.1 Data Movement Protocols

The following data movement protocols are supported:

1. *batch migrate*: for arbitrarily copying data to other processors and deleting local copies

2. *reorder*: for local data reordering, using an *in situ* permutation algorithm

3. *sync*: for copying data to and from remote processors into preordained locations, such as is used for refreshing phantom node data

4. *deliver*: for packaging up data into a payload for other MPI ranks (does not affect the local data).

```cpp
class data_proxy
{
public:
    virtual status batch_migrate(const migrate_args& args)=0;
    virtual data_proxy* deliver(const deliver_args& args)=0;
    virtual status sync(parallel_ctx pctx, const sync_args& args)=0;
    virtual status reorder(const std::vector<int>& localids)=0;
}
```

Listing 4.9 Declaration of data proxy protocols

4.2.3.2 The *batch migrate* Protocol

*batch migrate* is used for general data movement between processors, supporting *explicit_index* objects. Its primary argument, an instance of *migrate_args* contains the following:
1. a `std::deque<int>` containing data (identified by position) that should be removed from the underlying data structure

2. a `std::vector<std::deque<int>>` containing the data (identified by position) that must be copied to each MPI rank.

Upon the first use of a new `migrate_args`, a coordination phase occurs, in which all involved processors communicate message sizes and initialize communication buffers.

Each invocation of the `batch_migrate` protocol packages up the proxied data and communicates it with the other relevant processors. Incoming data overwrites those data elements marked for deletion.

Since the protocol is applied in the same way to the mesh entities and all attached data, the position integrity of the index and data is preserved.

The cost of applying this protocol is analyzed in this way:

1. construction of the `migrate_args` is part of a larger algorithm, potentially user-defined, but generally consists of a process that looks at each mesh entity and classifies it based on where it should be moved. This is a $O$(number of local entities) calculation.

2. Preparing the arguments involves an all-to-all MPI call, $O(np)$, where $np$ is the number of processors.

3. The actual migration of data occurs once for each related data proxy, and takes time proportional to the amount of data moved: $O$(number of data proxies $\times$ amount of data).

The end result is, on average, as good as can be expected: $O(np +$ amount of data to move).

### 4.2.3.3 The `deliver` Protocol

`deliver` is a special protocol used in conjunction with query result sets. A special query syntax, based on the `sort` query module, allows for the easy construction of `deliver`
protocol arguments. Functionally speaking it is similar to batch_migrate, but has no facility for deleting arguments. Unlike batch_migrate which is designed for application in distributed indices, deliver is used to copy a set of values into a remote query result set.

4.2.3.4 The reorder Protocol

reorder is used to rearrange local data, based on a std::vector<int> which containing new local destinations for each rank. This is used primarily for the renumbering of an implicit_index. It operates by using an in situ permutation algorithm that runs in $O(n)$ time with minimal memory overhead.

Algorithm 4.2 contains the algorithm implemented by the reorder protocol.

4.2.3.5 The sync Protocol

sync exists to support proxies on node data. As described in Section 4.2.1.2, phantom nodes are assigned local ids, and the ownerdb maintains a mapping from local ids to their remote counterpart. These mappings are used to construct a sync_args object for parameterizing the sync protocol.

The sync protocol is invoked on a single data_proxy attached to node data, and results in refreshed values for the attached data associated with all phantom nodes.

4.2.3.6 Standard Data Proxy Implementation

The primary implementation of data_proxy is a templated subclass that operates on behalf of arbitrary std::vector objects. This class exists because the std::vector is a highly efficient container providing nice manipulation semantics on top of a standard, cache-friendly, contiguous array.

The implementation of data_proxy protocols in terms of std::vector methods was very straightforward and performs excellently. Furthermore, in the interest of appealing to scientists with existing codes, the std::vector is syntactically compatible with plain C
**Algorithm 4.2** Reorder local data using *in situ* permutation

Arrays. The process of incorporating *Splatter* with existing scientific codes based on arrays is discussed in Section 5.4;

### 4.2.3.7 Arbitrary Data Types in Parallel

Throughout the framework, parallel operations on arbitrary user data are performed. From the framework's perspective, the user data types are unknown, and thus are implemented as template arguments, T, throughout the framework API. (See, for example, the definition of `parallel_ctx::reduce` in Listing 4.2).
To convert between an unknown type T and a valid MPI_Type, the framework uses a templated helper subroutine called *get_mpi_type*.

```c++

template<typename T> MPI_Datatype get_mpi_type(T ex)
{
    ERROR("using base get_mpi_type(ex)!"); return MPI_BYTE;
}

template<typename T> MPI_Datatype get_mpi_type()
{
    ERROR("using base get_mpi_type()!"); return MPI_BYTE;
}
```

Listing 4.10 The base templated *get_mpi_type* methods

Listing 4.10 contains the base definition of *get_mpi_type*. Note that this base version of the subroutine does not function: the ERROR macro triggers an MPI_Abort — early termination of the executing code (return MPI_BYTE exists here only to satisfy the requirements of the compiler that the subroutine return an MPI_Datatype).

C++ *template specifications* providing concrete values for T are used to override this base template at compile time, resulting in inline functions that return the specific appropriate MPI_Datatype values as needed. Two versions of the method exist depending on whether access to the raw type data is convenient or an example value must be used to trigger the proper template application.

Template specifications for the most common data types are seen in Listing 4.11. These enable the templated parallel_ctx methods, as well methods in data_proxy to operate on arbitrary data.

Even more interesting is the example seen in Listing 4.12 in which a new MPI_Datatype is constructed when first called. This new type represents count contiguous T values — perfect for when an array of values needs to be considered a unit. The templated
template<>
inline MPI_Datatype get_mpi_type<double>(double ex)
{
    return MPI_DOUBLE;
}

template<>
inline MPI_Datatype get_mpi_type<double>()
{
    return MPI_DOUBLE;
}

template<>
inline MPI_Datatype get_mpi_type<int>(int ex)
{
    return MPI_INT;
}

template<>
inline MPI_Datatype get_mpi_type<int>()
{
    return MPI_INT;
}

template<>
inline MPI_Datatype
get_mpi_type<std::complex<double> >(std::complex<double> ex)
{
    return MPI_COMPLEX;
}

template<>
inline MPI_Datatype get_mpi_type<std::complex<double> >()()
{
    return MPI_COMPLEX;
}

Listing 4.11 Template specifications for returning appropriate MPI_Datatype values
function maintains a static map of generated `MPI_Datatype` values, allowing unique types for different sized arrays.

This pattern of providing a template specification of `get_mpi_type` that creates a new complex type on the fly can easily be followed, by framework users, to provide automatic system-wide parallel support for custom data types, for example using `MPI_Type_create_struct`.

```cpp
template<typename T>
MPI_Datatype get_mpi_type(T example, int count)
{
    static std::map<int, MPI_Datatype*> types;

    std::map<int, MPI_Datatype*>::iterator match = types.find(count);

    if (match == types.end())
    {
        LLOG(2, "creating new mpi_type for count");
        MPI_Datatype & newtype = new mpi_type();
        MPI_Type_contiguous(count, get_mpi_type(example), &newtype);
        MPI_Type_commit(&newtype);
        types[count] = &newtype;
        return newtype;
    }
    else
    {
        return *(match->second);
    }
}
```

Listing 4.12 A more complicated template specification for more a complex data type

With `get_mpi_type` thus defined, a user can write an algorithm that transfers arbitrary user data using MPI. This can be seen in Listing 4.13.
template <typename T>
T add_up(T in)
{
    T rval;
    MPI_Allreduce(&in, &rval, 1, get_mpi_type<T>(),
                  MPI_SUM, MPI_COMM_WORLD);
    return rval;
}

Listing 4.13 Using get_mpi_type

4.2.3.8 Reflection

Data proxies support minimal reflection capabilities for application that must copy unknown user data between proxies.

Use the data_proxy::type_copy() method to return a new data_proxy capable of holding the same type of data as the original.

Use data_proxy::store_raw() to copy data from a position in a source proxy into a local position. This assumes that the source proxy is type compatible, such as one created using type_copy().

4.3 Mesh Renumbering and Redistribution

In Section 3.3, the partition was defined as the collection of all locally owned nodes and the mesh entities containing them. This partitioning can be modified in two ways:

1. The ranges of nodes owned by each process can be modified (redistribution)

2. Nodes can be reassigned new global ids (renumbering)

This section covers the implementation of Splatter’s part.mgr::renumber method, which provides a single access point for both global renumbering and redistribution.

renumber() takes a vector<int> containing the new global ids for every locally owned node, and a vector<int> corresponding to the desired new node distribution (Section 4.2.1.2).
The algorithm proceeds by renumbering each index separately. The individual index subclasses define renumber in such a way that entity nodes are replaced with their replacements, and the entities are moved to the processors that require them, based on the new node distribution. The entity movement is always conceived in terms of data.proxy protocols, meaning that entities and their associated data appear in their new locations together.

Indices that are automatically updated when a renumber occurs are called tracked indices. All indices created via the part.mgr are automatically tracked. The third argument to renumber in Listing 4.14 is a manual list of temp.index* objects that should be temporarily tracked. temp.index is used to store query result sets, so this temporary tracking allows result sets to be renumbered along with the rest of the mesh.

temp.index instances are not distributed across processors, so no automatic entity movement is performed, just node renumbering.

Algorithm 4.3 illustrates the renumbering process for explicit.index. This algorithm is operates in $O$(number of local entities) time.

To renumber an implicit index, the batch.migrate protocol is applied such that the data of every local node is routed to its new owner. Additionally, this protocol is applied to the vector of new global ids. The result is that node data is associated with its new global id on the destination processor!

After the batch migration, every processor has a complete, yet out-of-order collection of all local nodes associated with their new global ids (and no extraneous nodes). These global ids are translated to new local node ids using the ownerdb’s g2l() (global to local id) method, and the results are used as input to the renumber protocol.
Algorithm 4.3 Global renumber and redistribute for explicit indices

The initial batch migration takes $O(N_{local})$ time on each processor, as does the in situ permutation that takes place during the renumber protocol. Implicit index renumbering is linear in the size of the local partition ($O(N_{local})$).

4.3.1 Hooks

To facilitate integration with user code, applications may register renumber hooks – arbitrary code that should be executed whenever the global renumber method is invoked. These methods can be used, for example, to rebuild local connectivity data structures that are outside the domain of Splatter, such as linear system connectivities.

4.3.2 Related Algorithms

Renumbering can also be used to introduce new nodes into the mesh, such as during mesh refinement. Simply create a new node distribution that accounts for extra unused
nodes on each processor, and optionally calculate new global ids for each node so that they will remain in the range of nodes owned by the local processor.

Removing unused nodes can be accomplished using an obscure feature of the renumber method. Create a new node distribution array of a smaller size and assign each unneeded node the new global id of \(-1\). The implementation will remove those nodes, and their associated data, completely.

4.4 Query Implementation

*Splatter’s* embedded query syntax is based on standard C++ templates. A technique called template metaprogramming leverages the template processor to create new objects based on syntactic structures appearing in the code.

Specifically, consider a simple query that prints out all of the entities in an index, Figure 4.15.

```cpp
for_each("tets") >>= dump() >>= end()
```

Listing 4.15 Query that prints out all index contents

This chain of query modules is translated, by the template processor, into a temporary class object that iterates over the contents of “tets” and evaluates the *dump* module on each one (the dump module just prints out the nodes of the incoming entity).

The >>= operator, typically used for *auto right shift* — a fairly obscure bitwise operator — has been overloaded with a template, to take two arbitrary values as operands, as seen in Listing 4.16. This operator returns an instance of a special *join* class that unites the two operands in a special way.
template
<typename T1,
  typename T2>
join<T1,T2> operator >>=(T1 x, T2 y)
{
  return join<T1,T2>(x,y);
}

template <typename T1, typename T2>
class join : public query_op
{
public:
  join (T1 x, T2 y) : x(x), y(y) {}

  void operator()() const
  {
    x(y);
  }

private:
  T1 x;
  T2 y;
};

Listing 4.16 Overloaded >>= operator and join class

At compile time, when the template processor sees the first >>= operator in Listing 4.15, it determines that for the operator use to be syntactically valid, then it must be syntactically valid to build a join<for_each,dump> class.

Looking in the join template definition, when creating a join<for_each,dump> class the instance variable x is of type for_each and y is of type dump. These two instance variables come together in join::operator() with the single statement that unlocks the mystery of the entire query syntax: x(y).

x must have an operator() that is compatible with y. In fact, this operator, defined for for_each objects, simply iterates over all entities in the index specified at construction time (in this case "tets"), and for each entity applies the functor y, which happens to be a dump.
Every query module follows this pattern. The parentheses operator is overloaded to call and/or be called by other query modules. These calls are chained together via join classes gluing the objects together. The end result has the feel of a stream of entities flowing through the chained modules.

Technically, the >>= operator is right associative (which is part of the reason this operator was chosen for queries), so this process would have happened first in analyzing the relationship between dump and end.

dump is a filter module (Section 3.5) that takes incoming entities. This means that the operator() is designed to take arguments that reflect a single, general mesh entity. After it does its processing (prints the entity nodes to standard output) it calls the next one in the join-chain with the same entity. Here, that next module is the special end module, a terminator that simply receives incoming mesh entities and stops.

The actual temporary class generated by the template processor is of type join<for_each, join<dump, end>>. This process repeats for the entire sequence of chained query modules.

After the template processor creates this temporary class, the compiler is invoked to translate it into machine code. The optimizer has access to all of the class code for every piece involved: all of the operator() calls may be inlined, and further optimized, until the machine code is indistinguishable from a hand-written loop that explicitly processes the mesh in the prescribed way.

4.4.1 Custom Query Modules

Recall the general classification of query modules from (Section 3.5): sources, filters, terminators and conditions. The distinction between these module types is entirely dependent on how the operator() receives and passes along mesh indices.

These calls must be defined in terms of general enough parameters that any mesh entity in any index can be passed. In this current implementation, those parameters are as follows:
1. `splatter::index* idx` – the containing index

2. `int eltno` – entity position within that index

3. `int etype` – the mesh entity type for this entity

4. `int nnodes` – number of nodes in the mesh entity type (redundant, for efficiency)

5. `int* nodes` – the actual node ids of the entity

To facilitate the development of new query modules, these required arguments are bundled together in standard C macros, based on the desired role of the module in a query. These macro definitions are listed in Listing 4.17.

```
#define SQ_SOURCE ( out )
#define SQ_TERM ( idx , eltno , etype , nnodes , nodes )
#define SQ_FILTER ( idx , eltno , etype , nnodes , nodes , out )
#define SQ_COND ( idx , eltno , etype , nnodes , nodes )
```

Listing 4.17 Macros to facilitate custom query development

These macros are used to define all the standard query modules, and may be used in user code as well.

Consider, for example, the `split` module, a terminator that routes incoming entities to 2 output modules. In Figure 4.18, the use of `SQ_TERM` is demonstrated to implement `split` functionality.

Queries represent a particularly novel contribution to the field of mesh management frameworks. Future work will focus on adding capabilities and additional performance improvements to this feature of `Splatter`.

61
template <typename T1, typename T2>
class split_obj : public query_op
{
public:
    split_obj(T1 x, T2 y) : x(x), y(y) {}

    // call 'x' and 'y' on entity
    SQ_TERM(idx, eltno, etype, nnodes, nodes)
    {
        x(idx, eltno, etype, nnodes, nodes);
        y(idx, eltno, etype, nnodes, nodes);
    }

private:
    T1 x;
    T2 y;
}

Listing 4.18 split routes incoming entities to two subqueries
CHAPTER 5
APPLICATIONS

5.1 Overview

This chapter discusses several applications of the Splatter framework, demonstrating the appropriateness and usability of the framework for advanced tasks.

5.2 Initial Partitioning

Splatter is designed to manage the computational mesh throughout an application run. In the beginning of a typical run, the mesh must be loaded on all parallel processors before the application can proceed. This framework offers a variety of functions for the initial load of mesh data. In this section, these various functions are explained and applied to real mesh data.

5.2.1 Support for Mesh Formats

There are generally two different approaches to the initialization of a Splatter instance, depending on the nature of the data being loaded into the system. When a new mesh is processed for the first time, it must be manually loaded into the framework for processing. Subsequent runs can employ the framework’s standard save and restart capability that allows an application to resume execution from an arbitrary state reached during an earlier application execution.

The process of manually loading a new mesh into Splatter for the first time depends entirely on the format of the mesh generation output process. Generally speaking, any format that supplies the mesh in terms of numbered polytopes (see Section 3.2) is usable with Splatter.
The core data structures do not provide general or specific IO functionality other than the save/restart capability mentioned earlier. Any reader for a specific mesh file format must be written to use the official, exposed public interfaces of Splatter data structures.

That said, subroutines have been written for reading monolithic Star-CD formatted ASCII mesh files, in parallel, in a way that is compatible with Splatter indices. (By monolithic, it is meant that the mesh data is provided in large files without any regard for parallel distribution.) These subroutines are used throughout the applications discussed in this chapter, and are illustrated in the sample code provided in Appendix A.

These starcd::read routines proceed by having each processor open the mesh files simultaneously, jump to a position in the middle defined by the processors rank and the total file size, and reading in an assigned part of the file. This process is known as striping, and results in the mesh data being arbitrarily distributed over the involved processors.

These routines are not particularly efficient in the way that they access the disk. Explicitly using multiple simultaneous file pointers to read a file from a parallel file system can, anecdotally, lead to some unsatisfactory performance. Specifics of this performance degradation will be seen in the analysis to follow.

These performance issues could be resolved with a new mesh file reader based on MPI IO – a standard mechanism for reading files in parallel that avoids these observed performance issues. MPI IO, however, does not work well with ASCII based files and thus would not work with Star-CD mesh files, which were chosen for other practical reasons.

Recall that any mesh-format specific file reader will exist entirely outside the framework. The relative performance of mesh loading mechanisms that are not part of fundamental Splatter functionality are simply not a concern in this present work.

What is a concern, however, is that this striping process results in poor quality partitions (Section 3.3) in which the partition boundaries, shared between processors, are large compared to the computational volume of each partition. Figure 5.1 illustrates a 2D slice of a 3D mesh loaded on 4 processors using this striping technique. In this figure, each
processor is assigned a color. Each processor does own the same number of nodes, but they are distributed throughout the domain haphazardly.

![Image](image.png)

Figure 5.1 Striping alone results in a poor partitioning

The subject of partition quality has been researched extensively (see, for example [28],[29], [30]). The most desirable partitioning maximizes local computation and minimizes inter-process communication — that is, minimizes the number of phantom nodes and shared entities along partition boundaries, while maximizing the amount of local calculations. This is an optimal configuration due to the relatively high cost of communication when compared to computation [31].

