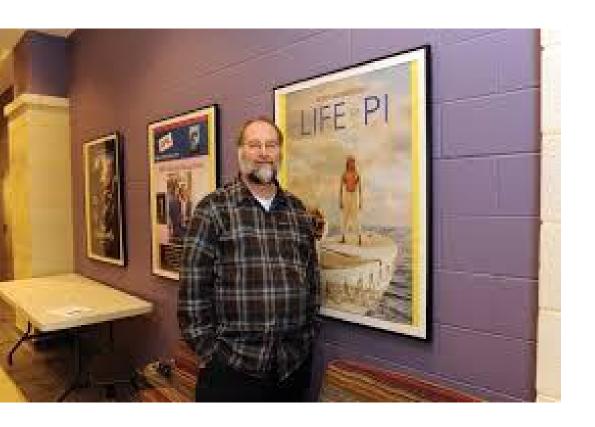


Jerry Tessendorf School of Computing

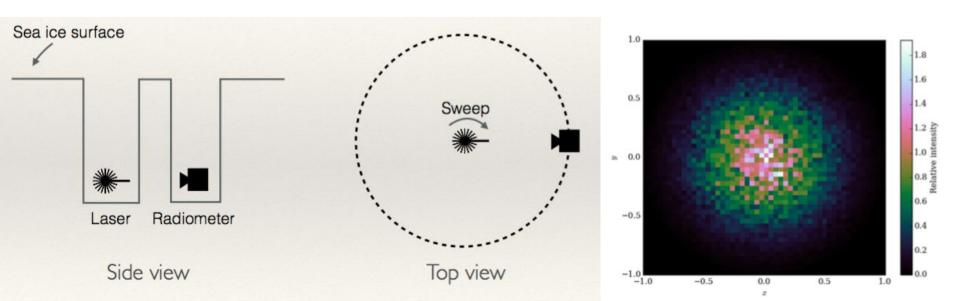
To Jonathan Cohen, Dr. Jerry Tessendorf, Dr. Jeroen Molemaker and Michael Kowalski for the development of the system of fluid dynamics tools at Rhythm and Hues. This system allows artists to create realistic animation of liquids and gases, using novel simulation techniques for accuracy and speed, as well as a unique scripting language for working with volumetric data.

Radiative Transfer from a Monte Carlo Evaluation



- Astrophysics
- Nuclear engineering
- Medical imaging & Diagnosis
 Communications
- Remote sensing
- Sensor design
- Computer graphics

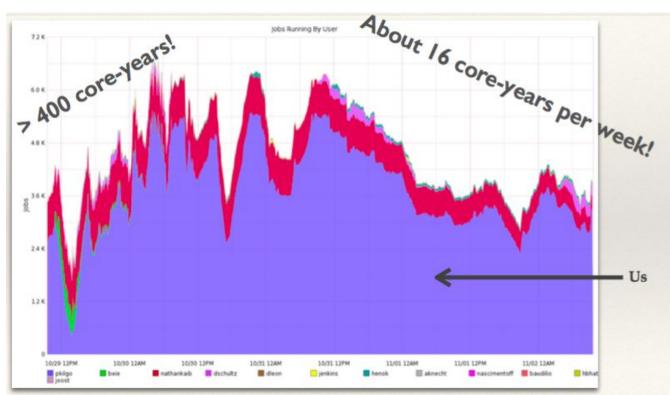
- Efficient random path perturbation that satisfies boundary conditions & constraints.
- Generates 1000's of paths from an initial path.
- Rate: ~60,000 paths/min on one core
- To compute the radiance, a total of O(10⁹) paths needed for convergence.



- Single experiment takes 80 compute years!
- An embarrassingly parallel problem

Can take advantage of high throughput computing and GPU

computation





Alex Feltus Genomics



http://cdn.phys. org/newman/csz/news/800/2015/cansorghumcr. jpg



http://ww3.hdnux. com/photos/23/43/67/5127618/3/rawlmage.jpg

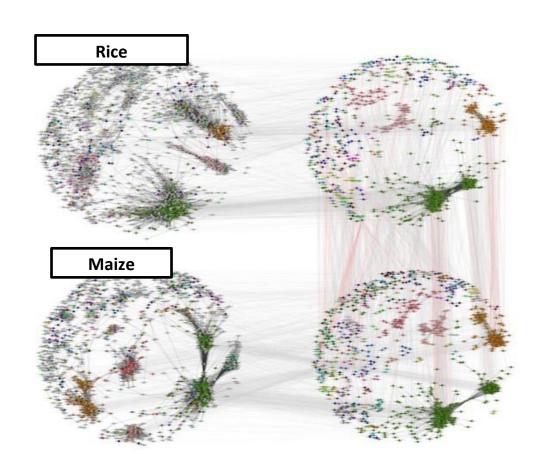


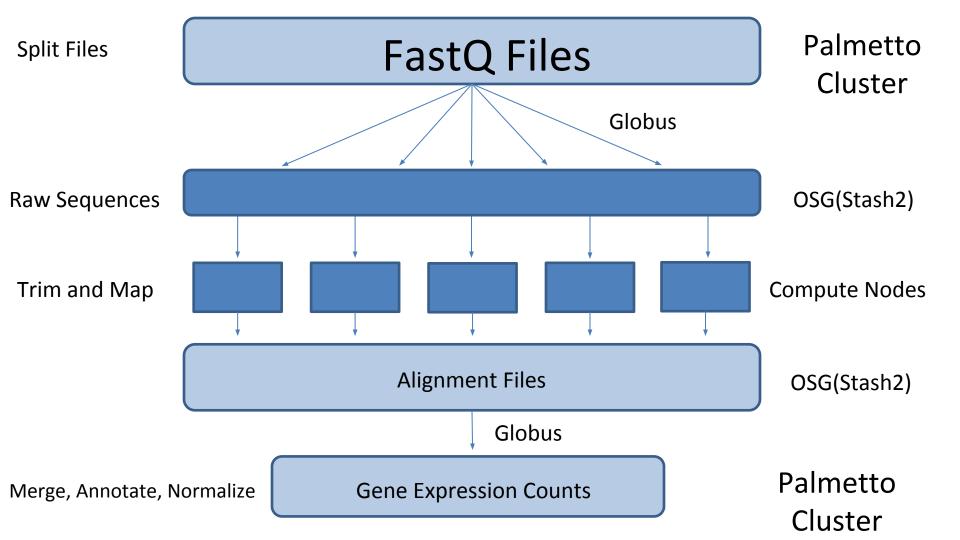
http://www.nexsteppe.com/wpcontent/themes/nex/assets/images/sorghum _seedling.jpg



http://faculty.agron.iastate.

COMPLEX GENETIC SYSTEMS





Big Data Workflow: Palmetto vs. OSG

Palmetto Cluster

- 100 Running jobs per dataset
- Walltime: 72 Hours
- Memory: 2 GB/Node
- Manually restart terminated/failed jobs
- Time to Completion:
 - ~2 weeks

Open Science Grid

- 1,000 to 5,000 Running jobs per dataset
- Walltime: Less than 12 hours ideal
- Memory: 2 GB/Node
- Input transferred to remote node storage for computation
- Pegasus Workflow Manager:
 - Monitors job completion
 - Failed jobs automatically restarted
 - Output stored on scratch directory until workflow is complete
- Time to Completion: ~24 Hours