In Splatter, a striping load must be followed by an explicit parallel partitioning phase. The framework provides flexibility for working with a number of existing mesh partitioning software libraries, including Zoltan [32] and — perhaps the de facto standard — ParMETIS [33], a parallel implementation of the highly regarded mesh and graph partitioning library, METIS [28]. Basically any algorithm that can assign each local node a target partition can be used with this framework. In general, these tools work by taking a global mesh connectivity as input, and assigning the nodes an appropriate partition.

The METIS family of software libraries implement a multilevel k-way partitioning algorithm that has shown to generate excellent partition quality and very fast performance.
This is the particular partitioning software and algorithm chosen for this test of the Splatter framework.

To apply the metis algorithms, particularly the ParMETIS_V3_PartKway subroutine, the mesh must be transformed into its graph dual or node-to-node connectivity in the commonly used compressed row storage (CRS) form. This is accomplished this using the index_op defined in Listing 5.1.

The output of the metis algorithm is a partition assignment (an int) for each node. Using Algorithm 5.1, these partition assignments are translated into new global ids for each node (note: not all ids will change). Furthermore, the number of nodes per partition leads directly to the new node distribution array (Section 4.2.1.2). These new ids and new distribution are input for Splatter’s global renumber/redistribute algorithm (Section 4.3) which results in all tracked indices and associated data moving to new locations on new processors, as appropriate.

5.2.2 Partition Quality Analysis

Figure 5.2 shows the mesh from Figure 5.1 following an application of a ParMETIS-based renumbering algorithm. Visually it is clear that the nodes assigned to each rank are no longer haphazardly distributed throughout the mesh.

To quantify the improved partition quality, a striped load followed by a ParMETIS-based renumbering was tested on two fairly large simplicial (tets, triangles) meshes. These meshes are listed in Table 5.1.

Table 5.2 and Table 5.3 contain, for the single_block and eight_block meshes respectively, the minimum and maximum partition sizes (in terms of entity counts) before and after an explicit ParMETIS-based renumbering, with a variety of processor counts (np).

The partitioning process attempts to group nodes into equal-sized partitions, while minimizing the dependencies between partitions and maximizing the number of entities on a partition (referred to as the computational volume, earlier). From these tables, it can be
class CSRBUILDER
{
public:
    // this is applied to each index entity
    void operator()(splatter::index* idx, int item, int etype,
                    int width, int* nodes) const
    {
        for (int n1 = 0; n1 < width; n1++)
        {
            if (_odb.owns(nodes[n1]))
            {
                int l = _odb.g2l(nodes[n1]);
                // remember connectivity between n1 and n2, for nodes
                // owned locally
                for (int n2 = 0; n2 < width; n2++)
                {
                    if (n1 != n2)
                    {
                        _hash[l].insert(nodes[n2]);
                    }
                }
            }
        }
    }

    void getCSR(std::vector<int>& ia, std::vector<int>& ja)
    {
        // preallocate ia, ja
        ...
        // load ia, ja with connectivity
        for (unsigned int n = 0; n < _hash.size(); n++)
        {
            ia.push_back(ja.size());
            for (unsigned int v = 0; v < _hash[n].size(); v++)
            {
                ja.push_back(_hash[n][v]);
            }
            ia.push_back(ja.size());
        }
    }
private:
    std::vector<intset>& _hash;
    const ownertool&_odb;
};

Listing 5.1 The index_op used to build the compressed row storage of a mesh
input : parts – array of partition ids for each local node
input : nparts – the number of partitions
input : np – number of MPI processors involved in decomp
input : rank – local MPI rank
output : new_globals contains the new global id for each local node
output : new_dist nparts+1 integers reflecting new node distribution

declare: part_sizes_local – array of size npart
Declare: part_sizes_global – array of size nparts × np
declare: part_offsets – array of size nparts
declare: tally – an integer

for for each part in parts do
   part_sizes_local[part]++
end

get all part sizes from all involved ranks
MPI_Allgather( part_sizes_local → part_sizes_global )
part_sizes_local ← 0...0

tally ← 0
for p ← 0 ... nparts – 1 do
   for r ← 0 ... np – 1 do
      if r = rank then
         part_offsets[p] ← tally
         tally ← tally + part_sizes_global[r × nparts + p]
         part_sizes_local[p] ← part_sizes_local[p] + part_sizes_global[r × nparts+p]
      end
   end
end

tally ← 0
for n ← 0 ... nparts do
   new_dist[n] ← tally
   tally ← tally + part_sizes_local[n]
   new_dist[nparts] ← tally
end
for n ← 0 ... new Globals.size – 1 do
   new_globals[n] ← part_offsets[parts[n]]
   part_offsets[parts[n]] ← + part_offsets[parts[n]]
end

Algorithm 5.1 Calculating new global ids from partition output
seen that the initial striped partitioning had a very even node distribution, in terms of node count per partition.

The tet distribution, however, varied widely because the count included entities along the partition boundaries, which were arbitrary (see Figure 5.1). The ParMETIS process assigned a less even node distribution, but the resulting entity balance was much better.

The higher-dimensional entity distribution has a profound impact on run-time performance for typical PDE-based simulation applications. The dependencies between nodes yield non-zeros in the representative linear system, and thus directly contribute to the size of the problem and the amount of work to be done per rank. In short, the tetrahedron count tends to reflect the work per process more than the node count.

Additionally, the tetrahedra counts are high because of the excessive size of the partition boundary, in this striped case. All partitions contain a high number of entities containing non-local nodes because no efforts were made to minimize the inter-partition
dependencies. This leads to a much higher communication demand when updating data for phantom nodes.

Furthermore, the imbalance noted in post-ParMETIS results is configurable in the particular parmetis call used for partitioning. Specifically, an imbalance threshold parameterizes the partitioning algorithm. Here the suggested default value of 1.05 is used. This can be decreased, allowing less imbalance. Here we define the imbalance of $X$ as $\frac{X_{\text{max}} - X_{\text{min}}}{2 \times (X_{\text{max}} + X_{\text{min}})}$, the magnitude of the range of values divided by the average value.

A last item to consider, these resulting partition sizes — particularly for the eight_block case — are extremely high for typical simulation applications. A mesh containing 320 million tetrahedra would typically be processed with a much larger computational system, containing potentially thousands of processors. In such a case, the individual partition sizes would be much smaller, and ParMETIS's allowed imbalance threshold would result in count discrepancies of a much smaller magnitude.

### 5.2.3 Partitioning Scalability Analysis

Measuring the time it takes to apply the initial partitioning is very interesting in that it suggests certain trends regarding the performance of Splatter's internal data structures and parallel communication algorithms.

<table>
<thead>
<tr>
<th>$np$</th>
<th>state</th>
<th>nodes,min</th>
<th>nodes,max</th>
<th>tets,min</th>
<th>tets, max</th>
<th>bnds,min</th>
<th>bnds,max</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>pre</td>
<td>424885</td>
<td>424886</td>
<td>2966550</td>
<td>5209003</td>
<td>0</td>
<td>692596</td>
</tr>
<tr>
<td></td>
<td>post</td>
<td>394447</td>
<td>432097</td>
<td>2351357</td>
<td>2688059</td>
<td>4228</td>
<td>63012</td>
</tr>
<tr>
<td>32</td>
<td>pre</td>
<td>212442</td>
<td>212443</td>
<td>1318682</td>
<td>3198179</td>
<td>0</td>
<td>455006</td>
</tr>
<tr>
<td></td>
<td>post</td>
<td>198964</td>
<td>216139</td>
<td>1234627</td>
<td>1358827</td>
<td>0</td>
<td>38665</td>
</tr>
<tr>
<td>64</td>
<td>pre</td>
<td>106221</td>
<td>106222</td>
<td>667539</td>
<td>1909987</td>
<td>0</td>
<td>277692</td>
</tr>
<tr>
<td></td>
<td>post</td>
<td>97718</td>
<td>107934</td>
<td>589655</td>
<td>695072</td>
<td>0</td>
<td>22226</td>
</tr>
<tr>
<td>128</td>
<td>pre</td>
<td>53110</td>
<td>53111</td>
<td>338209</td>
<td>1069662</td>
<td>0</td>
<td>171944</td>
</tr>
<tr>
<td></td>
<td>post</td>
<td>47429</td>
<td>53960</td>
<td>294088</td>
<td>353588</td>
<td>0</td>
<td>14261</td>
</tr>
<tr>
<td>256</td>
<td>pre</td>
<td>26555</td>
<td>26556</td>
<td>208240</td>
<td>568869</td>
<td>0</td>
<td>104093</td>
</tr>
<tr>
<td></td>
<td>post</td>
<td>22790</td>
<td>26964</td>
<td>148151</td>
<td>180416</td>
<td>0</td>
<td>8791</td>
</tr>
</tbody>
</table>
Table 5.3 Mesh entity counts affected by ParMETIS on the eight_block mesh

<table>
<thead>
<tr>
<th>np</th>
<th>state</th>
<th>nodes,min</th>
<th>nodes,max</th>
<th>tets,min</th>
<th>tets, max</th>
<th>bnds,min</th>
<th>bnds,max</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>pre</td>
<td>3399078</td>
<td>3399079</td>
<td>21092647</td>
<td>24367788</td>
<td>0</td>
<td>5540768</td>
</tr>
<tr>
<td></td>
<td>post</td>
<td>3349934</td>
<td>3448224</td>
<td>19839594</td>
<td>20418826</td>
<td>332053</td>
<td>362608</td>
</tr>
<tr>
<td>32</td>
<td>pre</td>
<td>1699539</td>
<td>1699540</td>
<td>10219866</td>
<td>14060663</td>
<td>332053</td>
<td>3445374</td>
</tr>
<tr>
<td></td>
<td>post</td>
<td>1645069</td>
<td>1726669</td>
<td>9768743</td>
<td>10312563</td>
<td>147892</td>
<td>184532</td>
</tr>
<tr>
<td>64</td>
<td>pre</td>
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<td>0</td>
<td>1771018</td>
</tr>
<tr>
<td></td>
<td>post</td>
<td>791311</td>
<td>864666</td>
<td>4731051</td>
<td>5212246</td>
<td>59965</td>
<td>107857</td>
</tr>
<tr>
<td>128</td>
<td>pre</td>
<td>424884</td>
<td>424885</td>
<td>2550270</td>
<td>5606273</td>
<td>0</td>
<td>904880</td>
</tr>
<tr>
<td></td>
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<td>4412</td>
<td>66611</td>
</tr>
<tr>
<td>256</td>
<td>pre</td>
<td>212442</td>
<td>212443</td>
<td>1310011</td>
<td>3296484</td>
<td>0</td>
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</tr>
<tr>
<td></td>
<td>post</td>
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<td>216327</td>
<td>117522</td>
<td>1372091</td>
<td>0</td>
<td>40676</td>
</tr>
<tr>
<td>384</td>
<td>pre</td>
<td>141628</td>
<td>141632</td>
<td>860661</td>
<td>2429394</td>
<td>0</td>
<td>343352</td>
</tr>
<tr>
<td></td>
<td>post</td>
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<td>144014</td>
<td>717083</td>
<td>921297</td>
<td>0</td>
<td>30986</td>
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<td>512</td>
<td>pre</td>
<td>106221</td>
<td>106225</td>
<td>665911</td>
<td>1925250</td>
<td>0</td>
<td>289514</td>
</tr>
<tr>
<td></td>
<td>post</td>
<td>94144</td>
<td>108116</td>
<td>579290</td>
<td>694960</td>
<td>0</td>
<td>24968</td>
</tr>
</tbody>
</table>

Considering only the eight_block case, Table 5.4 shows the time (in seconds) taken to load and partition the eight_block mesh in a variety of parallel contexts. In this table, the rows have the following meaning:

1. Striped read: time to load the Star-CD file
2. Build conn: time to generate connectivity input for ParMETIS process
3. ParMETIS call: time for partitioning algorithm to complete
4. Mesh movement: time to renumber in response to partitioning
5. Phantom sync: time to collect phantom nodes from entities on partition boundaries and their associated data

Table 5.4 highlights two problem areas for the current implementation:

1. The striped mesh reader really does perform poorly as the number of processors increases (as per the discussion in Section 5.2.1).
2. ParMETIS does not scale with the number of processors!
Table 5.4 Timing of initial striped load and partitioning on the eight_block mesh

<table>
<thead>
<tr>
<th>np</th>
<th>16</th>
<th>32</th>
<th>64</th>
<th>128</th>
<th>256</th>
<th>384</th>
<th>512</th>
</tr>
</thead>
<tbody>
<tr>
<td>Striped read</td>
<td>660.1</td>
<td>401.4</td>
<td>246.1</td>
<td>273.3</td>
<td>396.4</td>
<td>601.7</td>
<td>595.5</td>
</tr>
<tr>
<td>Build conn</td>
<td>12.3</td>
<td>6.7</td>
<td>4.2</td>
<td>2.4</td>
<td>1.3</td>
<td>.75</td>
<td>.61</td>
</tr>
<tr>
<td>ParMETIS call</td>
<td>29.8</td>
<td>22.4</td>
<td>61.5</td>
<td>81.5</td>
<td>172.0</td>
<td>272.2</td>
<td>308.1</td>
</tr>
<tr>
<td>Mesh movement</td>
<td>67.6</td>
<td>37.8</td>
<td>23.4</td>
<td>18.5</td>
<td>9.9</td>
<td>7.5</td>
<td>6.2</td>
</tr>
<tr>
<td>Phantom sync</td>
<td>.34</td>
<td>.23</td>
<td>.17</td>
<td>.16</td>
<td>.06</td>
<td>.09</td>
<td>.08</td>
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<tr>
<td>Total time</td>
<td>770.14</td>
<td>468.53</td>
<td>335.37</td>
<td>375.86</td>
<td>579.66</td>
<td>882.24</td>
<td>910.49</td>
</tr>
<tr>
<td>Total - read</td>
<td>110.04</td>
<td>67.13</td>
<td>89.27</td>
<td>102.56</td>
<td>183.26</td>
<td>280.54</td>
<td>314.99</td>
</tr>
</tbody>
</table>

Problem 1 from this list will be ignored for now. As discussed above, it is not germane to the performance of Splatter, as the load subroutine exists outside the framework. A proper MPI IO implementation is practically guaranteed to alleviate this issue.

Problem 2 is more of an issue, and it’s no surprise — ParMETIS is known to perform better when using fewer processors. Note: this does not mean it must create fewer partitions. This issue is addressed in the next section, Section 5.2.4.

An interesting thing about the problem of initial partitioning is this: the amount of work required to go from a striped file to quality partitions is highly variable. It depends entirely on the attributes of the monolithic mesh files. As the number of partitions increase, the amount of data that is “probably on the wrong partition” increases, and the global work required to put everything where it belongs increases.

A simple thought experiment backs this up: if we desired a single partition, then all data from the monolithic mesh file would be on the desired partition, immediately upon reading the mesh in serial — requiring no extra work. Alternately, if we had a processor for every node in the mesh, then, then every tetrahedral entity must be copied to at least 3 other partitions.

With this degree of arbitrariness, the general performance reflected in Table 5.4 — other than the problems identified above — is highly acceptable.

The amount of time it takes to prepare the connectivity for ParMETIS scales reasonably (approximately 60% scalability over the tested range of processor counts, for a component of the algorithm that is inherently fast).
Similarly, the amount of work required to physically move all mesh data in response to the partitioning (labeled *Mesh movement* in the table) scales reasonably, especially considering the thought experiment posed above.

### 5.2.4 ParMETIS Improvements

It is clear from these results that ParMETIS should not be invoked on all processors involved in the mesh for the initial partitioning. We have implemented a method that allows fewer partitions to take part in the ParMETIS execution. Unfortunately, the current implementation requires the processors involved in ParMETIS to physically store the entire mesh while doing so. This will be improved in the next revision of the code.

Specifically, we create an MPI group, with a corresponding communicator, that handles all of the initial load and distribution of the mesh. This will be replaced in the future with a variation that allows the mesh data to be read in parallel on the entire complement of processors, while using a restricted (smaller) set of processors just for the ParMETIS algorithms.

Regardless, the current system does allow us to reason about the performance aspects of the ParMETIS algorithms using fewer processors for the partitioning.

Table 5.5 illustrates timing information for these alternate configurations. Particularly, the *eight block* mesh is always loaded and partitioned on 32 processors, farming the partitioned mesh out to the entire complement of processors.

<table>
<thead>
<tr>
<th>np</th>
<th>32</th>
<th>64</th>
<th>128</th>
<th>256</th>
<th>384</th>
</tr>
</thead>
<tbody>
<tr>
<td>num loaders</td>
<td>32</td>
<td>32</td>
<td>32</td>
<td>32</td>
<td>48</td>
</tr>
<tr>
<td>Parmetis</td>
<td>22.4</td>
<td>32.3</td>
<td>32.3</td>
<td>33.5</td>
<td>33.1</td>
</tr>
<tr>
<td>Mesh movement</td>
<td>37.8</td>
<td>45</td>
<td>45</td>
<td>45.8</td>
<td>32.2</td>
</tr>
</tbody>
</table>
In summary, improved scalability of the initial partitioning can be achieved with a rewrite of the ParMETIS-related code. A current implementation can be invoked on a more desirable number of processors, but the entire mesh and all data must fit in the memory allocated to the executing processes, along with the communication buffers needed to distribute the mesh entities. Because of the memory size of the communication buffers, the cases for 384 and 512 processors above could not be loaded on 32 processors. The 384 processor case was partitioned on 48 processors, and the 512 processor case was not attempted.

*Splatter* is capable of performing the initial parallel load and distribution of a mesh suitably well. Certain optimizations must be made to improve the performance of the system *in general.*

Note: In the introduction to this section, a system for *saving* and *restarting* the processing of a mesh was mentioned. These mechanisms are used later in this chapter, and do not suffer from either the IO bottlenecks or ParMETIS limitations discussed here. Specifically, the partitioned mesh can be saved in this format as soon as partitioning is complete. In this mode, partitioning can be treated as an offline process, meaning that future runs need not concern themselves with the initial distribution of the mesh at all.

5.3 Adaptive Refinement and Coarsening

*Splatter* supports topological changes to mesh entities over the course of an application run. Such changes impact internal framework data structures, namely the node \( \rightarrow \) entity maps (Section 4.2.2.2) and phantom node mappings (Section 4.2.2.3). Because of this, it is imperative that these changes either occur via framework API calls that maintain internal data structure integrity, or are explicitly followed by calls that rebuild these internal structures (such as `part_mngr::augment_nodes` and `explicit_index::build_hash` — see Appendix C).
In this section, we describe an advanced application of the Splatter framework that allows for the dynamic refinement and de-refinement of simplicial meshes in response to user-defined refinement functions.

In a simulation application, these user-defined refinement functions would typically correspond to interpretations of solution data, such as high gradients in solution variables. Indeed, this particular application will be shown in Section 5.4.

Here, we focus on the mechanics of refinement and de-refinement, using an entirely artificial refinement function. As such, we can explore the behaviors of extreme mesh modification, without the overhead of actual simulation code numerics.

The test function we use is a sphere around an arbitrary coordinate point in the mesh. Entities that intersect this sphere will be fully refined. As the experiments progress, this sphere will move through the mesh, refining entities along its path, introducing many additional nodes and mesh entities. In response to these dynamic mesh modifications, the mesh partitioning will be explicitly updated to rebalance partition sizes.

Finally, de-refinement is allowed. In this case, refined entities that are too far away from the refinement sphere are restored to their original configuration. This is a highly complicated algorithm that makes novel use of Splatter’s flexible index structure and query syntax.

5.3.1 Refinement of Simplicial Entities

The purpose of mesh refinement techniques is to dynamically add extra nodes to a mesh as an application progresses. In the regions of the mesh where these nodes are added, mesh entities are replaced with new, smaller entities defined in terms of the additional nodes. With more nodes in these regions, a higher resolution solution can be determined, hence this technique is useful in regions of the mesh where high solution activity is detected.

Certain application techniques, based on particular equation discretization schemes, include mathematical specifications for estimating the numerical discretization error of an
ongoing solution, throughout the mesh [34]. Such a scheme could be used to decide where mesh refinement should occur, minimizing the detected error.

Splatter’s refinement capabilities are separate from any such mathematical motivation. With this framework, the user — based on an arbitrary criterion — merely indicates which mesh entities should be broken into smaller pieces.

The algorithm used by the framework is flexible and extensible, but the current implementation is limited to simplicial meshes.

Every tetrahedral entity marked for refinement by the user will eventually be replaced by 8 smaller tetrahedra. A new node is introduced along each edge in the original, and these split edges define the resulting smaller shapes. Figure 5.3 illustrates the full refinement of a single tetrahedron.

Replacing these tetrahedra alone will not yield a valid polytopal complex. There must be transition entities acting as a layer between the fully refined and unrefined entities. This concept is demonstrated using triangular entities, for clarity, in Figure 5.4. (Note: some applications may allow hanging nodes between adjacent mesh entities — that configuration is supported by Splatter, but not used in this demonstration).

Further complicating this refinement algorithm is the fact that it is happening in parallel. Special attention must accompany mesh operations along partition boundaries. All
Figure 5.4 The need for transition entities between fully refined and unrefined entities processors affected by an entity refinement must agree on how to proceed. The framework provides considerable help in designing algorithms that handle these special cases.

5.3.1.1 Mesh Refinement Algorithm

The global mesh refinement algorithm proceeds in 3 stages:

1. Mark all edges that need to be split, propagating through transition entities until the proposed configuration yields a valid complex.

2. Request from the framework enough new global nodes to assign one to each refined edge.

3. Replace all entities containing a marked edge with the appropriate configuration of smaller entities such that all marked edges are split.

Stage 1 of this global algorithm proceeds according to Algorithm 5.2. This algorithm handles the determination of transition entities according to a user-specified entity classification function. It propagates edges marked for refinement until the resulting discretization eliminates all hanging nodes. The end result is a list of all edges that must be refined by the local processor. Note: as mentioned the current implementation is explicitly
for simplicial meshes, but this algorithm is written in terms of general entities subjected to edge-based refinement.

```
input : refine_edges – set of edges required to split
text  : indices – collection of Splatter indices
output: refine_edges – set of all edges required to split, leaving a valid complex
declare: new_edges – extra edges refined during this iteration

Tell other ranks about refine_edges, on partition boundaries, storing incoming edges in refine_edges

repeat
  new_edges ← ∅
  foreach entity ent in indices adjacent to any of edges do
    invoke geometry-specific test
    if not TEST(ent, edges) then
      introduce extra edges needed for a valid refinement
      new_edges ← new_edges ∪ ADDITIONAL_EDGES(ent, edges)
    end
    Tell other ranks about new_edges, storing incoming edges in new_edges
    refine_edges ← refine_edges ∪ new_edges
  end
until global(new_edges) ≠ ∅
```

Algorithm 5.2 Propagating edge refinement

The purpose of the entity classification test (corresponding to TEST and ADDITIONAL_EDGES in Algorithm 5.2) is to ensure that when an entity is refined, the resulting replacement entities are valid and are suitable for the application. The current implementation of this TEST, for tetrahedra, requires that no tetrahedron have more than 3 refined edges without being fully refined. This is intended to halt the creation of small tetrahedra with high aspect ratios, and to provide a model for future refinement of more
complex entities. The corresponding ADDITIONAL_EDGES implementation marks extra edges for refinement, as needed, to satisfy this TEST.

Since any call to ADDITIONAL_EDGES has the affect of causing the main propagation loop to repeat, the process continues until all parallel ranks agree that all entities will end in a valid state (global(new_edges) in the algorithm translates to an MPI_Reduce operation). Having too strict a TEST would cause this process to repeat indefinitely, with the result of refining far more entities than would be desirable.

An obvious improvement to this algorithm would be the ability to mark certain edges as unrefinable. With this the user would be able to keep the transition entity propagation process from venturing into regions of the mesh where refinement should not occur, for whatever reason.

5.3.1.2 Actual Refinement Implementation

Algorithm 5.2 is written for clarity. Several implementation details require further explanation.

Listing 5.2 contains the actual query used to implement the inner loop of the algorithm — basically a single pass in the transition entity propagation process. It uses a single custom query module to simultaneously provide the TEST and ADDITIONAL_EDGES functionality. The deliver protocol (Section 4.2.3.1), as applied to the temp_index result set called new_edges is used to communicate refinement information with adjacent processors.

Specifically, this query tests every mesh entity that is adjacent to any edge on the list to be refined. The store/sort combination routes all newly refined edges to processors impacted by the refinement — specifically, those that share a stake in any affected mesh entity.

The custom validate_tet query module is designed to analyze an incoming entity and make sure that the set of edges to be refined will leave that entity in a usable state. This is where custom user criteria for refinement would go. This module introduces new edges
to be refined as appropriate, and these are the edges that are routed to the appropriate neighboring ranks. The source code for validate_tet is included in Appendix B.

```plaintext
for_each(refine_edges) >>= faces_in(root_idx) >>= unique() >>=
    store(all_needers(true), "tet_needers")
    validate_tet(refine_edges)
    save_temp(new_edges)
    sort(fetch("tet_needers"), face_id(), new_edge_delivery)
```

Listing 5.2 Splatter query for propagating refined edges in parallel

Once this algorithm identifies all edges that must be refined, the part_mngr is requested to provide enough new global ids to assign one to each of the refined edges. This get_more_nodes algorithm proceeds by calculating a new, larger, node distribution containing an appropriate number of unused nodes on each rank. This new distribution is applied using the standard renumber/redistribute (Section 4.3) functionality. The new/unused nodes are associated with each edge-to-refine and these mappings are routed using framework queries and deliver to processors in need of the data.

Lastly, a counterpart to the validate_tet query module is applied that actually replaces every refined entity with the appropriate smaller entities. Specifically, this module is called refine_tet and it has the luxury of assuming that validate_tet succeeded in enforcing a valid refinement plan for each tetrahedron. When the application of refine_tet is complete, the indices will contain the replacement tetrahedra in place of the originals.

5.3.1.3 Hooks

To further satisfy arbitrary user applications, code may be registered with the framework to execute when new nodes and entities are created. Code thus registered is considered a hook (or a callback) and is used typically to copy user-specific data into the replacement entities.
For example, region entities are often associated with volume condition tags. Using a refinement hook, the user can specify that when an entity is replaced during the refinement process, the new smaller entities should inherit the original’s volume condition tag.

The presence of these hooks enables seamless integration of the described refinement functionality with user applications.

5.3.2 Refinement Results

To demonstrate this refinement capability, we reintroduce the demonstration described earlier in this section. An analytic refinement function defined as a sphere around a coordinate point is introduced and moved through the mesh over the course of several iterations. All mesh entities intersected by the sphere are fully refined. Transition entities are propagated as needed.

For illustration, Figure 5.5 is a sequence of images generated from this test program, on a smaller 3D mesh of 17016 nodes and 75576 tetrahedra, using 4 processors. Each contributing rank is assigned a color.

Table 5.6 contains results from this test program run on the eight_block mesh consisting of 54 million nodes and 320 million tets. The refinement algorithm scales well — very close to linear scaling — but the resulting partition is poorly distributed among the processors. This imbalance leads to poor parallel performance in solve applications (see Section 5.4).

The initial imbalances reported in Table 5.6 are allowed, as they fall within ParMETIS’s prescribed imbalance factor. Refining the mesh introduces imbalance, which leads to idle processors. The increased imbalance as the number of processors increases makes sense: the refined mesh entities are consolidated onto fewer, smaller partitions, which get proportionally larger than those containing no refinements.

Considering the relatively low percentage increase in average nodes per partition (.26%), the magnitude of the resulting imbalance is striking.
Figure 5.5 Moving the refinement function through the mesh
Table 5.6 Partition imbalance introduced by mesh refinement

<table>
<thead>
<tr>
<th>np</th>
<th>before refinement</th>
<th>32</th>
<th>64</th>
<th>128</th>
</tr>
</thead>
<tbody>
<tr>
<td>minimum node count</td>
<td>1683624</td>
<td>820010</td>
<td>385772</td>
<td></td>
</tr>
<tr>
<td>maximum node count</td>
<td>1770382</td>
<td>902895</td>
<td>466734</td>
<td></td>
</tr>
<tr>
<td>node imbalance</td>
<td>1.2%</td>
<td>2.4%</td>
<td>4.7%</td>
<td></td>
</tr>
<tr>
<td>minimum tet count</td>
<td>9768743</td>
<td>4731051</td>
<td>2202616</td>
<td></td>
</tr>
<tr>
<td>maximum tet count</td>
<td>10312563</td>
<td>5212246</td>
<td>2677209</td>
<td></td>
</tr>
<tr>
<td>tet imbalance</td>
<td>1.3%</td>
<td>2.4%</td>
<td>4.8%</td>
<td></td>
</tr>
<tr>
<td>avg. delta node count</td>
<td>4511</td>
<td>2257</td>
<td>1146</td>
<td></td>
</tr>
<tr>
<td>avg. partition size increase</td>
<td>.26%</td>
<td>.26%</td>
<td>.26%</td>
<td></td>
</tr>
<tr>
<td>refinement time (s)</td>
<td>72.7</td>
<td>52.3</td>
<td>20.8</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>np</th>
<th>after refinement</th>
<th>32</th>
<th>64</th>
<th>128</th>
</tr>
</thead>
<tbody>
<tr>
<td>minimum node count</td>
<td>1683624</td>
<td>820010</td>
<td>385772</td>
<td></td>
</tr>
<tr>
<td>maximum node count</td>
<td>1874249</td>
<td>1023201</td>
<td>581509</td>
<td></td>
</tr>
<tr>
<td>node imbalance</td>
<td>2.7%</td>
<td>5.5%</td>
<td>10.1%</td>
<td></td>
</tr>
<tr>
<td>minimum tet count</td>
<td>9768743</td>
<td>4731051</td>
<td>2202616</td>
<td></td>
</tr>
<tr>
<td>maximum tet count</td>
<td>10896768</td>
<td>5915415</td>
<td>3329890</td>
<td></td>
</tr>
<tr>
<td>tet imbalance</td>
<td>2.7%</td>
<td>5.6%</td>
<td>10.1%</td>
<td></td>
</tr>
</tbody>
</table>

5.3.3 Load Balancing

As entities are refined, the additional nodes introduced are owned by the rank that owned the refined entity. Left unchecked, this leads to a load imbalance in which certain processors have an excess of work to perform. Processors with less work to do idle, waiting for the busy processors to finish. The result is a poor use of computational resources, and extra time required for the application to complete.

This load imbalance occurs because after refinement, certain processors are responsible for a disproportionate number of mesh entities. To restore the balance of load, the mesh is adaptively repartitioned.

Splatter uses ParMETIS routines, again, to calculate new, more balanced partitions. In fact, the previous load-balancing algorithm is used here, with one small but important modification. ParMETIS_V3_PartKway is called with an adaptation flag, indicating to the
partitioning library that the existing partition was *mostly good* (which is true), it just needs to be adjusted. The use of this flag causes ParMETIS to execute in a mode that does not suffer from the scalability problems discussed in Section 5.2.4.

Table 5.7 illustrates the speed and quality of improvement offered by a ParMETIS load balancing algorithm. It can be considered an extension of Table 5.6 in that the initial entity distribution corresponds to the post-refinement balance in that table. Following those entries is the time required to invoke ParMETIS and physically move data into a more balanced configuration.

<table>
<thead>
<tr>
<th>np</th>
<th>32</th>
<th>64</th>
<th>128</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>before balancing</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>minimum node count</td>
<td>1683624</td>
<td>820010</td>
<td>385772</td>
</tr>
<tr>
<td>maximum node count</td>
<td>1874249</td>
<td>1023201</td>
<td>581509</td>
</tr>
<tr>
<td><strong>node imbalance</strong></td>
<td><strong>2.7%</strong></td>
<td><strong>5.5%</strong></td>
<td><strong>10.1%</strong></td>
</tr>
<tr>
<td>minimum tet count</td>
<td>9768743</td>
<td>4731051</td>
<td>2202616</td>
</tr>
<tr>
<td>maximum tet count</td>
<td>10896768</td>
<td>5915415</td>
<td>3329890</td>
</tr>
<tr>
<td><strong>tet imbalance</strong></td>
<td><strong>2.7%</strong></td>
<td><strong>5.6%</strong></td>
<td><strong>10.1%</strong></td>
</tr>
<tr>
<td>time to compute repartition (s)</td>
<td>27.5</td>
<td>19.6</td>
<td>10.4</td>
</tr>
<tr>
<td>time to move entities (s)</td>
<td>25.9</td>
<td>22</td>
<td>12.2</td>
</tr>
<tr>
<td><strong>after balance</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>minimum node count</td>
<td>1689631</td>
<td>819854</td>
<td>385698</td>
</tr>
<tr>
<td>maximum node count</td>
<td>1826333</td>
<td>932435</td>
<td>490640</td>
</tr>
<tr>
<td><strong>node imbalance</strong></td>
<td><strong>1.9%</strong></td>
<td><strong>3.2%</strong></td>
<td><strong>.06%</strong></td>
</tr>
<tr>
<td>minimum tet count</td>
<td>9806471</td>
<td>4730741</td>
<td>2202439</td>
</tr>
<tr>
<td>maximum tet count</td>
<td>10602510</td>
<td>5325942</td>
<td>2746515</td>
</tr>
<tr>
<td><strong>tet imbalance</strong></td>
<td><strong>2%</strong></td>
<td><strong>3%</strong></td>
<td><strong>5.5%</strong></td>
</tr>
</tbody>
</table>

The actual load balancing calls scale fairly well – approximately 90% scalability for the jump from 64 to 128 processors.
Figure 5.6 Refining and rebalancing the load at each step
5.3.4 Enabling De-refinement

De-refinement, or coarsening, is a much more difficult problem than refinement. The idea is that over the course of an application, it is determined that there are more nodes than necessary in a given region of the mesh, and that excess nodes should be removed. As before, mathematical error estimates could lead to a quantifiable motivation for eliminating nodes.

General mesh coarsening is problematic in that it insinuates that the original mesh generation process was somehow overzealous. In many cases meshes are generated with features designed to serve an application requirement, such as orthogonal packing of mesh entities along surface boundaries, to better resolve viscous effects. General coarsening in these cases could have devastating effects on application results.

Furthermore, general coarsening is difficult. It is a localized mesh generation problem in which nodes are eliminated from a mesh region, and entities are reconstructed from the remaining nodes, using mesh generation techniques (such as Delaunay triangulation).

The approach taken presently is for de-refinement: restoring refined mesh entities to an earlier configuration. To facilitate this, we require an elaborate bookkeeping data structure that records all mesh modifications, so that they can be undone.

The de-refinement process proceeds as follows:

1. Identify previous mesh entities to restore.
2. Remove the smaller mesh entities that conflict with the mesh entities being restored.
3. Re-add the original mesh entity to the appropriate indices.
4. Update the bookkeeping data structure.
5. Invoke a restricted mesh refinement process to create transition entities around the newly restored entities as needed.
6. Remove unused nodes (optional, depending on application requirements).
5.3.4.1 De-refinement Bookkeeping

The bookkeeping data structure must be updated every time an entity refinement is made, to include a record of the original entity and its replacements. These replacements may, in turn, be refined and the data structure must be able to reflect this, effectively storing multiple levels of undo information.

Additionally, the bookkeeping data structure must be aware of the parallel context of the mesh. Load-balancing often occurs in response to mesh refinement, meaning that nodes and entities are renumbered and moved between processors. The bookkeeping must reflect these numbering changes, including the movement to other processors, so that the processor owning the related entities has the information needed to de-refine.

Lastly, since an overarching Splatter goal is to support arbitrary user data, these refined mesh entities may be associated with arbitrary user data that must be maintained along with the bookkeeping records. In other words, entity data also must be restored when a refinement is undone.

Here, we present a solution that accomplishes all of the above by making elaborate use of Splatter’s flexible mesh data structures and query syntax. It currently only supports simplicial mesh entities — that is, the de-refinement of tetrahedra and triangles.

The bookkeeping consists of three distinct components:

1. replacements – a mapping from original mesh entities to their replacements.

2. originals – a list of original mesh entities that may be de-refined.

3. originals_pending – a secondary list of original mesh entities that are currently not allowed to be de-refined, because their replacements have been refined. (de-refinement must happen incrementally — one level of undo at a time).

Recall:

1. The lists and mappings comprising the bookkeeping structure must appear on the process that owns the partition containing the related entities.
2. Refinement, de-refinement and load-balancing will occur periodically, meaning that the nodes used in these lists and mappings must be updated.

In short, these bookkeeping data structures must be treated exactly like every other tracked index in use (Section 4.3). The solution: implement these bookkeeping structures as *Splatter* indices.

The framework allows the construction of additional entity types, and does not technically require them to represent polytopes. Here, we introduce a new mesh entity type that represents a replacement entity and its corresponding original.

The *originals* and *pending_originals* indices are *explicit_index* objects of type `topo::TET`. The *replacements* index is an *explicit_index* containing custom entities with 8-node tuples: the first four nodes containing the nodes in the replacement tetrahedron, the last four containing the nodes belonging to the original (see Figure 5.7).

![Figure 5.7 De-refinement information stored in a custom explicit_index](image)

By tracking these indices with the `part_mgr` (the default behavior for those of type *explicit_index*), they are automatically renumbered and redistributed as appropriate,
whenever any global renumber/redistribute occurs, which (as seen in Section 4.3) happens during any operation that impacts the node distribution.

To configure the part_mgr to enable de-refinement, a special subroutine called register_coarsen_handlers is used. This subroutine registers custom hooks for the refinement process (Section 5.3.1.3), such that whenever entities are refined, the bookkeeping is updated with the proper undo information.

During the de-refinement process, after the entities to be restored are identified, queries are used to find the replacement entities that were derived from these originals. These replacement entities will be removed from the indices and the originals will be put back.

One complication of note: indices that do not represent polytopes, such as the special entities comprising the replacements index, are susceptible to false positives in the search results, using the standard fast_index search structure (Section 4.2.2.2).

In the case of replacements, searching for a 4-node tetrahedron would find all 8-node entities that happened to contain all 4 nodes, but those nodes would not be guaranteed to exist entirely in half the tuple corresponding to a specific tetrahedron. For example, 3 of the nodes might be in the part of the tuple representing the original entity, and the 4th might be from the other half.

Because of this possibility, bookkeeping queries that operate on replacements must use a secondary test on the results of the search process.

In the current implementation, this secondary test is manifested in a custom query module called actual_replacements, which is used in lieu of the standard faces_in component. This module outputs only the expected replacement entities (from replacements) for an incoming tetrahedron. Listing B contains the heart of this query module. It uses a special tetmatch object (an instance of splatter::picky_matcher documented in Appendix C) to filter out the false matches from the default search structure.

A final complication of note: user data may be associated with refined mesh entities that must be restored when de-refinement occurs. To account for this, reflective
properties of the data_proxy (see Section 4.2.3.8) are used to clone the data associated with the primary tetrahedra index, attaching compatible data proxies to the original and original_pending indices. Part of the refinement hooks, as well as the main coarsening algorithm, use the store_raw functionality of data_proxy to blindly copy associated data between the bookkeeping data structures and user data structures. Thus, arbitrary user data is automatically tracked throughout the refinement/de-refinement process, with no user interaction necessary.

5.3.5 De-refinement Results

With coarsening configured, the refinement test using the artificial sphere refinement function is repeated. Refined entities that fall a distance from the sphere center corresponding to a configurable threshold are de-refined. Figure 5.8 and Figure 5.9 illustrate this process.

Table 5.8 contains the results of this refinement/coarsening demonstration run on the single_block mesh introduced in Section 5.2.2. 7 iterations were run, each iteration containing a coarsening stage and a refinement stage.
Figure 5.8 Refining, de-refining and rebalancing the load at each step
Figure 5.9 Refining, de-refining and rebalancing the load at each step
For each iteration, the following results are reported:

1. entities de-refined: the global number of mesh entities that will be restored. This number does not attempt to count distinct entities; that is, entities shared along partition boundaries will be counted multiple times.

2. de-ref time: the number of seconds to process the de-refinement.

3. entities refined: The initial number of tetrahedron being fully refined. The actual refinement count will be more due to the subsequent calculation of transition entities.

4. refinement time: the number of seconds to process the refinement.

5. node count: the average number of nodes owned per processor.

6. tet count: the average number of volume entities existing on each processor.

7. boundary count: the average number of triangular boundary entities existing on each processor.

8. phantom node count: the average number of non-local nodes required per processor.

9. memory usage: the maximum size in kilobytes of a single processors virtual memory.

10. iteration time: the wall clock time taken to evaluate the entire process coarsening/refinement

Table 5.8 Refinement and de-refinement of the single_block mesh

<table>
<thead>
<tr>
<th>Processor Count</th>
<th>16</th>
<th>32</th>
<th>64</th>
<th>128</th>
</tr>
</thead>
<tbody>
<tr>
<td>INITIAL</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>node count</td>
<td>424885</td>
<td>212442</td>
<td>106221</td>
<td>60825</td>
</tr>
<tr>
<td>tet count</td>
<td>2570163</td>
<td>1298160</td>
<td>657397</td>
<td>334037</td>
</tr>
<tr>
<td>boundary count</td>
<td>43891</td>
<td>22066</td>
<td>11104</td>
<td>5601</td>
</tr>
</tbody>
</table>

Continued on next page
Table 5.8 Refinement and de-refinement of the single block mesh

<table>
<thead>
<tr>
<th>Processor Count</th>
<th>16</th>
<th>32</th>
<th>64</th>
<th>128</th>
</tr>
</thead>
<tbody>
<tr>
<td>phantom node count</td>
<td>23438</td>
<td>16943</td>
<td>11498</td>
<td>7715</td>
</tr>
<tr>
<td>memory usage (kb)</td>
<td>429456</td>
<td>409060</td>
<td>335372</td>
<td>319796</td>
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</tbody>
</table>

**ITERATION 0**

<table>
<thead>
<tr>
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<th>0</th>
<th>0</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>entities de-refined</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>de-ref time (s)</td>
<td>9.22</td>
<td>3.99</td>
<td>1.84</td>
<td>0.96</td>
</tr>
<tr>
<td>entities refined</td>
<td>44749</td>
<td>45841</td>
<td>46877</td>
<td>48169</td>
</tr>
<tr>
<td>refinement time (s)</td>
<td>28.30</td>
<td>12.30</td>
<td>6.68</td>
<td>3.48</td>
</tr>
<tr>
<td>node count</td>
<td>455271</td>
<td>214952</td>
<td>107476</td>
<td>53738</td>
</tr>
<tr>
<td>tet count</td>
<td>2601453</td>
<td>1315408</td>
<td>666479</td>
<td>338203</td>
</tr>
<tr>
<td>boundary count</td>
<td>44319</td>
<td>22173</td>
<td>11160</td>
<td>5633</td>
</tr>
<tr>
<td>phantom node count</td>
<td>25367</td>
<td>17992</td>
<td>12214</td>
<td>7940</td>
</tr>
<tr>
<td>memory usage (kb)</td>
<td>695348</td>
<td>527920</td>
<td>395804</td>
<td>345848</td>
</tr>
<tr>
<td>iteration time (s)</td>
<td>53.2</td>
<td>23.8</td>
<td>12.9</td>
<td>7.9</td>
</tr>
</tbody>
</table>

**ITERATION 1**

<table>
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<tr>
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<th>0</th>
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</thead>
<tbody>
<tr>
<td>entities de-refined</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>de-ref time (s)</td>
<td>27.39</td>
<td>10.40</td>
<td>5.63</td>
<td>3.46</td>
</tr>
<tr>
<td>entities refined</td>
<td>82140</td>
<td>85606</td>
<td>85501</td>
<td>85834</td>
</tr>
<tr>
<td>refinement time (s)</td>
<td>34.93</td>
<td>23.10</td>
<td>10.95</td>
<td>5.38</td>
</tr>
<tr>
<td>node count</td>
<td>439040</td>
<td>219520</td>
<td>109760</td>
<td>54880</td>
</tr>
<tr>
<td>tet count</td>
<td>2656365</td>
<td>1341236</td>
<td>679692</td>
<td>345479</td>
</tr>
<tr>
<td>boundary count</td>
<td>44436</td>
<td>22329</td>
<td>11248</td>
<td>5674</td>
</tr>
<tr>
<td>phantom node count</td>
<td>26244</td>
<td>17846</td>
<td>12261</td>
<td>8215</td>
</tr>
<tr>
<td>memory usage (kb)</td>
<td>821756</td>
<td>600756</td>
<td>421872</td>
<td>365372</td>
</tr>
<tr>
<td>iteration time (s)</td>
<td>84.6</td>
<td>46.8</td>
<td>23.0</td>
<td>12.9</td>
</tr>
</tbody>
</table>

**ITERATION 2**

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>entities de-refined</td>
<td>83733</td>
<td>83381</td>
<td>84953</td>
<td>86052</td>
</tr>
<tr>
<td>de-ref time (s)</td>
<td>59.61</td>
<td>43.80</td>
<td>21.27</td>
<td>17.50</td>
</tr>
</tbody>
</table>

Continued on next page
Table 5.8 Refinement and de-refinement of the single_block mesh

<table>
<thead>
<tr>
<th>Processor Count</th>
<th>16</th>
<th>32</th>
<th>64</th>
<th>128</th>
</tr>
</thead>
<tbody>
<tr>
<td>entities refined</td>
<td>103518</td>
<td>105863</td>
<td>105648</td>
<td>108613</td>
</tr>
<tr>
<td>refinement time (s)</td>
<td>45.72</td>
<td>23.18</td>
<td>11.86</td>
<td>6.60</td>
</tr>
<tr>
<td>node count</td>
<td>446676</td>
<td>223338</td>
<td>111669</td>
<td>55835</td>
</tr>
<tr>
<td>tet count</td>
<td>2704577</td>
<td>1364338</td>
<td>693405</td>
<td>351507</td>
</tr>
<tr>
<td>boundary count</td>
<td>44515</td>
<td>22364</td>
<td>11276</td>
<td>5686</td>
</tr>
<tr>
<td>phantom node count</td>
<td>27751</td>
<td>18298</td>
<td>13304</td>
<td>8430</td>
</tr>
<tr>
<td>memory usage (kb)</td>
<td>846916</td>
<td>622584</td>
<td>465468</td>
<td>482864</td>
</tr>
<tr>
<td>iteration time (s)</td>
<td>124.25</td>
<td>76.59</td>
<td>40.27</td>
<td>29.60</td>
</tr>
</tbody>
</table>

**ITERATION 3**

| entities de-refined | 187082 | 187772 | 193030 | 192870 |
| de-ref time (s)     | 67.96  | 46.63  | 22.03  | 26.09  |
| entities refined    | 103792 | 103582 | 107598 | 107693 |
| refinement time (s) | 49.49  | 22.66  | 13.15  | 6.15   |
| node count          | 449575 | 224788 | 112394 | 56197  |
| tet count           | 2723090| 1373950| 695970 | 355070 |
| boundary count      | 44402  | 22310  | 11233  | 5676   |
| phantom node count  | 28460  | 18750  | 12702  | 9020   |
| memory usage (kb)   | 862012 | 650108 | 504428 | 567244 |
| iteration time (s)  | 147.01 | 84.34  | 44.18  | 37.78  |

**ITERATION 4**

| entities de-refined | 258287 | 258644 | 262169 | 272252 |
| de-ref time (s)     | 76.23  | 36.51  | 25.64  | 22.72  |
| entities refined    | 102874 | 102681 | 105170 | 108317 |
| refinement time (s) | 61.59  | 27.49  | 11.72  | 5.98   |
| node count          | 449491 | 224747 | 112375 | 56186  |
| tet count           | 2720675| 1381067| 695882 | 355052 |
| boundary count      | 44368  | 22322  | 11229  | 5672   |

Continued on next page
Table 5.8 Refinement and de-refinement of the single_block mesh

<table>
<thead>
<tr>
<th>Processor Count</th>
<th>16</th>
<th>32</th>
<th>64</th>
<th>128</th>
</tr>
</thead>
<tbody>
<tr>
<td>phantom node count</td>
<td>27776</td>
<td>21472</td>
<td>12725</td>
<td>9027</td>
</tr>
<tr>
<td>memory usage (kb)</td>
<td>868604</td>
<td>663836</td>
<td>547936</td>
<td>567244</td>
</tr>
<tr>
<td>iteration time (s)</td>
<td>168.97</td>
<td>80.49</td>
<td>48.38</td>
<td>34.47</td>
</tr>
</tbody>
</table>

**ITERATION 5**

| entities de-refined | 261615 | 269655 | 266529 | 274482 |
| de-ref time (s) | 125.24 | 41.51 | 26.03 | 20.92 |
| entities refined | 102771 | 106200 | 106151 | 111656 |
| refinement time (s) | 50.65 | 32.86 | 13.20 | 5.85 |
| node count | 44952 | 0 | 224762 | 112385 | 56196 |
| tet count | 2721186 | 1375045 | 697439 | 355542 |
| boundary count | 44368 | 22306 | 11238 | 5671 |
| phantom node count | 27853 | 19232 | 13306 | 9202 |
| memory usage (kb) | 872232 | 664396 | 553576 | 567244 |
| iteration time (s) | 204.60 | 93.77 | 48.49 | 32.28 |

**ITERATION 6**

| entities de-refined | 257427 | 262433 | 268309 | 274919 |
| de-ref time (s) | 52.00 | 73.38 | 31.32 | 19.62 |
| entities refined | 102411 | 103727 | 106727 | 109618 |
| refinement time (s) | 54.25 | 35.08 | 13.34 | 6.39 |
| node count | 449772 | 224902 | 112452 | 56230 |
| tet count | 2722006 | 1375929 | 696357 | 355523 |
| boundary count | 44363 | 22315 | 11226 | 5674 |
| phantom node count | 27708 | 19228 | 10353 | 12702 |
| memory usage (kb) | 872284 | 669788 | 560036 | 567244 |
| iteration time (s) | 137.75 | 125.31 | 54.55 | 31.69 |

Valuable insight from this table:
1. The refinement algorithm is highly scalable, with an average strong scaling percentage of 101% over the course of these iterations, up to 128 processors.

2. The coarsening algorithm – not quite as impressive as the refinement – with an average strong scaling percentage of 54%. This is a reasonable figure given the complexity of the bookkeeping, as well as the extreme nature of the refinement and coarsening done during the tests.

3. Each iteration roughly results in an equal number of additions and subtractions from the mesh. This is evidenced by the near constant node, tet and boundary counts. Correspondingly, the total memory size remains effectively constant over the runs.

   This demonstration and analysis reflects highly usable algorithms. Considering that most real applications will take a far greater amount of time simply to perform application calculations, the time it takes to update and manipulate the mesh will be dwarfed by other concerns in a real application, as seen in the next section.

5.4 Integration with Real Applications

    **Splatter** exists to support real applications. In this section, we discuss the process by which the framework may be integrated with an existing computational fluid dynamics simulation.

    An initial 3D CFD flow solver, written in C++, was taken and modified in the following ways:

1. All mesh-IO routines were removed. The original solver required a preliminary offline partitioning process. Framework mesh loading operations, such as those implemented in Appendix A were used instead, allowing the use of standard save/restart capability or on-the-fly load-and-partition of monolithic Star-CD format meshes.
2. All parallel communication related routines were either removed, to be handled automatically by Splatter, or replaced by similar framework-aware calls. This part was optional, but done to test framework capabilities.

3. All mesh data structures were replaced, via a global, textual search and replace, with the equivalent std::vector’s. This was to enable the direct attachment of user data with existing splatter::data_proxy implementations.

4. The construction of all ancillary data structures affected by mesh connectivity, such as the compressed row storage indices for the mesh’s corresponding linear system, were moved into a single subroutine call that was subsequently registered as a RENUMBER_HOOK (Section 4.3.1) with the part_mgr.

Most of these changes were simple textual processes. The more structural modifications were somewhat complicated in that the original solver was written by someone else. The process of modifying it for Splatter involved identifying certain data structures that were somewhat obscure. All in all, the process of preparing the solver was straightforward and took a matter of days.

After these changes, the solver ran exactly as before. The only real change to the application process involved the initial mesh loading and partitioning. However, since it was now fully integrated with the framework, all of the queries and modifications mentioned throughout this document were applicable.

Specifically, we added the ability to dynamically refine the mesh in response to flow solution data. This required, in addition to the changes already made, the identification of data refinement rules — that is, the registration of REFINEMENT_HOOKS (Section 5.3.1.3) for passing entity data, such as node coordinates and volume condition tags, to the new nodes and entities introduced during the refinement process.

This was a trivial process, since all of the data relationships were identified during the initial Splatter integration process.
5.4.1 Flow Solver Performance

To analyze the performance of the *Splatter*-augmented flow solver, a series of flow simulations were performed on a small mesh with 45372 nodes and 327916 tetrahedra. These tests were executed on 8, 16 and 32 processors.

Figure 5.10 illustrates the results of solution-based refinement. After achieving a first order solution, the flow field was refined by marking cells with high gradients of solution variables, and having *Splatter* fully refine the marked cells. Figure 5.10 demonstrates the results of one of these runs.

![Figure 5.10 Refining the flow field in response to solution variables](image)

For the following tests, a first order solution was achieved prior to the timed tests. The following results indicate the relative performance of the solver executing several iterations of a 2nd order solution process.
Table 5.9 contains average iteration times in wall clock seconds for this 2nd order process, run on a variety of processor counts.

Table 5.9 Solver times on various processor counts

<table>
<thead>
<tr>
<th>np</th>
<th>8</th>
<th>16</th>
<th>32</th>
<th>strong scaling</th>
</tr>
</thead>
<tbody>
<tr>
<td>base time</td>
<td>2.73</td>
<td>1.62</td>
<td>1.07</td>
<td>0.63785047</td>
</tr>
<tr>
<td>time with refinement</td>
<td>12.18</td>
<td>6.56</td>
<td>3.71</td>
<td>0.82075472</td>
</tr>
<tr>
<td>time with refinement and load balancing</td>
<td>5.8</td>
<td>3.06</td>
<td>1.81</td>
<td>0.80110497</td>
</tr>
</tbody>
</table>

The specific mesh refinement case executed introduced a significant number of new nodes due to the particular refinement function invoked. This accounts for the significant performance drop between the base fun time and the run with full refinement and load balancing. Furthermore, it is clear that refinement without load balancing is a bad idea.

Specifically, Table 5.10 contains the before and after average local mesh sizes from the load-balancing process, to gauge the amount of extra work introduced by the refinement process. It also contains the average number of phantom nodes before and after the load-balancing process.

Lastly, it contains the time taken to execute the refinement and load balancing algorithms.

Considering the relatively high level of refinement in these cases, Splatter’s contribution to the total runtime is low. The load-balancing functionality, in particular, provides a major service using a minimal amount of time.

These results provide some context for the performance analyses in the previous sections. Compared to typical application work, the framework’s manipulation of the mesh takes a small amount of time.
Table 5.10 Mesh entities created by refinement, and time required

<table>
<thead>
<tr>
<th>np</th>
<th>8</th>
<th>16</th>
<th>32</th>
</tr>
</thead>
<tbody>
<tr>
<td>initial node count</td>
<td>5672</td>
<td>2831</td>
<td>1418</td>
</tr>
<tr>
<td>initial phantom node count</td>
<td>762</td>
<td>572</td>
<td>452</td>
</tr>
<tr>
<td>initial tet count</td>
<td>31703</td>
<td>16329</td>
<td>8560</td>
</tr>
<tr>
<td>refinement time (s)</td>
<td>.89</td>
<td>.62</td>
<td>.47</td>
</tr>
<tr>
<td>phantom node count (pre load-balance)</td>
<td>1137</td>
<td>883</td>
<td>702</td>
</tr>
<tr>
<td>load balancing time (s)</td>
<td>.70</td>
<td>.63</td>
<td>.54</td>
</tr>
<tr>
<td>final node count</td>
<td>11927</td>
<td>5936</td>
<td>2982</td>
</tr>
<tr>
<td>final phantom node count</td>
<td>1213</td>
<td>1049</td>
<td>756</td>
</tr>
<tr>
<td>final tet count</td>
<td>68482</td>
<td>35186</td>
<td>18275</td>
</tr>
</tbody>
</table>
CHAPTER 6
CONCLUSION

Splatter is a new mesh management framework characterized by extreme flexibility and easy integration with application codes.

The unique embedded query syntax provides a high level of expressibility, leading to increased correctness and ease of development. The query system is highly optimized C++ code, so this flexibility does not come with a penalty on performance.

The ability to programmatically define mesh entity types, along with the existence of these queries, presents a general unstructured mesh as a database. It is hoped that the inherent flexibility in this configuration will enable experimental applications beyond the traditional scientific uses of unstructured meshes.

The framework’s data model, based on the use of proxies, untethers framework logic from the underlying data structures. The end result is a powerful model for data manipulation that assures data integrity despite complex mesh manipulations and parallel redistributions.

It is this same notion of proxies that allows for the straightforward integration with application codes. By attaching to existing user data structures, the framework can manipulate user data without requiring ubiquitous and cryptic API calls.

The design and implementation of this framework has been discussed in detail, and specific applications of the framework have been demonstrated. In particular, the framework has been used for refinement and de-refinement of unstructured meshes, along with parallel load balancing. Performance analysis has been very encouraging.

Finally, the integration of the framework with a working 3D computational flow solver has been discussed, proving that the framework is suitable for real scientific applications.
6.1 Future Work

The current Splatter implementation is hopefully the starting point for many interesting future projects.

Most generally, since the framework is based on a standard C++ class model, additional advanced capabilities can be added to the framework through the extension of classes. Particularly, new index types can be designed that use different search structures, optimized for different algorithms, and new data proxies can be implemented to further the integration capabilities with existing codes.

Of particular interest is a data proxy capable of operating on Fortran data. This, it is assumed, will be one of the first such extensions.

Additionally, the query syntax can be improved without breaking existing compatibility. The most pressing improvement to the query system is the existence of hybrid parallel (multithreaded) queries, as multi-core hardware is now commonplace.

Also, a tighter integration with mesh data would allow more functionality to be implemented directly in the query syntax, instead of in surrounding code or custom query modules. A static query analyzer that helps in writing high performance queries — or at least interpreting cryptic compiler errors — would be very welcome.

Other future ideas relate to the tightening integration of Splatter with existing software libraries. PETSc [35] is a remarkable tool for solving nonlinear equations and linear systems in parallel. Integrating PETSc’s solvers into Splatter queries would allow for the rapid development of new simulation codes.

Similarly, several movements are afoot to define the interfaces between interchangeable scientific software components. Two of note are ITAPS [17] and the Common Component Architecture[36]. It would be a boon to have Splatter integration with either of these projects.
Splatter provides an efficient implementation of a very flexible design. Hopefully it will be used for some interesting applications. The specifics of those applications will define the future of this software.
REFERENCES


Frameworks for Advanced Meshing and Computational Software,” *International

[3] De Floriani, L. and Hui, A., “Shape representation based on simplicial and cell

Based Data Structure for 3D Polytopal Complexes,” *Proceedings of the 21st


It?*, kernel.org, Aug. 2012.


APPENDIX A

DEMONSTRATION APPLICATION
// splatter refine/coarsening demo

#include <splatter.h>
#include <splatt_query.h>
#include <splatt_coarsen.h>
#include <splatt_geom.h>
#include <unistd.h> // for getopt

using namespace splatter;

// This custom query module is used to mark tets for refinement
class on_radius : public query::query_op
{
public:
    on_radius(const array<double,3> center,
        const double radius,
        const std::vector<starcd::node_coords>& coords) :
        center(center), radius2(radius*radius), coords(coords)
    {}

    // return true if tet should be refined
    // SQ_COND makes this query module usable in a 'where' clause
    SQ_COND(idx, eltno, etype, nnodes, nodes)
    {
        // does the radius arc through this face?
        bool has_closer_node = false;
        bool has_farther_node = false;

        for (int n=0; n<nnodes && !(has_closer_node && has_farther_node); n++)
        {
            // get distance from center, squared
            int gn = (*odbp).g2l_p(nodes[n]);
            bool farther = (geom::dist2(coords[gn], center)-radius2)>0;

            if (farther)
            {
                has_farther_node = true;
            }
            else
            {
                has_closer_node = true;
            }
        }

        if (has_farther_node && has_closer_node)
        {
            return true;
        }
    }
};
50 } 
51 else 
52 { 
53 return false; 
54 } 
55 
56 private:
57 
58 ownerdb* odb;
59 array<double, 3> center;
60 double radius2;
61 
62 const std::vector<starcd::node_coords>& coords;
63 
64 
65 // This custom query module is used to mark tets for de-refinement
66 class outside_radius : public query::query_op
67 {
68 public:
69 
70 outside_radius(const array<double,3> center, 
71 const double radius_in, 
72 const double radius_out, 
73 const std::vector<starcd::node_coords>& coords) : 
74 center(center), radiusin2(radius_in*radius_in), 
75 radiusout2(radius_out*radius_out),coords(coords)
76 {} 
77 
78 SQ_COND(idx, eltno, etype, nnodes, nodes)
79 {
80 // are all nodes within the radius?
81 bool all_closer=true; 
82 bool all_farther=true; 
83 
84 for (int n=0; n<4; n++)
85 {
86 // get distance from center, squared 
87 int gn = (*odbp).g2l_p(nodes[n]);
88 
89 if (gn == -1) // this is so that the refinement process
90 will
91 // get rid of this
92 {
93 return true;
94 }
95 
96 double dist=geom::dist2(coords[gn], center);
97 bool closer = dist<radiusin2;
98 bool farther =dist>radiusout2;
all_closer &= closer;
all_farther &= farther;
}

return all_closer | all_farther;
}

private:

ownerdb* odb;
array<double, 3> center;
double radiusin2, radiusout2;
const std::vector<starcd::node_coords>& coords;
};

// include some uninteresting query modules for calculating mesh volumes
#include "volparts.cpp"

// Hook argument for tet refinement
struct tet_ref_arg
{
    std::vector<starcd::tet_cond_data>* vcondp;
};

// Hook argument for triangle refinement
struct tri_ref_arg
{
    std::vector<starcd::bnd_cond_data>* bcondp;
};

// Hook argument for node refinement
struct node_ref_arg
{
    std::vector<starcd::node_coords>* coordsp;
};

// forward declaration of refinement hooks
void new_tet_cond(part_mgr* mgr, void* edgesp, void* udata);
void new_node_coords(part_mgr* mgr, void* edgesp, void* udata);

// TODO: make this not global
std::vector<int> tet_is_refined;
// forward declaration of demo-specific utility for calculating "big
circle" radius

void get_bounds(const std::vector<starcd::node_coords>& nc, const
    parallel_ctx& ctx,
    double* lowxp, double* hixp,
    double* lowyp, double* hiyp,
    double* lowzp, double* hizp);

// parameters, set by getopt, configuring this demo invocation

struct runcfg
{
    bool do_load;
    bool do_restart;
    bool do_balance;
    bool init_decomp;
    std::string project;
    bool do_save;
    bool do_init_save;
    bool do_final_save;
    std::string save_name;
    bool do_coarsen;
    int num_iterations;
    int num_loaders;
    int coarsen_interval;
    int refine_interval;
    int subdivs;       // inverse speed of refinement front
    double circle_rad;  // circle radius
    double coarsen_thresh;
    int fast_forward;
};

static const char* usage_str =
  "-l <int> -- number of loaders of starcd project\n"
  "-p <projectname> -- starcd project to load\n"
  "-r <restartname> -- restart file to load (incompatible with -p)\n"
  "-o <restartname> -- output restart filename\n"
  "-i <int> -- number of iterations\n"
  "-S -- save decomp'd version after loading\n"
  "-F -- save final version at end of iterations\n"
  "\n"
  "-c -- enable coarsening\n"
  "-b -- disable load balancing\n"
  "-B -- disable initial partitioning\n"
  "\n"
  "-C <int> -- coarsening interval (default to 1)\n"
  "-R <int> -- refinement interval (default to 1)\n"
  "\n"
"-v <int> -- subdivision of xy area to calculate circle xy delta\n"
"-d <double> -- circle radius\n"
"-t <double> -- coarsening threshold\n"
"-f <int> -- fast forward refinement iterations\n"

// forward declaration of routine that handles options
status configure_run(runcfg& cfg, int argc, char** argv, int numload);

// Without further ado, the main routine...

int main(int argc, char** argv)
{
    MPI_Init(&argc, &argv);

    // 'big_circle' parameters
double zero[] = { -5.0, -5.0, 0.0 };
double p110[] = { 1, 1, 0 };

    // set up circles
    array<double,3> circle_center = zero;
    array<double,3> circle_delta = p110;

    double circle_refine_radius = 5;
    double circle_coarsen_thresh = .1;

    // filename used for restart files
    std::string outfile;

    // the starcd loader will populate these
    std::vector<starcd::node_coords> coords; // node coordinates
    std::vector<int> tets; // tet nodes
    std::vector<starcd::tet_cond_data> vcond; // tet volume conditions
    std::vector<int> bnds; // boundary (triangle) nodes
    std::vector<starcd::bnd_cond_data> bcond; // boundary conditions

    LLOG(0, "in the beginning....");

    // this guy is in charge of everything -- load it with the
    // standard mesh entities, default MPI configuration,
    // and initialize immediately
    part_mgr mgr(topo::num_std_entities, topo::std_entities);
// configure this run using getopt
runcfg cfg;
if (configure_run(cfg, argc, argv, mgr.pctx().np()) != SPLATT_OK)
{
  if (mgr.pctx().rank() == 0)
  {
    std::cout << usage_str << std::endl;
  }
  ERROR("error configuring run");
}

// runtime configuration complete

// Timers to analyze performance of routines
timer total_timer;
timer part_timer;

// reroute std(err|out) to files
if (mgr.pctx().np() > 1)
{
  mgr.pctx().rebind_stdio();
}

int namelen=0;
char proc_name[MPI_MAX_PROCESSOR_NAME];
MPI_Get_processor_name(proc_name, &namelen);
LOG("rank " << mgr.pctx().rank() << " of " << mgr.pctx().np() << " on " << proc_name);
LOG("project: " << cfg.project);
LOG("nloaders: " << cfg.num_loaders);
LOG("num iterations: " << cfg.num_iterations);
LOG("coarsening: " << (cfg.do_coarsen ? "true" : "false"));
LOG("load balancing: " << (cfg.do_balance ? "true" : "false"));
LOG("initial decomp: " << cfg.init_decomp);

// TBL is a macro that logs information in a format that can easily be
// converted to a CSV file using an offline script provided as part of the
// framework
TBL(-1, "rank", mgr.pctx().rank());
// Configure indices
// ------------------
// this sets up the initial node ownership
splatter::index* idx = mgr.get_node_index();

// register node data
idx->attach_data("coords", splatter::proxy(coords));

// set up tet index from vector loaded above; this index introduces
// phantom dependencies, and should have a fast node search.
idx = mgr.add_explicit_index("tets", topo::TET, tets,
    SPLATT_PHANTOM_DEPS | SPLATT_FAST_INDEX);
// attach the tet data vector to this index
idx->attach_data("vcond", splatter::proxy(vcond));

// set up boundary index from vector loaded above
// no phantom deps needed, since these are handled by the tets, above
idx = mgr.add_explicit_index("bnds", topo::TRI, bnds,
    SPLATT_FAST_INDEX);
// attach bnd data vector to this index
idx->attach_data("bcond", splatter::proxy(bcond));

// external data structure maintaining de-refinement bookkeeping data
coarsen_kernel* coarsenk=NULL;

if (cfg.do_coarsen)
{
    // register appropriate refinement hooks with the framework, to
    // handle
    // the updating of de-refinement bookkeeping
    coarsenk = register_coarsening_handlers(&mgr,
        mgr.get_index("tets"),
        mgr.get_index("bnds"));
}

// load the mesh on cfg.nloaders processors
bool involved_in_init=false;
MPI_Group fullgroup;
MPI_Group loadgroup;
MPI_Comm loadercomm;
MPI_Group_group(mgr.pctx().comm(), &fullgroup);

// temporary parallel context for file load
parallel_ctx loader_ctx;

if (cfg.do_restart)
{
    // load mesh and data from restart files with name cfg.project
    part_timer.start();
    int onp = mgr.load(cfg.project);
    LOG("TIME: initial restart load took " << part_timer.time());
    TBL(-1, "*restart_load", part_timer.time());
    // log diagnostics about virtual memory usage
    LOG_MEM(-1, "post_load_restart");
    // error code
    if (onp == 0)
    {
        ERROR("invalid restart project: " << cfg.project);
    }
    else
    {
        // the restart files were loaded on more processors than
        // orginally created them, so they must be repartitioned
        LOG("need to rebalance: " << onp << " of " << mgr.pctx().np() << " had data");
        if (mgr.pctx().rank() < onp)
        {
            involved_in_init = true;
        }

        LOG("no need to rebalance after restart");
        cfg.init_decomp=false;
    }
}
// create an MPI_COMM for the ranks involved in initial IO/parmetis
std::vector<int> loaderranks(onp);
for (unsigned int i=0; i < loaderranks.size(); i++)
{
    loaderranks[i]=i;
}

// create MPI communicator containing processors with valid mesh data
MPI_Group_incl(fullgroup, onp, &loaderranks[0], &loadgroup);
MPI_Comm_create(mgr.pctx().comm(), loadgroup, &loadercomm);

else
{
    // ------------------
    // LOAD Monolithic mesh files in parallel

    // create an MPI_COMM for the ranks involved in initial IO/parmetis
    std::vector<int> loaderranks(cfg.num_loaders);
    for (unsigned int i=0; i < loaderranks.size(); i++)
    {
        loaderranks[i]=i;
    }

    if (mgr.pctx().rank() < cfg.num_loaders)
    {
        involved_in_init = true;
    }

    MPI_Group_incl(fullgroup, cfg.num_loaders, &loaderranks[0], &loadgroup);
    MPI_Comm_create(mgr.pctx().comm(), loadgroup, &loadercomm);

    part_timer.start();
    if (involved_in_init)
    {
        loader_ctx.init(loadercomm);
        assert(loader_ctx.rank() == mgr.pctx().rank());

        part_timer.start();
        LLOG(0, "loading data files");

        // call the starcd routines
        if (starcd::load_all(cfg.project, loader_ctx, coords, tets, vcond, bnds, bcond)
            == SPLATT_FAIL)
        {
            }
ERROR("failed to load "cfg.project" files");
MPI_Abort(mgr.pctx().comm(), -1);
}
LLOG(0, "file loading took " << part_timer.time());
TBL(-1, "*project_load", part_timer.time());
}
else
{
TBL(-1, "*project_load", -1);
}

// non-loaders wait here....
MPI_Barrier(mgr.pctx().comm());
LOG("TIME: initial load took " << part_timer.time());
LLOG(0, "files loaded on " << cfg.num_loaders << " of " << mgr.
pctx().np() << " nodes");
LOG_MEM(-1, "post_load_proj");
LLOG(0, "number of coors: " << coords.size());
LLOG(0, "number of tets: " << (tets.size()/4));
LLOG(0, "number of bnds: " << (bnds.size()/3));
TBL(-1, "coords_pref", coords.size());
TBL(-1, "tets_pref", (tets.size()/4));
TBL(-1, "bnds_pref", (bnds.size()/3));

// mesh data is loaded on first nloader ranks

// build node distribution out of local vector sizes
mgr.config_node_index(coords.size());

part_timer.start();

// route all entities to processors that own the corresponding
nodes
mgr.finalize_load();
LOG("TIME: finalize_load() took " << part_timer.time());
TBL(-1, "*finalize_load", part_timer.time());
}

LLOG(0, "log/finalize complete");
LOG_MEM(-1, "predecomp");
LLOG(0, "number of coors: " << coords.size());
LLOG(0, "number of tets: " << (tets.size()/4));
LLOG(0, "number of bnds: " << (bnds.size()/3));
TBL(-1, "coords_load", coords.size());
TBL(-1, "tets_load", (tets.size()/4));
TBL(-1, "bnds_load", (bnds.size()/3));

// The mesh is loaded. Do initial partitioning if needed.
if (cfg.init_decomp)
{
    int edgecut;
    std::vector<int> new_numbering;
    std::vector<int> new_node_dist;

    LLOG(0, "initiating [or waiting for] initial decomp");
    part_timer.start();
    if (involved_in_init)
    {
        // call ParMETIS routines to generate new node numbering and
        // distribution
        decomp(loadercomm, mgr.get_index("tets"), mgr.pctx().np(), &
              edgecut,
              mgr.get_ownerdb(),
              new_numbering, new_node_dist, false, -1);
    }
    else
    {
        LOG("TIME: parmetis call took -1");
        TBL(-1, "*parmetis", -1);
    }

    LOG("TIME: decomp call took " << part_timer.time());
    TBL(-1, "*decomp", part_timer.time());

    MPI_Barrier(mgr.pctx().comm());
    part_timer.start();

    {
        // communicate new node distribution with processors
        // uninvolved in
        // decomp
        mgr.pctx().broadcast(new_node_dist);

        // invoke the global mesh renumber/redistribute routines to
        // update the entire mesh
        LLOG(0, "initial renumbering of post-decomp'd mesh");
        mgr.renumber(new_numbering, new_node_dist);
    }
}
LOG("TIME: initial renumber (for decomp) took " << part_timer.time());
TBL(-1, "*renumber_init", part_timer.time());
}

MPI_Barrier(mgr.pctx().comm());
part_timer.start();
LLOG(0, "augmenting nodes at end of iteration");

// build phantom node maps and update phantom node data
mgr.augment_nodes();
LOG("TIME: augment_nodes took " << part_timer.time());
TBL(-1, "*augment_init", part_timer.time());

LOG_MEM(-1, "post_augment1");
LLOG(0, "ready to run");
LLOG(0, "initial node dist: " << mgr.get_ownerdb());
LLOG(0, "initial tet dist: " << mgr.get_index("tets")->size());
LLOG(0, "initial bnd dist: " << mgr.get_index("bnds")->size());

TBL(-1,"nlocal_init", mgr.get_ownerdb().nlocal());
TBL(-1, "coords_init", coords.size());
TBL(-1, "tets_init", (tets.size()/4));
TBL(-1, "bnds_init", (bnds.size()/3));

LLOG(0, "initial decomp/data distribution complete");

mgr.pctx().barrier();

// save post-decomp restart files if desired

if (cfg.do_init_save)
{
    outfile = cfg.save_name + "init";
    mgr.save_start(outfile);
    mgr.save_node_data("coords");
    // mgr.save_data("tets", "refstat");
    mgr.save_end();
}

// stop here, unless we are actually running the refinement demo
if (cfg.num_iterations <= 0)
{

LOG("the end (no iterations)")
MPI_Finalize();
exit(0);

// register refinement hooks

// uncomment these to update tet and boundary data during refinement
// mgr.register_hook(SPLATT_REFINE_HOOK, topo::TRI, hookify(
//    new_bnd_cond, &bcond));
// mgr.register_hook(SPLATT_REFINE_HOOK, topo::TET, hookify(
//    new_tet_cond, &vcond));
mgr.register_hook(SPLATT_REFINE_HOOK, topo::NODE, hookify(
    new_node_coords, &coords));

explicit_index* tet_idx = mgr.get_index("tets");
explicit_index* bnd_idx = mgr.get_index("bnds");

// refinement flag to avoid too much refinement in this demo
tet_idx->attach_data("tet_is_refined", proxy(tet_is_refined));

if (cfg.do_coarsen)
{
    // make sure the "tet_is_refined" data is restored when de-
    // refining
    coarsen_track_tet(coarsenk, "tet_is_refined");
}

part_timer.start();
LLOG(1, "building fast indices");

// pre-build search structures.
mgr.build_fast_indices();
LOG("TIME: build_fast_indices took " << part_timer.time());
TBL(-1, "*build_fast_idx", part_timer.time());

// set up circle based on actual dimensions of mesh and runtime
    // configuration
double lowx, lowy, lowz, hix, hiy, hiz;
    get_bounds(coords, mgr.pctx(), &lowx, &hix, &hiy, &lowy, &lowz, &hiz);
double delx = hix-lowx, dely=hiy-lowy, delz=hiz-lowz;

circle_center[0] = lowx;
circle_center[1] = lowy;
circle_center[2] = delz/2.0;
double smallest = delx;
if (dely < smallest) smallest = dely;
if (delz < smallest) smallest = delz;
if (cfg.circle_rad < 0)
{
    circle_refine_radius = delx/2.1;
}
else
{
    circle_refine_radius = cfg.circle_rad;
}
LOG("refine radius: " << circle_refine_radius);
circle_delta[0] = delx / cfg.subdivs;
circle_delta[1] = dely / cfg.subdivs;
if (cfg.coarsen_thresh >=0)
{
    circle_coarsen_thresh = cfg.coarsen_thresh;
}
LOG("coarsening threshold factor: " << circle_coarsen_thresh);
LOG("refinement interval: " << cfg.refine_interval);
LOG("coarsening interval: " << cfg.coarsen_interval);

if (cfg.fast_forward > 0)
{
    LOG("fast-forwarding refinement front");
    for (int f=0; f<cfg.fast_forward; f++)
    {
        if (f % cfg.refine_interval == 0)
        {
            circle_center = circle_center + circle_delta;
        }
    }
}

// Begin refinement / coarsening circle propagation

for ( int current_circle_iteration = 0;
    current_circle_iteration < cfg.num_iterations;
    current_circle_iteration++ )
{
    timer iteration_timer;
LOG_MEM(current_circle_iteration, "iter start");

using namespace splatter::query;
LOG("beginning big_circle iteration " << current_circle_iteration);

// coarsening
if (cfg.do_coarsen && current_circle_iteration % cfg.coarsen_interval == 0)
{
    std::deque<int> to_coarsen;

    // mark entities for de-refinement
    mgr.query(
        for_each(coarsen_candidates(coarsenk)) >>=
        where(outside_radius(circle_center,
            (1.0-circle_coarsen_thresh)*
            circle_refine_radius,
            (1.0+circle_coarsen_thresh)*
            circle_refine_radius,
            coords)) >>=

        save_ids(to_coarsen) >>=
        end());

    TBL(current_circle_iteration, "chgcoarsen", to_coarsen.size());
    LOG("CHANGE: coarsening " << to_coarsen.size() << "/" << mgr.pctx().reduce((int)to_coarsen.size(), MPI_SUM));

    part_timer.start();

    // **** DE-REFINE THEM ****
    do_coarsen(coarsenk, to_coarsen);

    LOG("TIME: coarsening took " << part_timer.time());
    TBL(current_circle_iteration, "tmcoarsen", part_timer.time());
}

LOG_MEM(current_circle_iteration, "iter mid");

// refinement
if (current_circle_iteration % cfg.refine_interval == 0)
{

circle_center = circle_center + circle_delta;

std::deque<int> to_refine;

{
    // mark entities for refinement
    mgr.query(
        all_faces("tets") >>=
            // this test marks tet_ref_status
            where(on_radius(circle_center, circle_refine_radius, coords)) >>=
            where(negate(flag(tet_is_refined, 1))) >>=
            save_ids(to_refine) >>= end();
    }

    TBL(current_circle_iteration, "chgrefine", to_refine.size());
    LOG("CHANGE: refining " << to_refine.size() << "/" << mgr.pctx().reduce((int)to_refine.size(), MPI_SUM));
    part_timer.start();

    // **** REFINE THEM ****
    mgr.refine_marked("tets", to_refine, coarsenk, mgr.get_index("bnds"));

    LOG("TIME: refining took " << part_timer.time());
    TBL(current_circle_iteration, "*tmrefine", part_timer.time());
}

LOG_MEM(current_circle_iteration, "iter postref");

// purge remote data for loadbalance
mgr.clear_phantom_data();
mgr.remove_unused_nodes();
int edgcut;

if (cfg.do_balance)
{
    std::vector<int> new_numbering;
    std::vector<int> new_node_dist;

    // call ParMETIS in adaptation mode
    LLOG(0,"decomp'ing to adapt");
    part_timer.start();
    decomp(mgr.pctx().comm(), mgr.get_index("tets"),
    mgr.pctx().np(), &edgecut,
    mgr.get_ownerdb(),
    new_numbering, new_node_dist, true,
    current_circle_iteration); // true->adapt
    LOG("TIME: decomp (for load-balancing) took " << part_timer.
        time());
    TBL(current_circle_iteration, "*decomp", part_timer.time());

    LLOG(0, "renumbering to balance load");
    part_timer.start();

    // apply the new numbering and distribution
    mgr.renumber(new_numbering, new_node_dist);
    LOG("TIME: renumber for load balance took " << part_timer.time ()
        ());
    TBL(current_circle_iteration, "*renumber", part_timer.time());
}

// rebuild phantom data
mgr.augment_nodes();

// save restart files if required
if (cfg.do_save || (current_circle_iteration == cfg.num_iterations
     -1 && cfg.do_final_save))
{
    // save restart file
    outfile = cfg.save_name + "iter-" + stringify(
        current_circle_iteration);
    mgr.save_start(outfile);
    mgr.save_node_data("coords");
    // mgr.save_data("tets", "refstat");
    mgr.save_end();
}

double mintet;

LOG("end of iteration " << current_circle_iteration << "");
total
    volume: " <<
    total_tet_volume(mgr, coords, &mintet) << " | total area: " <<
    total_tri_area(mgr, coords));
LOG("minimum tet volume: " << mgr.pctx().reduce(mintet, MPI_MIN));
LOG("TIME: iteration " << current_circle_iteration << " took " <<
    iteration_timer.time());
    TBL(current_circle_iteration, "*itertime", iteration_timer.time());

    LOG("SIZE: nodes: " << mgr.get_ownerdb());

127
LOG(" SIZE : tets : " << tet_idx->size() << "/" << mgr.pctx().reduce((int)tet_idx->size(), MPI_SUM));
LOG(" SIZE : bnds : " << bnd_idx->size() << "/" << mgr.pctx().reduce((int)bnd_idx->size(), MPI_SUM));

TBL(current_circle_iteration, "nlocal_iter", mgr.get_ownerdb().nlocal());
TBL(current_circle_iteration, "coords_iter", coords.size());
TBL(current_circle_iteration, "tets_iter", (tets.size()/4));
TBL(current_circle_iteration, "bnds_iter", (bnds.size()/3));
LOG_MEM(current_circle_iteration, "iter final");

LOG("the end");
MPI_Finalize();

// refinement hooks
void new_node_coords(part_mgr* mgr, void* edgesp, void* udata)
{
    const ownerdb& odb = mgr->get_ownerdb();
    std::vector<starcd::node_coords>& coords = *(std::vector<starcd::node_coords>* )udata;
    temp_index& edge_map =*((temp_index*)(edgesp));
    const std::vector<int>& nmap = edge_map.data(refine_id_tag, std::vector<int>());

    // for each refined edge, set the new node coordinate to the center of the edge
    for (int e=0; e<edge_map.size(); e++)
    {
        if (odb.owns(nmap[e]))
        {
            int nn = odb.g2l(nmap[e]);
            int n1 = odb.g2l_p(edge_map[e][0]);
            int n2 = odb.g2l_p(edge_map[e][1]);
            coords[nn] = (coords[n1] + coords[n2]) * 0.5;
        }
    }

    void new_tet_cond(part_mgr* mgr, void* cbdata, void* udata)
    {

std::vector<starcd::tet_cond_data>& vcond =*(std::vector<starcd::tet_cond_data>*) udata);

// propagate volume condition and tet_is_refined into new replacement tets
refine_arg* arg = (refine_arg*)cbdata;
for (int n=0; n<arg->numnew; n++)
{
  vcond[arg->newent[n]] = vcond[arg->oldent];
  tet_is_refined[arg->newent[n]]=1;
}

// get extent of mesh to calculate reasonable sphere radius for testing
void get_bounds (const std::vector<starcd::node_coords>& nc, const parallel_ctx & ctx,
                  double* lowxp, double* hixp,
                  double* lowyp, double* hiyp,
                  double* lowzp, double* hizp)
{
  double lowx = nc[0][0];
  double hix = nc[0][0];
  double lowy = nc[0][1];
  double hiy = nc[0][1];
  double lowz = nc[0][2];
  double hiz = nc[0][2];

  for (unsigned int n=1; n<nc.size(); n++)
  {
    double x = nc[n][0];
    if (x < lowx) lowx=x;
    if (x > hix) hix=x;

    x = nc[n][1];
    if (x < lowy) lowy=x;
    if (x > hiy) hiy=x;

    x = nc[n][2];
    if (x < lowz) lowz=x;
    if (x > hiz) hiz=x;
  }
  *lowxp = ctx.reduce(lowx, MPI_MIN);
  *hixp = ctx.reduce(hix, MPI_MAX);
  *lowyp = ctx.reduce(lowy, MPI_MIN);
*hiyp = ctx.reduce(hiy, MPI_MAX);
*lowzp = ctx.reduce(lowz, MPI_MIN);
*hizp = ctx.reduce(hiz, MPI_MAX);

return;
}

// run this after MPI_Init
status configure_run(runcfg& cfg, int argc, char** argv, int numload)
{
  bool usage_err = false;
  int ch;

  // defaults
  cfg.do_load=false;
  cfg.do_restart=false;
  cfg.do_save=false;
  cfg.init_decomp=true;
  cfg.do_init_save=false;
  cfg.do_final_save=false;
  cfg.project="trial";
  cfg.save_name="";
  cfg.do_coarsen=false;
  cfg.num_iterations=0;
  cfg.num_loaders=numload;
  cfg.do_balance=true;
  cfg.coarsen_interval=1;
  cfg.refine_interval=1;
  cfg.subdivs=-1;
  cfg.circle_rad=-1;
  cfg.coarsen_thresh=-1;
  cfg.fast_forward=0;

  {
    switch (ch)
    {
      case 'l':
        cfg.num_loaders = atoi(optarg);
        if (cfg.num_loaders <= 0) usage_err=true;
        break;

      case 'p':
        cfg.do_load=true;
        cfg.project=std::string(optarg);
        break;

      default:
        break;
    }
  }

  // handle option prefixes
  for (int i = optind; i < argc; i++)
  {
    if (argv[i][0] == '\')
      argv[i] = argv[i]+1;
  }

  if (usage_err)
  {
    std::cerr << "Usage:
";
    std::cerr << runcfg_usage(argv[0])
    std::cerr << "";
    return -1;
  }

  return 0;
}
case 'c':
    cfg.do_coarsen=true;
    break;

case 'i':
    cfg.num_iterations = atoi(optarg);
    if (cfg.num_iterations < 0) usage_err=true;
    break;

case 'r':
    cfg.do_restart=true;
    cfg.project=std::string(optarg);
    break;

case 'b':
    cfg.do_balance=false;
    break;

case 'o':
    cfg.do_save=true;
    cfg.save_name=std::string(optarg)+"-";
    break;

case 'S':
    cfg.do_init_save=true;
    break;

case 'F':
    cfg.do_final_save=true;
    break;

case 'C':
    cfg.coarsen_interval = atoi(optarg);
    if (cfg.coarsen_interval <= 0) usage_err=true;
    break;

case 'R':
    cfg.refine_interval = atoi(optarg);
    if (cfg.refine_interval <= 0) usage_err=true;
    break;

case 'v':
    cfg.subdivs = atoi(optarg);
    if (cfg.subdivs <= 0) usage_err=true;
    break;

case 'd':
    cfg.circle_rad = atof(optarg);
    if (cfg.circle_rad < 1E-6) usage_err=true;
    break;
case 't':
    cfg.coarsen_thresh = atof(optarg);
    if (cfg.coarsen_thresh < 1E-6) usage_err=true;
    break;

    case 'B':
    cfg.init_decomp=false;
    break;

    case '?':
    std::cout << usage_str << std::cerr;
    MPI_Finalize();
    exit(0);

    case 'f':
    cfg.fast_forward = atoi(optarg);
    if (cfg.fast_forward < 0) usage_err=true;
    break;

    default:
        usage_err=true;
    }

if (usage_err == true || (cfg.do_load && cfg.do_restart))
{
    return SPLATT_FAIL;
}

if (cfg.subdivs == -1)
{
    cfg.subdivs = cfg.num_iterations;
}

if (! cfg.do_restart)
{
    cfg.do_load=true;
}

return SPLATT_OK;
APPENDIX B
TETRAHEDRA VALIDATION QUERY MODULE
// This custom query module is used to process a tet stream, checking the
// currently refined edges and verifying that the resulting discretization
// will leave usable smaller tets. It outputs additional edges that must
// be
// refined for the configuration to be valid.

class validate_tet : public splatter::query::query_op
{
  public:
    // initialize with internal status vector and temp_index containing
    // current refinement candidates
    validate_tet(std::vector<int>& refstat, const temp_index& edges) :
      refstat(refstat), edges(edges)
    {}

    // This method does the job of a query filter module
    SQ_FILTER(idx, eltno, etype, nnodes, nodes, o)
    {
      int edge[] = {nodes[0], nodes[1],
                    nodes[0], nodes[2],
                    nodes[0], nodes[3],
                    nodes[1], nodes[2],
                    nodes[1], nodes[3],
                    nodes[2], nodes[3]};

      // 1 or 2 refined edges, or exactly 3 co-facial edges is ok,
      // More than this requires full tet validation
      // --------------------------------------------------

      std::vector<int> rpart(6);
      int rcount=0; int end=5;
      for (int e=0; e<12; e+=2)
      {
        if (edges.find(&edge[e]) == -1)
          {
            // unrefined
            rpart[end--]=e;
          }
        else
          {
            // refined
            rpart[rcount++]=e;
          }
      }

    }
};
assert(rcount==end+1);
refstat[eltno] = rcount;

if (rcount == 1)  // refining one edge is always ok
{
    return;
}

if (rcount == 2)  // refining two edges requires the third
    // cofacial edge if it exists
{
    /* add 3rd cofacial edge if possible */
    int lastedge[2];

    if (edge[rpart[0]] == edge[rpart[1]])
    {
        lastedge[0] = edge[rpart[0]+1];
        lastedge[1] = edge[rpart[1]+1];

        // output new edge
        o(NULL, -1, topo::EDGE,2, lastedge);
        refstat[eltno]=3;
        return;
    }
    else if (edge[rpart[0]] == edge[rpart[1]+1])
    {
        lastedge[0] = edge[rpart[0]+1];
        lastedge[1] = edge[rpart[1]];

        // output new edge
        o(NULL, -1, topo::EDGE,2, lastedge);
        refstat[eltno]=3;
        return;
    }
    else if (edge[rpart[0]+1] == edge[rpart[1]])
    {
        lastedge[0] = edge[rpart[0]];
        lastedge[1] = edge[rpart[1]+1];

        // output new edge
        o(NULL, -1, topo::EDGE,2, lastedge);
        refstat[eltno]=3;
        return;
    }
    else if (edge[rpart[0]+1] == edge[rpart[1]+1])
    {
        lastedge[0] = edge[rpart[0]];
        lastedge[1] = edge[rpart[0]+1];

        // output new edge
        o(NULL, -1, topo::EDGE,2, lastedge);
        refstat[eltno]=3;
        return;
    }
    else if (edge[rpart[0]] == edge[rpart[1]+1])
    {
        lastedge[0] = edge[rpart[0]];
        lastedge[1] = edge[rpart[0]+1];

        // output new edge
        o(NULL, -1, topo::EDGE,2, lastedge);
        refstat[eltno]=3;
        return;
    }
    else if (edge[rpart[0]+1] == edge[rpart[1]])
    {
        lastedge[0] = edge[rpart[0]+1];
        lastedge[1] = edge[rpart[1]];

        // output new edge
        o(NULL, -1, topo::EDGE,2, lastedge);
        refstat[eltno]=3;
        return;
    }
}

lastedge[1] = edge[part[1]];  

// output new edge
o(NULL, -1, topo::EDGE, 2, lastedge);
refstat[eltno]=3;
return;
}
else
{
  // no cofacial edge, so we leave it at 2
  // TRACE(11, "not a cofacial edge...");
  return;
}

if (rcount == 3)
{
  // make sure the three refined edges are cofacial
  if (edgeloop(&edge[part[0]], &edge[part[1]], &edge[part[2]]))
  {
    return;
  }
  // otherwise we refine the whole tet
  // refine the whole tet
  // TRACE(11, "need to refine the whole tet! " << edgecount);
  refstat[eltno] = MAX_TET_EDGES;
  // output all previously unrefined edges, indicating that they need to
  // be refined
  for (unsigned int e=rcount; e<6; e++)
  {
    o(NULL, -1, topo::EDGE, 2, &edge[part[e]]);
  }
  return;
}

private:
std::vector<int>& refstat;
const temp_index& edges;
Introduction

The following pages describe the public methods for the major classes of the Splatter framework.

Data Structures

C.1 splatter::part_mgr Class Reference

C.1.1 Detailed Description

\texttt{part_mgr} is the main access point for users. It is used to create and manipulate indices, as well as provide global mesh operations such as \texttt{renumber()}. It is responsible for maintaining all local content (currently based on MPI’s reported rank) and provides user access to relevant information via the \texttt{ownerdb}. It maintains the overall topological mapping between indices, and ensures that index modifications are propagated properly – as long as they occur through the proper channels.

C.1.2 Constructor & Destructor Documentation

C.1.2.1 \texttt{part_mgr::part_mgr} ( int \texttt{num_ent}, const \texttt{entity_cfg} * \texttt{cfg}, bool \texttt{doinit} = true )

Construct a new \texttt{part_mgr}
Parameters

<table>
<thead>
<tr>
<th>num_ent</th>
<th>number of entities in cfg</th>
</tr>
</thead>
<tbody>
<tr>
<td>cfg</td>
<td>pointer to an appropriate topology configuration</td>
</tr>
<tr>
<td>doinit</td>
<td>true if the part_mgr should immediately initialize using the default parallel_ctx</td>
</tr>
</tbody>
</table>

C.1.2.2 splatter::part_mgr::part_mgr ( )

Construct a new part_mgr using topo::std_entities. Requires an explicit call to init()

C.1.3 Member Function Documentation

C.1.3.1 status part_mgr::init ( parallel_ctx pctx = parallel_ctx() )

Initialize this part_mgr with the specified parallel_ctx. Default to an auto-configured parallel_ctx based on MPI_COMM_WORLD

C.1.3.2 status part_mgr::finalize_load ( )

Make sure initial distribution of all indices is correct. Call only after calling part_mgr-::config_node_index and adding any other desired indices

C.1.3.3 splatter::implicit_index * part_mgr::config_node_index ( int size,
                                                               int node_type = 0 )

Designate size and other behavior (via flags) of the primary node index.
Parameters

<table>
<thead>
<tr>
<th>size</th>
<th>number of local nodes owned by this rank</th>
</tr>
</thead>
<tbody>
<tr>
<td>node_type</td>
<td>index in topo.cfg for nodes</td>
</tr>
<tr>
<td>flags</td>
<td>extra parameters for index creation</td>
</tr>
</tbody>
</table>

Returns

handle to node index

C.1.3.4  splatter::explicit_index * part_mgr::add_explicit_index (std::string name, int entity_type, std::vector<int> & nodes, int flags = 0)

Add a new homogeneous explicit index

Parameters

<table>
<thead>
<tr>
<th>name</th>
<th>tag for this set of faces</th>
</tr>
</thead>
<tbody>
<tr>
<td>entity_type</td>
<td>index in topo.cfg for this face type</td>
</tr>
<tr>
<td>nodes</td>
<td>vector of node ids defining the faces for this index</td>
</tr>
<tr>
<td>flags</td>
<td>extra parameters for index creation</td>
</tr>
</tbody>
</table>

Returns

handle to created index

C.1.3.5  splatter::explicit_index * part_mgr::add_explicit_index (std::string name, int entity_type, int flags = 0)

Add a new homogeneous explicit index without loading nodes
Parameters

<table>
<thead>
<tr>
<th></th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>name</td>
<td>tag for this set of faces</td>
</tr>
<tr>
<td>entity_type</td>
<td>index in topo.cfg for this face type</td>
</tr>
<tr>
<td>flags</td>
<td>extra parameters for index creation</td>
</tr>
</tbody>
</table>

Returns

handle to created index

C.1.3.6 `splatter::explicit_index * part mgr::add_explicit_index_notype (std::string name, int width, int flags = 0)`

Add a new homogeneous explicit index without loading nodes or specifying an entity type

Parameters

<table>
<thead>
<tr>
<th></th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>name</td>
<td>tag for this set of faces</td>
</tr>
<tr>
<td>width</td>
<td>number of nodes per entity</td>
</tr>
<tr>
<td>flags</td>
<td>extra parameters for index creation</td>
</tr>
</tbody>
</table>

Returns

handle to created index

C.1.3.7 `splatter::implicit_index * splatter::part mgr::get_node_index ( )`

Get the index managing node data

Returns

null if index is not configured
C.1.3.8 splatter::explicit_index * part_mgr::get_index ( std::string name )

Get a named index
Parameters

| name | name (tag) of desired index |

Returns

null if index cannot be found

C.1.3.9 status part_mgr::track ( temp_index * idx )

Track a temp_index. A tracked index provides phantom node dependencies and is renumbered

Parameters

| idx | pointer to temp_index that should be tracked |

C.1.3.10 status part_mgr::untrack ( temp_index * idx )

Untrack a temp_index

Parameters

| idx | pointer to temp_index that should be untracked |

C.1.3.11 const parallel_ctx & splatter::part_mgr::pctx ( ) const

Access of this mesh’s parallel_ctx

Returns

a const reference to this part_mgr’s parallel_ctx

C.1.3.12 const ownerdb & splatter::part_mgr::get_ownerdb ( ) const

Access the authority of node/entity ownership for this mesh
Returns

a const reference to this `part_mgr`'s ownerdb

C.1.3.13 `ownerdb splatter::part_mgr::make_ownerdb ( std::vector<int> nd )`

Create a new ownerdb out of a user-specified node distribution

Parameters

| `nd` | the node distribution to use – the user is responsible for making sure it works with the current `parallel_ctx` |

Returns

the new ownerdb (by value)

C.1.3.14 `const entity_cfg * splatter::part_mgr::get_etypes ( ) const`

Get current array of valid entity types

Returns

a const pointer to the topological configuration

C.1.3.15 `status part_mgr::augment_nodes ( std::list<temp_index *> extras = std::list<temp_index*>() )`

Collect all phantom nodes from indices flagged `SPLATT_PHANTOM_DEPS` and those that are explicitly tracked and those passed in the parameter to this method.
Parameters

| extras | explicit list of temp_index* from which to extract phantom nodes |

C.1.3.16 status part_mgr::sync_all_node_data ( )

Update data associated with all phantom nodes

Returns

success or failure

C.1.3.17 status part_mgr::sync_node_data ( std::string tag )

Update data named tag associated with phantom nodes

Returns

success or failure

C.1.3.18 template<typename T> status splatter::part_mgr::sync_node_data ( std::vector<T> & dat, int size_per = 1 )

Sync unattached data, assuming normal index/data relationship with nodes

Parameters

<table>
<thead>
<tr>
<th>dat</th>
<th>node data to sync</th>
</tr>
</thead>
<tbody>
<tr>
<td>size_per</td>
<td>data count per node</td>
</tr>
</tbody>
</table>

Returns

success or failure
C.1.3.19 template<typename T> status splatter::part_mgr::sync raw_node-
data ( T * dat, int size_per = 1 )

Sync unattached data, assuming normal index/data relationship with nodes
Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>dat</td>
<td>node data to sync</td>
</tr>
<tr>
<td>size_per</td>
<td>data count per node</td>
</tr>
</tbody>
</table>

Returns

success or failure

C.1.3.20 status part_mgr::renumber ( const std::vector<int> & newgids, std::list<temp_index*> externals = std::list<temp_index*>() )

Renumber the mesh, and optionally any temp_index’s specified

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>newgids</td>
<td>vector of new global ids for the nodes owned by this rank</td>
</tr>
<tr>
<td>externals</td>
<td>list of temp_index* to also renumber</td>
</tr>
</tbody>
</table>

C.1.3.21 status part_mgr::renumber ( const std::vector<int> & newgids, const std::vector<int> & dist, std::list<temp_index*> externals = std::list<temp_index*>() )

Renumber and redistribute the mesh, and optionally any temp_index’s specified

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>newgids</td>
<td>vector of new global ids for the nodes owned by this rank</td>
</tr>
<tr>
<td><strong>dist</strong></td>
<td>new node distribution array</td>
</tr>
<tr>
<td>----------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td><strong>externals</strong></td>
<td>list of temp_index* to also renumber</td>
</tr>
</tbody>
</table>

C.1.3.22 status part_mgr::remove_unused_nodes ( std::list< temp_index * >

    externals = std::list< temp_index* >( )

)  

Purge all nodes that do not appear in any index

Parameters

| **externals** | list of temp_index* to check for used nodes |

Returns

success or failure

C.1.3.23 status part_mgr::build_fast_indices ( )  

Pre-build search structures for all indices flagged SPLATT_FAST_INDEX

Returns

success or failure

C.1.3.24 status part_mgr::build_phantom_map ( std::list< temp_index * >

    extras = std::list< temp_index* >( )

)  

Do not call

C.1.3.25 status part_mgr::build_node_sync_map ( )  

Do not call
C.1.3.26 status part_mngr::clear_phantom_data ( )

Remove all phantom node maps and data

Returns

success or failure

C.1.3.27 status part_mngr::get_more_nodes ( int amt, int * newstart,

std::list< temp_index * > externals = std::list<temp_index*>( )

)

Request the creation of more nodes

Parameters

<table>
<thead>
<tr>
<th></th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>amt</td>
<td>number of nodes needed on the local partition</td>
</tr>
<tr>
<td>newstart</td>
<td>output variable for new starting node id</td>
</tr>
<tr>
<td>externals</td>
<td>list of temp_index to renumber after getting more nodes</td>
</tr>
</tbody>
</table>

C.1.3.28 template<typename T > status splatter::part_mngr::query ( T op )

Querying the mesh

Parameters

| op   | the query         |

Returns

success or failure
C.1.3.29  status part_mgr::set_query_data ( std::string name, std::deque<int> * data )

do not call (reserved for query usage)

C.1.3.30  std::deque<int> * part_mgr::get_query_data ( std::string name )

do not call (reserved for query usage)

C.1.3.31  status part_mgr::register_hook ( hook_entry point, int entity, app_hook * hook )

Register callback for when certain action occurs

Parameters

| point | event to trigger callback (e.g., SPLATT_RENUMBER_HOOK or SPLATT_REFINE_HOOK) |
| entity | type of entity for this hook to process, if applicable |
| hook | the callback function |

Returns

success or failure

C.1.3.32  void part_mgr::dump ( )

Print out various information about the state of the mesh
C.1.3.33 status part_mgr::refine_marked ( std::string indexname,
                      std::deque< int > & marked, explicit_index * next = NULL )

Refine the contents of index with specified positions
Parameters

<table>
<thead>
<tr>
<th>indexname</th>
<th>name of index to refine</th>
</tr>
</thead>
<tbody>
<tr>
<td>marked</td>
<td>collection of entity ids to refine</td>
</tr>
<tr>
<td>next</td>
<td>secondary index affected by refinement</td>
</tr>
</tbody>
</table>

Returns

success or failure

C.1.3.34 status part_mgr::refine_marked ( std::string index_name, std::deque< int > & marked, coarsen_kernel * kernel, explicit_index * next = NULL )

Refine the contents of index with specified positions, allowing de-refinement

Parameters

<table>
<thead>
<tr>
<th>indexname</th>
<th>name of index to refine</th>
</tr>
</thead>
<tbody>
<tr>
<td>marked</td>
<td>collection of entity ids to refine</td>
</tr>
<tr>
<td>kernel</td>
<td>handle on derefinement boookkeeping</td>
</tr>
<tr>
<td>next</td>
<td>secondary index affected by refinement</td>
</tr>
</tbody>
</table>

Returns

success or failure

C.1.3.35 status part_mgr::refine_marked_opt ( std::string indexname, std::deque< int > & marked, temp_index & edgemap, std::vector< int > & new_ids, std::vector< int > & unused_nodes, explicit_index * next = NULL )

Internal refinement. **Do not call**
C.1.3.36 void splatter::part_mgr::inhibit_hooks ( )

Supress all hooks

C.1.3.37 void splatter::part_mgr::enable_hooks ( )

Reactivate all hooks

C.1.3.38 void part_mgr::call_hooks ( )

Explicitly trigger all renumber hooks

C.1.3.39 status part_mgr::save_start ( std::string path_prefix )

Initiate creation of restart files

Parameters

| path_prefix | location of restart files |

Returns

success or failure

C.1.3.40 status part_mgr::save_node_data ( std::string tag )

Save node data in current restart files

Parameters
Returns

success or failure

C.1.3.41 status part_mgr::save_data ( std::string idx, std::string tag )

Save index data in current restart files
Parameters

<table>
<thead>
<tr>
<th>idx</th>
<th>index whose data should be saved</th>
</tr>
</thead>
<tbody>
<tr>
<td>tag</td>
<td>data tag to save</td>
</tr>
</tbody>
</table>

Returns

success or failure

C.1.3.42 status part_mgr::save_end ( )

Finish creation of all restart files
Returns

success or failure

C.1.3.43 int part_mgr::load ( std::string path_prefix )

Restore part_mgr state from restart files
Returns

number of nodes loaded
C.2 splatter::parallel_ctx Class Reference

C.2.1 Detailed Description

Container of all MPI details for the current mesh

C.2.2 Constructor & Destructor Documentation

C.2.2.1 parallel_ctx::parallel_ctx ( MPI_Comm comm ) [explicit]

Instantiate with provided MPI communicator

Parameters

| comm   | the MPI communicator to use |

C.2.2.2 parallel_ctx::parallel_ctx ( ) [explicit]

Instantiate placeholder context. Requires init() prior to use

C.2.2.3 parallel_ctx::parallel_ctx ( const parallel_ctx & other )

Create new parallel_ctx using values from another

Parameters

| other | the other parallel_ctx to copy |

C.2.3 Member Function Documentation

C.2.3.1 void parallel_ctx::init ( MPI_Comm comm )

Initialize this parallel_ctx
Parameters

| \textit{comm} | the MPI communicator to use |

C.2.3.2 \texttt{void parallel\_ctx::rebind\_stdio ( int \textit{ignore\_rank} = -1, std::string \textit{file\_prefix} = "" ) const}

Rebind stdout/stderr to file stdout.<\textit{rank}>

Parameters

| \textit{ignore\_rank} | MPI rank that should continue printing to stdout |
| \textit{file\_prefix} | optional prefix before stdout/stderr in filename |

C.2.3.3 \texttt{int splatter::parallel\_ctx::np ( ) const}

Returns

number of processors in this MPI communicator

C.2.3.4 \texttt{int splatter::parallel\_ctx::rank ( ) const}

Returns

this process’s rank on this MPI communicator

C.2.3.5 \texttt{MPI\_Comm\& splatter::parallel\_ctx::comm ( ) const}

Returns

this MPI communicator
C.2.3.6  int splatter::parallel_ctx::root () const

Returns

rank of processor considered the official source in broadcast

C.2.3.7  template<typename T> T splatter::parallel_ctx::reduce ( T in,
            MPI_Op op ) const

Wrapper around MPI_Reduce

Parameters

<table>
<thead>
<tr>
<th>in</th>
<th>local data for reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>op</td>
<td>MPI operator for reduction</td>
</tr>
</tbody>
</table>

Returns

global reduction value

C.2.3.8  template<typename T> void splatter::parallel_ctx::broadcast ( std::vector<T> & vec, int root = -1 ) const

Wrapper around MPI_Broadcast

Parameters

<table>
<thead>
<tr>
<th>vec</th>
<th>data to broadcast</th>
</tr>
</thead>
<tbody>
<tr>
<td>root</td>
<td>source of official data (see root() if -1 is used</td>
</tr>
</tbody>
</table>

C.2.3.9  void parallel_ctx::barrier () const

Wrapper around MPI_Barrier
C.2.3.10  \texttt{parallel\_ctx} \& \texttt{parallel\_ctx::operator=} ( \texttt{const parallel\_ctx} \& \texttt{other} )

Assignment operator
C.3 splatter::ownerdb Class Reference

C.3.1 Detailed Description

Container of all parallel distribution / node ownership data

C.3.2 Constructor & Destructor Documentation

C.3.2.1 splatter::ownerdb::ownerdb ( )

Public constructor: creates invalid ownerdb

C.3.3 Member Function Documentation

C.3.3.1 bool splatter::ownerdb::owns ( int g ) const

Parameters

| g | the global node id being considered |

Returns

true iff the local processor owns global node g

C.3.3.2 int splatter::ownerdb::owner ( int g ) const
Parameters

| g   | the global node id being considered |

Returns

the rank of the process that owns global node g

C.3.3.3 int splatter::ownerdb::me ( ) const

Returns

the local processor’s rank

C.3.3.4 int splatter::ownerdb::np ( ) const

Returns

the number of processors in this MPI communicator

C.3.3.5 int splatter::ownerdb::high ( ) const

Returns

the high node id (exclusive) assigned to the local rank

C.3.3.6 int splatter::ownerdb::low ( ) const

Returns

the low node id (inclusive) assigned to the local rank

C.3.3.7 int splatter::ownerdb::g2l ( int g ) const
Parameters

| $g$ | the global node id being considered |

Returns

the corresponding local node id, assuming it is owned locally

C.3.3.8 int splatter::ownerdb::l2g ( int $l$ ) const

Parameters

| $l$ | the local node id being considered |

Returns

the corresponding global node id, assuming $l$ is valid

C.3.3.9 int splatter::ownerdb::g2l_p ( int $g$ ) const

Parameters

| $g$ | the global node id being considered |

Returns

the corresponding local node id, assuming it is owned locally or a phantom node

C.3.3.10 int splatter::ownerdb::l2g_p ( int $l$ ) const
Parameters

| $l$ | the local node id being considered |

Returns

the corresponding local node id, assuming it is owned locally or a phantom node

C.3.3.11 int splatter::ownerdb::nlocal ( ) const

Returns

the number of nodes owned locally

C.3.3.12 int splatter::ownerdb::nglobal ( ) const

Returns

the number of global nodes

C.3.3.13 int splatter::ownerdb::nlocal_p ( ) const

Returns

the total number of local nodes, including phantom nodes

C.3.3.14 int splatter::ownerdb::nphantom ( ) const

Returns

the number of phantom nodes locally
C.3.3.15 const int * splatter::ownerdb::node_dist ( ) const

Returns

the underlying node distribution

C.3.3.16 const parallel_ctx & splatter::ownerdb::pctx ( ) const

Returns

the underlying parallel_ctx

C.3.3.17 void ownerdb::debug_phantoms ( ) const

Do not call

C.4 splatter::index_op Class Reference

C.4.1 Detailed Description

Functionality required for use in index::apply

Any functor used in apply must have something with this operator (It is not required that this class be explicitly extended)
This operator will be called on each member of the index to which it’s applied. Due to the way it’s done with templates, it can be optimized into direct manipulation of the index – Compile-time polymorphism!
Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>idx</td>
<td>index being applied to</td>
</tr>
<tr>
<td>eltno</td>
<td>id of current entity</td>
</tr>
<tr>
<td>etype</td>
<td>type of current entity</td>
</tr>
<tr>
<td>nnodes</td>
<td>number of nodes in current entity</td>
</tr>
<tr>
<td>nodes</td>
<td>actual nodes of current entity</td>
</tr>
</tbody>
</table>

C.5 splatter::index Class Reference

C.5.1 Detailed Description

Superclass for other indices; collection of mesh entities.

C.5.2 Constructor & Destructor Documentation

C.5.2.1 index::index ( const ownerdb & odb, std::string name, index_type type, int flags ) [protected]

Superclass constructor for all index instances.

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>reference</td>
<td>to ownership authority</td>
</tr>
<tr>
<td>name</td>
<td>identifying tag for this index</td>
</tr>
<tr>
<td>type</td>
<td>index_type for this index (for dispatching non-virtual template functions)</td>
</tr>
</tbody>
</table>
C.5.3 Member Function Documentation

C.5.3.1 status index::attach_data ( std::string name, data_proxy * p )

Associate data from a data_proxy with this index. Changes to the index (through the appropriate means) will be mirrored in the associated data.

NOTE: index destructor will delete the proxy.

Parameters

<table>
<thead>
<tr>
<th>name</th>
<th>identifying tag for the attached data</th>
</tr>
</thead>
<tbody>
<tr>
<td>p</td>
<td>pointer to proxy</td>
</tr>
</tbody>
</table>

Returns

success or failure

C.5.3.2 status index::detach_data ( std::string name )

Remove associated data, deleting proxy.

C.5.3.3 template<typename D> D & splatter::index::data ( std::string name, const D & orig )

Access associated data.
Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>name</td>
<td>identifying tag of requested data</td>
</tr>
<tr>
<td>orig</td>
<td>model data type (it’s complicated...)</td>
</tr>
</tbody>
</table>

C.5.3.4 std::string splatter::index::name ( ) const

**Returns**

identifying name used for this index (used in mesh queries)

C.5.3.5 index_type splatter::index::type ( ) const

**Returns**

type of actual index value

C.5.3.6 int splatter::index::flags ( ) const

**Returns**

flags used to configure the index

C.5.3.7 int splatter::index::size ( ) const [virtual]

**Returns**

the number of entities in the index

Reimplemented in splatter::explicit_index , and splatter::implicit_index .
C.5.3.8  template<typename OP , typename IT > void splatter::index::apply ( 
    const OP & op, IT start, IT end )

Apply op to each entity in this index, with the positional id’s specified by the iterator
Parameters

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>op</strong></td>
<td>see <strong>index_op</strong></td>
</tr>
<tr>
<td><strong>start</strong></td>
<td>iterator to beginning face id</td>
</tr>
<tr>
<td><strong>end</strong></td>
<td>end iterator</td>
</tr>
</tbody>
</table>

C.5.3.9 template<typename OP > void splatter::index::apply ( const OP &  

Apply op to every entity in this index

Parameters

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>op</strong></td>
<td>see <strong>index_op</strong></td>
</tr>
</tbody>
</table>

C.5.3.10 template<typename OP , typename IT , void(OP::*)(index *, int, int, int, int *) const func> void splatter::index::apply ( const OP & op, IT start, IT end )

Apply some **index_op**-esque member function to each entity in this index, with the positional id's specified by the iterator

Parameters

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>op</strong></td>
<td>see <strong>index_op</strong></td>
</tr>
<tr>
<td><strong>start</strong></td>
<td>iterator to beginning face id</td>
</tr>
<tr>
<td><strong>end</strong></td>
<td>end iterator</td>
</tr>
</tbody>
</table>

C.5.3.11 template<typename OP , void(OP::*)(index *, int, int, int, int, int *) const func> void splatter::index::apply ( const OP & op )

Apply some **index_op**-esque member function to every entity in this index
Parameters

| op | see index_op |

C.5.3.12 virtual status splatter::index::renumber ( const ownerdb &
new_odb, const std::vector< int > & local_gid, std::map< int,
int > & global_map ) [protected], [pure virtual]

pure virtual method for renumbering entities according to local_gid, and potentially
redistributing nodes according to new_odb

Implemented in splatter::explicit_index , and splatter::temp_index .

C.6 splatter::explicit_index Class Reference

C.6.1 Detailed Description

An index of homogeneous entities and associated data. Potentially (probably) hashes node
positions for fast lookup.

C.6.2 Constructor & Destructor Documentation

C.6.2.1 explicit_index::explicit_index ( const ownerdb & odb,
std::string name, int width, int entity_type, std::vector< int
> & nodes, int flags = 0 )

Constructor: called by part_mgr
C.6.2.2 explicit_index::explicit_index ( const ownerdb & odb,
    std::string name, int width, int entity_type, int flags = 0 )

Constructor: called by part_mgr

C.6.3 Member Function Documentation

C.6.3.1 int explicit_index::size ( ) const [virtual]

Returns

    number of entities stored in index

Reimplemented from splatter::index .

C.6.3.2 const int* splatter::explicit_index::operator[]( int f ) const

unchecked (raw) entity lookup

Parameters

| f | desired entity position |

Returns

    const int* to nodes belonging to entity at position f

C.6.3.3 status explicit_index::build_hash ( )

Enable fast lookup for this index
C.6.3.4 int explicit_index::add_face ( const int * newface_nodes )

Add a single entity to this index – respects fast lookup hash if necessary. NOTE: user must ensure that data is extended appropriately.
Parameters

| `newface_nodes` | nodes to use for the new entity |

Returns

position of new entity

C.6.3.5 const `intset& splatter::explicit_index::faces ( int g ) const`

Figure out which faces contain a node – hash must be enabled

Parameters

| `g` | global id of desired node |

Returns

const reference to intset of related faces

C.6.3.6 `int splatter::explicit_index::width ( ) const`

Returns

number of nodes in this index’s entity type

C.6.3.7 const `std::vector<int>& splatter::explicit_index::nodes ( ) const`

Returns

raw pointer to indexed nodes
C.6.3.8 `bool splatter::explicit_index::is_hashed()`

Returns

whether fast lookup hash is enabled for this index

C.6.3.9 `void explicit_index::set_purge(bool p)`

Specify whether this index should delete local nodes when no longer needed

C.6.3.10 `const fast_index& splatter::explicit_index::hash()`

Returns

const reference to the fast lookup hash

C.6.3.11 `template<typename Q.OP > void explicit_index::do_query(const Q.OP & op, int specific = -1)`

Used to apply a query to this index – has to be public, but don’t call it directly

C.6.3.12 `template<typename Q.OP , typename IT > void explicit_index::do_query_it(const Q.OP & op, IT begin, IT end)`

Used to apply a query to this index, faces pulled by iterator

C.6.3.13 `exp_index_searcher splatter::explicit_index::get_query_searcher()`

Do not call outside a query.
Returns

a query object for searching this index quickly

C.6.3.14  template<typename IT > status explicit_index::delete_faces ( IT start, IT end )

Globally delete all faces with ids iterated over between start and end

Parameters

<table>
<thead>
<tr>
<th></th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>start</td>
<td>beginning iterator to container of entity ids to delete</td>
</tr>
<tr>
<td>end</td>
<td>end iterator of container</td>
</tr>
</tbody>
</table>

Returns

success or failure

C.6.3.15  status explicit_index::sync_phantom_layer ( bool clobber_duplicates = true )

Globally delete all faces, not trusting the hash to be picky enough. Use this with no-type indices that may have repeated node-ids

Ensures that all entities are stored on processes that need them (based on ownership of underlying entity nodes).

Parameters

| clobber_duplicates | check and purge local entities that are duplicates |


C.6.3.16 int splatter::explicit_index::etypede ( ) const

Returns

  entity type for this index

C.6.3.17 status explicit_index::validate_hash ( )

Expensive debugging/validation method **Do not call.**

C.6.3.18 status explicit_index::validate_entities ( )

Expensive debugging/validation method **Do not call.**

C.6.3.19 status explicit_index::do_migrate ( migrate_args & args )

  [protected], [virtual]

  move faces according to migrate_args – used mostly for deleting?? dangerous!

  Reimplemented in splatter::temp_index .

C.6.3.20 status explicit_index::renumber ( const ownerdb & new_odb,

  const std::vector< int > & local_gid, std::map< int, int > &

  global_map ) [protected], [virtual]

pure virtual method for renumbering entities according to local_gid, and potentially

  redistributing nodes according to new_odb

  Implements splatter::index .

  Reimplemented in splatter::temp_index .
C.7 splatter::implicit_index Class Reference

C.7.1 Detailed Description

index subclass for collections of single-node entities, stored as a range of node ids – specifically
the range of nodes owned by the current rank and potentially any phantom entities
This is really just used for the master node index, but i guess it could conceivably be used
for something else...

C.7.2 Constructor & Destructor Documentation

C.7.2.1 splatter::implicit_index::implicit_index ( const ownerdb & odb )

Constructor: called by part_mgr

C.7.3 Member Function Documentation

C.7.3.1 int splatter::implicit_index::size ( ) const [virtual]

Returns

number of nodes represented by this index (just nlocal!)

Reimplemented from splatter::index .

C.8 splatter::temp_index Class Reference

C.8.1 Detailed Description

a special, user-space version of an explicit_index for facilitating complex mesh manipulation
logic. Be careful! It tries to maintain a mapping to position in original index.
Fast hash lookup is always enabled.

C.8.2  Constructor & Destructor Documentation

C.8.2.1  temp_index::temp_index ( part_mgr * mgr, int entity_type, bool update_hash = false )

Construct a new temp_index

Parameters

<table>
<thead>
<tr>
<th>Param</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>mgr</td>
<td>pointer to relevant part_mgr</td>
</tr>
<tr>
<td>entity_type</td>
<td>topological entity type for the contents of this index</td>
</tr>
<tr>
<td>update_hash</td>
<td>will this entity have enough distribution of mesh elements for the hash to benefit from having dedicate room for data associated with every local node?</td>
</tr>
</tbody>
</table>

C.8.2.2  temp_index::temp_index ( explicit_index & ei, bool update_hash = false )

Construct a new temp_index modeled after an explicit index

Parameters

<table>
<thead>
<tr>
<th>Param</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ei</td>
<td>explicit_index to model after</td>
</tr>
<tr>
<td>update_hash</td>
<td>this index is expected to use a wide range of local nodes</td>
</tr>
</tbody>
</table>
C.8.3.1 \texttt{temp\_index temp\_index::no\_type ( \part\_mgr * mgr, \ int width,} \begin{verbatim}
bool update\_hash = false ) [static]
\end{verbatim}

Construct a new \texttt{temp\_index} with no type
Parameters

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>mgr</td>
<td>the authority part_mgr</td>
</tr>
<tr>
<td>width</td>
<td>number of nodes per entity</td>
</tr>
<tr>
<td>update_hash</td>
<td>this index is expected to use a wide range of local nodes</td>
</tr>
</tbody>
</table>

C.8.3.2 temp_index temp_index::vec_wrapper ( part_mgr * mgr, std::vector< int > & data ) [static]

Temporarily treat an array as a temp_index so it can be renumbered

Parameters

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>mgr</td>
<td>the authority part_mgr</td>
</tr>
<tr>
<td>data</td>
<td>the std::vector to process</td>
</tr>
</tbody>
</table>

C.8.3.3 status temp_index::clear ( )

Remove all index contents

C.8.3.4 int* splatter::temp_index::operator[] ( int f )

Non-const entity accessor.

Parameters

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>f</td>
<td>entity to look up</td>
</tr>
</tbody>
</table>

Returns

pointer to nodes of specified entity
C.8.3.5  const int* splatter::temp_index::operator[]( int f ) const

Const version of entity accessor.
Parameters

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>( f )</td>
<td>entity to look up</td>
</tr>
</tbody>
</table>

Returns

pointer to nodes of specified entity

C.8.3.6  

\[
\text{int splatter::temp_index::add_face ( int \text{ elt}no, \text{ const int * newface_nodes })}
\]

Add a entity to this index

Parameters

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>( \text{elt}no )</td>
<td>position in source index for entity, if applicable</td>
</tr>
<tr>
<td>( \text{newface}_-nodes )</td>
<td>nodes for the new entity</td>
</tr>
</tbody>
</table>

Returns

local position of new entity

C.8.3.7  

\[
\text{int splatter::temp_index::add_face ( const int * newface_nodes })
\]

Add a entity to this index

Parameters

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>( \text{newface}_-nodes )</td>
<td>nodes for the new entity</td>
</tr>
</tbody>
</table>

Returns

local position of new entity
C.8.3.8 status splatter::temp_index::add_all ( const temp_index & other,
            bool unique = false )

Copy all entities from one temp_index
Parameters

<table>
<thead>
<tr>
<th>other</th>
<th>the original temp.index</th>
</tr>
</thead>
<tbody>
<tr>
<td>unique</td>
<td>check for and purge duplicates</td>
</tr>
</tbody>
</table>

Returns

success or failure

C.8.3.9 int splatter::temp_index::origid ( int f ) const

Parameters

| f | local entity being checked |

Returns

original id in source index

C.8.3.10 int splatter::temp_index::find ( const int * nodes ) const

Finds a face in this index

Parameters

| nodes | the face to be searched for |

Returns

position of face or -1 if not found

C.8.3.11 status temp_index::renumber ( const ownerdb & new_odb, const std::vector< int > & newgids, std::map< int, int > & global_map ) [virtual]

Renumber this index (see part.mgr)
Reimplemented from `splatter::explicit_index`.

C.8.3.12 template<typename Q.OP> void splatter::temp_index::do_query (const Q.OP & op, int specific = -1 )

Query support **Do not call directly**

C.8.3.13 status splatter::temp_index::do_migrate ( migrate_args & args )

[virtual]

Apply the *migrate* protocol

Parameters

| `args` | protocol args |

Returns

success or failure

Reimplemented from `splatter::explicit_index`.

C.9 splatter::data_proxy Class Reference

C.9.1 Detailed Description

Proxy for user data
C.9.2 Member Function Documentation

C.9.2.1 virtual int splatter::data_proxy::size ( ) [pure virtual]

Returns

size of data being proxied

Implemented in splatter::data_proxy_std< T >, and splatter::data_proxy_std< int >.

C.9.2.2 virtual int splatter::data_proxy::size_per ( ) [pure virtual]

Returns

number of data elements per entity

Implemented in splatter::data_proxy_std< T >, and splatter::data_proxy_std< int >.

C.9.2.3 virtual void splatter::data_proxy::clear ( ) [pure virtual]

Removes all data contents (be careful!)

Implemented in splatter::data_proxy_std< T >, and splatter::data_proxy_std< int >.

C.9.2.4 virtual void* splatter::data_proxy::raw ( ) [pure virtual]

Returns

pointer to underlying data (be careful!)
Implemented in `splatter::data_proxy_std<T>`, and `splatter::data_proxy_std<int>`.

C.9.2.5 virtual status `splatter::data_proxy::resize ( unsigned int s )` [pure virtual]

Resize underlying data

Parameters

| s | number of elements to resize for |

Returns

success or failure

Implemented in `splatter::data_proxy_std<T>`, and `splatter::data_proxy_std<int>`.

C.9.2.6 virtual void `splatter::data_proxy::insert ( int n )` [pure virtual]

Insert slots for new data

Parameters

| n | number of slots to insert |

Implemented in `splatter::data_proxy_std<T>`, and `splatter::data_proxy_std<int>`.

C.9.2.7 virtual void `splatter::data_proxy::add_one ( )` [virtual]

Insert 1 slot for new data
Apply the `batch_migrate` protocol.
Parameters

| args   | protocol args |

Returns

success or failure

Implemented in `splatter::data_proxy_std< T >`, and `splatter::data_proxy_std< int >`.

C.9.2.9 virtual `data_proxy* splatter::data_proxy::deliver ( const deliver_args & args, data_proxy * out = NULL ) [pure virtual]

Apply the deliver protocol.

Parameters

| args   | protocol args |

| out    | optional proxy for collected data |

Returns

pointer to collecting proxy

Implemented in `splatter::data_proxy_std< T >`, and `splatter::data_proxy_std< int >`.

C.9.2.10 virtual `status splatter::data_proxy::sync ( parallel_ctx pctx, const sync_args & args ) [pure virtual]

Apply the sync protocol.
Parameters

<table>
<thead>
<tr>
<th>pctx</th>
<th>the <code>parallel_ctx</code> to use</th>
</tr>
</thead>
<tbody>
<tr>
<td>args</td>
<td>protocol args</td>
</tr>
</tbody>
</table>

Returns

success or failure

Implemented in `splatter::data_proxy_std< T >`, and `splatter::data_proxy_std< int >`.

C.9.2.11 virtual status splatter::data_proxy::reorder ( const
std::vector<int> & localids ) [pure virtual]

Apply the ‘reorder protocol.

Parameters

| localids | new local ids for all local data |

Returns

success or failure

Implemented in `splatter::data_proxy_std< T >`, and `splatter::data_proxy_std< int >`.

C.9.2.12 virtual status splatter::data_proxy::load ( std::ifstream & in ) [pure virtual]

Load data from restart file stream.
Parameters

| in          | the restart file stream. |

Implemented in `splatter::data_proxy_std<T>`, and `splatter::data_proxy_std<int>`.

C.9.2.13 virtual status splatter::data_proxy::save ( std::ofstream & out, int limit = -1 ) [pure virtual]

Save data to a restart file stream.

Parameters

| out         | the restart file stream. |

Implemented in `splatter::data_proxy_std<T>`, and `splatter::data_proxy_std<int>`.

C.9.2.14 virtual `data_proxy*` splatter::data_proxy::type_copy ( ) [pure virtual]

Create a new `data_proxy` capable of storing the same kind of data.

Returns

the type clone

Implemented in `splatter::data_proxy_std<T>`, and `splatter::data_proxy_std<int>`.

C.9.2.15 virtual void splatter::data_proxy::store_raw ( int dest, int src, `data_proxy * src_proxy` ) [pure virtual]

Forcibly copy data between proxies, assuming they are type compatible.
Parameters

<table>
<thead>
<tr>
<th>dest</th>
<th>position in local data</th>
</tr>
</thead>
<tbody>
<tr>
<td>src</td>
<td>position in source data</td>
</tr>
<tr>
<td>src_proxy</td>
<td>data proxy containing source data</td>
</tr>
</tbody>
</table>

Implemented in `splatter::data_proxy_std<T>`, and `splatter::data_proxy_std<int>`.
VITA

Degrees

M.S. Computer Science  
Tulane University, 1998  
Thesis: Navigation and map-making with a team of mobile robots

B.S.E. Computer Engineering  
Tulane University, 1997  
Minor: Robotics and Automation

Positions

Lecturer, *University of Tennessee at Chattanooga* 2010-

Research Assistant, *UTC SimCenter* 2007-2010

Consultant / Developer, *Tanis Tech LLC* 2006-2010

Senior Programmer, *Advance Internet* 1999-2006


Teaching Assistant, *Tulane University* 1997-1998

Publications

